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Unpacking

Carefully unpack the box and confirm the following items are included:

- Halo Sport headset and acoustically transparent earpads
- Quick dry case
- Soft foam Primers (x3)
- Acoustically isolating earpads
- Audio cable, charger and USB cable
- Spray bottle

If any part of Halo Sport or the accessories appear to be damaged, do not attempt to use the headset. Contact Halo Neuroscience support immediately for replacements. Customer support contact information can be found at support.haloneuro.com.
Halo Sport details

A Primer + Primer Slot
B Interchangeable earpad
C Micro-USB charging port
D Power button
E Indicator light
F Audio Jack

Powering on your Halo Sport

To turn on your Halo Sport, press the power button (D) on the right earcup once. The indicator light (E) will flash green.

If the light (E) is rapidly blinking green (once every second), your Halo Sport is ready to pair to a Bluetooth device.

If the light (E) is slowly blinking green (once every three seconds), your Halo Sport is already paired to a Bluetooth device. To disconnect your Halo Sport from your current Bluetooth device and pair to a different one, refer to Page 17.

Powering off your Halo Sport

Press and hold the power button (D) until the indicator light (E) turns solid green and starts to fade away, then release. The light will turn off and stay off. Halo Sport is now powered off.

Your Halo Sport will also automatically turn off after 10 minutes of inactivity.
THE HALO SPORT APP

To use your Halo Sport, you first need to download the free Halo Sport app. The app is required to start a Neuropriming session, but once the session is in progress, your device does not need to be in range of your Halo Sport to continue and complete your Neuropriming session.

App features

- Unlock the full potential of your Halo Sport
- Easily connect and disconnect your Halo Sport via Bluetooth
- Choose your Neuropriming session
- Start, pause and resume your Neuropriming session
- Keep your Halo Sport up-to-date with the latest software

Where to download

![App Store](image)
![Google Play](image)

Device and operating system compatibility

For the latest supported Bluetooth devices and operating systems, visit our Knowledge Base.
STARTING A NEUROPRIMING SESSION

Connecting to Halo Sport

To connect to your Halo Sport, make sure it is turned on. If you have already connected to Halo Sport with your Bluetooth device, the light should slowly blink, once briefly every three seconds. If this is the first time connecting to Halo Sport with your Bluetooth device, the light should be rapidly blinking green, once every second.

1. Open the Halo Sport App.
2. Your Halo Sport will appear in the list as ‘Halo Sport XXXXX’ where ‘XXXXX’ are the last 5 digits of your headset’s serial number. If multiple Halo Sport units are within range you can tap the headset power button to highlight your headset in the list.
3. Make sure the headset you are trying to pair to says ‘Available to pair’. If is does not, see ‘Disconnecting a Bluetooth Device’ on Page 17.
4. Select your headset and wait for the pairing request.
5. When you are prompted to pair, select ‘Pair’.

Note: you need to pair Halo Sport in the Halo Sport App, not in your smartphone’s Bluetooth Settings. Halo Sport can only be paired to one Bluetooth device at a time. If the Halo Sport App says ‘Paired to device’ that means it is connected to a different Bluetooth device than the one you are trying to use.

Choosing a Neuropriming session

2. On the bottom of the App there is an ‘^’ icon.
3. Select the icon and you will see the available Neuropriming sessions.
4. Select your desired session.
Difference between Neuropriming sessions

1. The Legs, Core, and Arms session is designed to be paired with exercise and activity that is associated with your larger muscle groups. For example, if you are practicing basketball and looking to improve your vertical jump, use this Neuropriming session when you are practicing your jumps, doing squats, or completing any other workout associated with increasing vertical jump.

This Neuropriming session can also be used for other full-body or large muscle movement activities besides working out, like learning a new dance, martial arts, etc.

*Note:* this Neuropriming session requires 3 Primers.

2. The Hands & Fingers sessions are used to help improve hand-specific skills. For example, if you are working on your dribbling and ball handling skills for basketball, you would want to use a Hands and Fingers session. Other individuals who may want to use one of these sessions are musicians, such as violinists, pianists, etc., that want to practice hand-specific skills.

There is one session for right hand emphasis and one for left hand emphasis. Each has a positive effect on both hands, but may have a greater effect on the targeted hand. You should choose which side would be more valuable to you. For example, a violinist may use the *(L)* session to practice their fingerwork or the *(R)* session to focus on their bowing. If your goal is to improve both sides equally, alternate between the *(L)* and *(R)* sessions each time you practice.

*Note:* this Neuropriming session requires 2 Primers, one in each side pocket.

Wetting the Primers

To make sure you have the best contact, ensure the Primers are very saturated with water before installing them in the Halo Sport headset and starting a Neuropriming session.

1. Using the provided spray bottle filled with tap water, spray each Primer 8-10 times making sure each of the soft tips is wet and appears dark grey.

   OR

2. Take each Primer and place it under a faucet or water fountain for 8-10 seconds making sure the soft tips are wet and appear to be dark grey.
It is okay for the gold contacts to get wet, but they do not need to be intentionally sprayed for the device to function.

Do not submerge Primers in a bowl of water—either spray them or place them under the faucet.

Do not submerge Halo Sport. For best performance, remove Primers between uses and allow Halo Sport to fully dry.

**Installing the Primers**

To install the Primers, align the gold contacts with the notches on the Primer slot. When the magnet on the Primer latches to the slot, you have correctly installed the Primer. Repeat for the other Primers as necessary.

**Placing Halo Sport on your head**

1. With the Primers installed, place Halo Sport on your head like any pair of headphones. For best results, place directly on the center of your head instead of moving the headset from the front of your head into place. This will ensure the Primers do not scrape through your hair, losing water, and that you get the best contact.

Halo Sport should look approximately vertical on your head when standing up straight. To be exact, you can measure the distance from the bridge of your nose to the bump on the back of your head and place Halo Sport at the halfway point.
2. Once the headset is positioned, press down on the headset band and gently wiggle back and forth in place to make sure each Primer has good contact with your scalp. To see a video on how to properly do this, watch the Halo Sport Getting Started videos.

Starting a Neuropriming session

1. When you achieve good contact, there will be a ‘Start’ Button on the Halo Sport App screen.
2. Press ‘Start’ to begin the Neuropriming session.

Once you start a Neuropriming session, you do not need to remain in range of your Bluetooth device. If you hear a tone from the headset, you can check your Halo Sport App for details. If you re-enter close range of your Bluetooth device, Halo Sport will automatically link back up with your Bluetooth device and the Halo Sport App will display updated status.

Poor contact screen

If Halo Sport is unable to make good contact with your scalp, the ‘Poor Contact’ screen will appear. The bars above the headset represent how good or poor the contact is. Three bars represents very poor contact and one bar means you are very close to getting the appropriate contact. When all the bars disappear, the Halo Sport app will advance past this screen to begin or resume your Neuropriming session.
To get better contact:
1. Make sure the sliding adjustment on both sides of the headset band is set to a snug, but comfortable position.
2. Press down firmly on the top of the headset while gently wiggling the headset back and forth in place.
3. Re-wet the Primers and try again.

Once you get good contact, the ‘Start Screen’ will appear and you can start your session. If during the session, contact is lost, the ‘Poor Contact’ screen will appear and the headset will sound a tone (See ‘Halo Sport tones’ on Page 11). You need to re-establish contact for the Neuropriming session to resume.

**Halo Sport tones**

Halo Sport has 4 different types of beeps that will come from the right earcup:

1. Neuropriming Started / Resumed - A short 2 tone beep
2. Neuropriming Completed - A short 4 tone beep
3. Poor contact - Three beeps (same tone) in a row, followed by a break, then the same three beeps. Beeping will continue until poor contact is fixed or 5 minutes have elapsed (Neuropriming session will end). This is accompanied by a blinking yellow light (See Page 15).
4. System error - A short 3 tone beep accompanied by a red flashing light (See Page 15).

**What to do during a Neuropriming session**

Depending on your activity, you can do one of the following during your Neuropriming session:

1. Warm up for your workout. This could include stretching, light weights, an easy run, etc.
2. If you are doing a low-impact workout activity, or if you are playing an instrument, you can start your practice once you start the Neuropriming session—there is no need to wait.
3. If the beginning of your workout and/or your warm-up involves high movement activity, like box jumps, wear Halo Sport on your way to the gym or while you are getting ready. Make sure you begin your practice right after the Neuropriming session is over to ensure maximum benefit from Halo Sport.
You can listen to music during your Neuropriming session. Whether or not you listen to music does not impact the effect of the Neuropriming technology.

**Adjusting the amplitude**

To adjust the amplitude, press the (+) to increase or the (-) to decrease. The range is 1-10 and the default setting is 5.

![Amplitude adjustment](image)

The amplitude adjustment is to allow you to set the level of Neuropriming to your comfort level. While the whole range is effective and safe, for optimal results it is recommended to set the level to the highest value that is comfortable for you.

**Pausing and resuming**

During your Neuropriming session you can choose to pause it:

1. Press the ‘Pause’ button or the countdown timer on the Halo Sport App.
2. Wait for the ‘Resume’ screen to appear before you take the headset off.
3. To resume, make sure you have the headset on correctly.
4. Select the ‘Resume’ button.

![Pause](image)

**What to do after a Neuropriming session**

After you complete a Neuropriming session, the benefits will apply to any training you do in the next 60 minutes, whether you continue to wear the headset or not. You can keep it on to listen to music or take it off when the Neuropriming session is over. There is no difference in performance either way.
After finishing your Neuropriming session, start your training. For best results, we recommend focusing on thoughtful, deliberate, quality training repetitions during the next hour. This can be reps that target skill and proper technique or strength and explosion.
CHARGING YOUR HALO SPORT

Connecting the USB cable

1. Plug the small end of the USB cable into the micro-USB port on the right earcup.
2. Plug the other end into the Halo Sport USB wall charger.

While charging, the indicator light will be solid orange. Note: You cannot do a Neuropriming session while your Halo Sport is charging. Do not wear your Halo Sport while it is charging.

When fully charged the light will be solid green. If the charger is left plugged in for a long period of time, the light may turn orange again indicating that the charging system is properly refreshing the battery.

Checking the battery status

While charging, go to the Halo Sport app and the charging screen will appear. The percent charged will appear on the bottom of the screen.

To check battery status when the headset is not charging, go to the ‘Connect Your Headset’ screen and a battery indicator will appear next to your Halo Sport headset.

On the headset, if the battery is low, the light will blink orange indicating you need to charge your Halo Sport before you can start another Neuropriming session. If the battery is critical, the light will blink red and Halo Sport will turn off. For more information see Page 15.

Battery information

A fully charged battery will provide you with 8 complete Neuropriming sessions.

A 20 minute charge will give you enough energy to do one Neuropriming session.
# Color and duration

<table>
<thead>
<tr>
<th>Indicator Light Activity</th>
<th>Headset State</th>
</tr>
</thead>
<tbody>
<tr>
<td>Off</td>
<td>Headset is off</td>
</tr>
<tr>
<td>Blinking green (once per second)</td>
<td>Headset is advertising it is ready to connect to a Bluetooth device</td>
</tr>
<tr>
<td>Blinking green (briefly, once every three seconds)</td>
<td>Headset is connected to Bluetooth device and is ready to use</td>
</tr>
<tr>
<td>White glow</td>
<td>Headset is in the process of connecting to a Bluetooth device</td>
</tr>
<tr>
<td>Smooth green -&gt; yellow -&gt; green rotation</td>
<td>Neuropriming session is active</td>
</tr>
<tr>
<td>Blinking yellow</td>
<td>Neuropriming session paused by user or due to poor contact</td>
</tr>
<tr>
<td>Blinking orange</td>
<td>Headset battery is low. Charge before starting another Neuropriming session</td>
</tr>
<tr>
<td>Blinking red</td>
<td>Headset battery is critical and will shut off. Plug into charger</td>
</tr>
<tr>
<td>Solid orange</td>
<td>Headset is charging</td>
</tr>
<tr>
<td>Solid green</td>
<td>Headset is fully charged</td>
</tr>
<tr>
<td>Repeating red -&gt; white</td>
<td>Internal error detected. Turn off headset.</td>
</tr>
</tbody>
</table>
About Bluetooth technology

Bluetooth Smart (Bluetooth Low Energy) lets you start, pause, and resume Neuropriming sessions from your Bluetooth device. Bluetooth Smart is specifically designed to use the lowest amount of power possible to transfer data. Before you can start a Neuropriming session from a Bluetooth device, you must pair the device with Halo Sport. Note: Bluetooth connectivity is only for data transfer and managing the Neuropriming session. It is not for streaming audio from your Bluetooth device.

Pairing your Bluetooth device - iOS

1. Open the Halo Sport App on your iOS device.
2. Your Halo Sport should appear in the list as ‘Halo Sport XXXX’ where ‘XXXX’ is the last 5 digits of your headset’s serial number.
3. Make sure the headset you are trying to pair to says ‘Available to pair’. If is does not, see ‘Disconnecting a Bluetooth Device’ on Page 17.
4. Select your headset and wait for the pairing request.
5. When you are prompted to pair, select ‘Pair’.
6. The indicator light will glow white indicating a connection is being made. Then, it will continue to blink green once every 3 seconds.

Pairing your Bluetooth device - Android

1. Open the Halo Sport App on your iOS device.
2. Your Halo Sport should appear in the list as ‘Halo Sport XXXX’ where ‘XXXX’ is the last 5 digits of your headset’s serial number.
3. Make sure the headset you are trying to pair to says ‘Available to pair’. If is does not, see ‘Disconnecting a Bluetooth Device’ on Page 17.
4. Select your headset and wait for the pairing request.
5. When you are prompted to pair, select ‘Pair’.
6. The indicator light will glow white indicating a connection is being made. Then, it will continue to blink green once every 3 seconds.

Connecting to multiple devices

You cannot connect Halo Sport to multiple Bluetooth devices at the same time. Once paired, only your phone or other Bluetooth device can access your headset. In order to connect Halo Sport to a different Bluetooth device, you must disconnect it from your current one. See ‘Disconnecting a Bluetooth Device’ on Page 17. If the Halo Sport App says ‘Paired to device’ that means it is connected to a different Bluetooth device than the one you are trying to use.
Disconnecting a Bluetooth device

To disconnect your Bluetooth device from Halo Sport:

1. Press and hold the power button on the right earcup for 7 seconds.
2. Note that while the power button is held, the indicator light will fade away (continue to hold the button!) and then after a few more seconds will start blinking green, about one time per second. Once it starts to blink again, let go of the button.
3. Halo Sport is now unpaired. You can now connect it to another Bluetooth device.
Sharing Halo Sport

If you want to share Halo Sport between multiple people, you can do so one of the following ways:

1. Each individual downloads the Halo Sport app to their Bluetooth device. With this method, Halo Sport must be paired and unpaired between individual uses.
2. Using a single device, each athlete will need to create their own User Account. After the one session is complete, the next individual signs into their own account on the same device. With this method, Halo Sport does not need to be unpaired.
3. For temporary use, for instance if you want to allow a friend to try Halo Sport, you can request an exception to usage limits within the Halo Sport app. Select this option and briefly describe the reason; upon approval from Halo’s server, the other user can start a Neuropriming session.
4. If you are a team or organization, contact Halo Neuroscience at partnerships@haloneuro.com about creating an enterprise account.
Wetting the Primers

As stated on Page 8, to make sure you have the best contact, ensure the foam tips of the Primers are very saturated with water before installing them in the Halo Sport headset and starting a Neuropriming session.

1. Using the provided spray bottle filled with tap water, spray each Primer 8-10 times making sure each of the soft tips is wet and appears dark grey

   OR

2. Take each Primer and place it under the faucet or water fountain for 8-10 seconds making sure the soft tips are wet and appear to be dark grey

It is okay for the gold contacts to get wet, but they do not need to be intentionally sprayed for the device to function.

Do not submerge Primers in a bowl of water—either spray them or place them under the faucet.

Do not submerge Halo Sport. For best performance, remove Primers between uses and allow Halo Sport to fully dry.

Recharging the Primers

Your Primers act like sponges - they absorb water to help make good contact with your scalp. Over many uses, this ability to absorb water may decrease, which could make it harder to get good contact. If you notice this happening, use the Recharge Pack to restore the Primers’ hydrophilicity. In normal cases, this won’t be necessary until after many sessions. If you wet the Primers vigorously (i.e. hard scrubbing and rinsing), then you may need to use a Recharge Pack sooner.

To recharge your Primers:

1. Dispense one recharge pack into the recharge tray.
2. Take one Primer and scrub it back and forth in the tray for 10 seconds or until all soft tips are wet.
3. Repeat for other Primers.
4. Allow to dry; alternatively, Primers can be directly installed into Halo Sport and you can start your Neuropriming session.

Note: For best results, recharge your Primers when they are dry.
Replacing the Primers

Primers are designed to be long-lasting and repeatedly rechargeable using Halo Recharge Packs. However, like your running shoes or the padding in your bike helmet, Primers can become physically worn out after extended use. At this time you may want to replace your Primers.

You can purchase more Primers from the Halo Neuroscience website at www.haloneuro.com.
Audio overview

Halo Sport plays audio when connected with a standard 3.5mm audio cable. Note: Halo Sport does not play audio over Bluetooth.

The provided audio cable comes with an inline microphone. If connected to a mobile phone, you can use the microphone to make phone calls while wearing Halo Sport.

Connecting the audio cable

1. Plug the audio cable into the audio connector on the left earcup. The end with the microphone closest to it should be plugged into Halo Sport.
2. Plug the other end of the audio cable into the audio connector on your device.

Playing music

To play music or audio, open up your music or audio app on your device and select ‘Play’. If you have another audio device like Bluetooth headphones or the device’s speaker enabled on your device, you may have to go to settings to change the output device.

Earpads

Halo Sport comes with two sets of earpads, acoustically transparent (left image) and acoustically isolating (right image). The acoustically transparent earpads come pre-installed and allow you to hear sounds clearly (like instructions from your trainer or coach) while you’re wearing Halo Sport, whether you are playing music or not. The acoustically isolating earpads are like traditional earpads on headphones. They will block out more sound around you while you are using Halo Sport.

Note: Halo Sport does not have active noise canceling or noise isolating technology.
Changing the earpads

1. Hold the back of the earcup, grab the edge of the earpad, press down, and rotate counterclockwise.
   a. Do not be afraid to turn firmly, applying ample force to the soft part of the earpad, when removing the earpads. Once successful, you will hear a click and you can pull off the ear pad.

2. Place the replacement ear pad with the R or L facing upwards, ensuring that R and L are on the correct sides. Make sure the ear pad is correctly seated on the ear cup.

3. Apply force and turn clockwise.
   a. You will hear a click noise when the earpad is installed properly. Repeat for the other earcup.
Updating the software

Halo Neuroscience may release software updates for your Halo Sport headset in order to optimize your Halo Sport experience. To check for a software update:

1) Select the Menu icon in the upper left corner of the Halo Sport App.
2) If there is a software update available, there will be an option to ‘Update Headset’ in the menu.
3) Make sure your Halo Sport is charged above 50%, but unplugged from the charger.
4) Select ‘Update Headset’.
5) The software update process will begin. It will take between 5-10 minutes to complete.
6) When completed, you will be prompted to turn the headset back on.
7) Press the silver power button.
8) The Halo Sport App will reconnect to your Halo Sport.
9) You can continue using your Halo Sport.

On some versions of the Halo Sport App, you will be notified if a software update is available. You can choose to update or delay it for another time.
Quick dry case

Your Halo Sport comes with a quick dry case. This case is breathable and helps wick water away.

Storing Halo Sport

When you are not using Halo Sport, place the headset flat on the right side of the case.

- For best results, make sure your Halo Sport is dry before storing it.
- Be sure to turn your Halo Sport off when not in use. Headset will automatically turn itself off after 10 minutes of inactivity.
- Remove the Primers from the headset when not in use to allow them and the sockets in the headset to dry.
- Before storing the headset for more than a few months, be sure the battery is fully charged.
- You can store Halo Sport accessories in the case if you prefer (spray bottle, charger, cables).
- Store Halo Sport in a dry, moderate temperature location.

Halo Sport maintenance

1. Wipe and dry Halo Sport with a clean cloth after each Neuropriming session.
2. When Halo Sport is not in use, remove Primers.

Serial Number location

The serial number is on the inside of the left earcup, behind the earpad.

To view the serial number, remove the left earpad from the Halo Sport Headset. To remove the earpad, see instructions on Page 22.
Technical information

Headset dimensions

Height adjustment: 50 mm slider each side
Head size range: 125-180mm
Weight: 340 g

Headset details

Operating temperature: 0 to 40 degrees C
Storage temperature: -40 to 60 degrees C
Power supply: Lithium-ion (LiPo cell), micro USB recharge

Primers

Nominal area: 24 sq cm
Conductive path: Carbon, saline solution
Contact material: Elastomer foam

Inputs & outputs

Output configuration: 3 scalp Primers, 1 auxiliary
Output architecture: Current source
Number of current sources: 1
Maximum current: 2.2mA
Output frequency range: 0-625 Hz
Maximum voltage: 36V
Output precision: ±10% or ±50 μA, whichever is larger

Audio

Connection type: Wired
Interface type: 3.5mm Audio Jack
Frequency range: 20Hz - 20,000Hz
Total Harmonic Distortion (THD): < 5% @ 1kHz

Communication protocol

Bluetooth Low Energy (BLE)
Contains TX FCC ID: T7V1316
Contains TX IC: 216Q-1316
CE R&TTE Conformity

Replacement parts and accessories

Replacement parts and accessories can be purchased on Halo Neuroscience’s website at www.haloneuro.com.

If you cannot find the replacement part or accessory you are looking for, contact Halo Neuroscience customer support. Customer support contact information can be found at support.haloneuro.com.

Limited warranty

Halo Neuroscience warrants this Halo Sport hardware product against material defects in materials and workmanship for a period of one year from the date of purchase by the original purchaser. This express written warranty is exclusive and in lieu of any other warranty or remedy, express or implied. For additional information regarding this warranty and related topics, please go to our website at www.haloneuro.com/warranty.
For more information, troubleshooting tips, and videos, visit [support.haloneuro.com](http://support.haloneuro.com).

If you are still experiencing problems, contact Halo Neuroscience Support. Contact information can be found at [support.haloneuro.com](http://support.haloneuro.com).

<table>
<thead>
<tr>
<th>Problem</th>
<th>What to Do</th>
</tr>
</thead>
</table>
| Halo Sport will not turn on                  | - Power on the headset (See Page 5)  
- Charge the battery                          |
| Halo Sport does not connect with Bluetooth Device | - Disconnect Halo Sport (See Page 17)  
- On your Bluetooth Device                    
  - Turn the Bluetooth feature off then on   
  - Delete your Halo Sport headset from the Bluetooth list on your device. Try again.  
- Close out the Halo Sport App and reopen      
- Move your Bluetooth device closer to Halo Sport and away from any interference or obstructions  
- Turn your Bluetooth device on and off       
- Visit support.haloneuro.com for support videos  
- Perform a hard reset on Halo Sport (See 'Halo Sport unresponsive' below)  
- Pair a different Bluetooth device (See Page 17) |
| Poor contact                                 | - Make sure you have the correct number of Primers installed for the chosen Neuropriming session  
- Re-wet the Primers (See Page 19)            
- Make sure you place Halo directly on the center of your head (See Page 9)  
- Push down on the top of the headset while combing the Primers back and forth slightly  
- If you have used your Primers many times, recharge them  
- Visit support.haloneuro.com for troubleshooting videos. |
| No audio                                     | - Make sure the audio cable is plugged in correctly  
- Increase the volume on your device         
- Verify device is not trying to play audio through another headset  
- Use a different device                     |
| Poor sound quality                           | - Make sure the audio cable is plugged in correctly  
- Use a different music source               |
| Battery won't charge                         | - Make sure both ends of the USB cable are correctly inserted  
- If your Halo Sport has been exposed to high or low temperatures, let the Halo Sport return to room temperature and try to charge again |
| Halo Sport unresponsive                      | - Perform a hard reset  
- Press and hold the power button for 20 seconds. During this time, the indicator light will fade away and start blinking once per second. Keep holding until the light turns off again. When it turns off, release the button. Wait 10 seconds, and press the power button once to turn back on. |
Undesired reactions

If you experience undesired reactions, please stop using the system and consult with your trainer or physician. While Primers are hypoallergenic and designed for comfort, users with sensitive skin may experience irritation under the Primers due to stimulation. Use of any headset for prolonged periods may cause or exacerbate headaches.

Warnings

- Do not use if you have any injury or defect (such as a hole, plate, past fracture, or implanted medical device) in the portion of your skull over your brain.
- Do not use if you have any active implanted medical or electronic device, such as a pacemaker or defibrillator.
- Do not use if you have epilepsy or any history of seizures.
- The safety of neurostimulation has not been studied in pregnant women. Do not use during pregnancy or if you are breastfeeding.
- If you are in the care of a physician, please consult your physician before using this device.
- Do not use while driving, operating machinery, or in any situation in which you are at risk for injury.
- Do not use if the housing has been damaged.
- Do not use on children.
- Only use Halo Sport when positioned like normal headphones, over the vertex of the head.
- Do not use over the neck or other body regions. Halo Sport should only be used as directed over normal, healthy, intact skin.
- Use of products or accessories not approved by Halo Neuroscience and/or not compatible with the Halo Sport system may cause harm or injury.

Precautions

The performance of Halo Sport may be compromised by electromagnetic interference (EMI), such as interference from power lines, induction heaters, or body fat measurement scales. This could cause the headset to shut down and not deliver Neuropriming.

Although Primers are meant to be used with water or saline solution, Halo Sport should not be immersed in liquid. Clean by wiping with a dry or damp cloth.
Halo Sport contains a lithium-ion power cell. Do not disassemble the headset or dispose of it contrary to appropriate regulations.

Do not use Halo Sport if the headset or Primers have been damaged.

Charge Halo Sport only with the included USB cable and adapter, or with an adapter compliant with all applicable regulations and standards.

Listening through any headphones at high volume can gradually cause hearing loss. Please listen responsibly.

**FCC Statement**

This device complies with part 15 of the FCC Rules. Operation is subject to the following two conditions: (1) This device may not cause harmful interference, and (2) this device must accept any interference received, including interference that may cause undesired operation.

This equipment has been tested and found to comply with the limits for a Class B digital device, pursuant to part 15 of the FCC Rules. These limits are designed to provide reasonable protection against harmful interference in a residential installation. This equipment generates, uses and can radiate radio frequency energy, and if not installed and used in accordance with the instructions, may cause harmful interference to radio communications. However, there is no guarantee that interference will not occur in a particular installation. If this equipment does cause harmful interference to radio or television reception, which can be determined by turning the equipment off and on, the user is encouraged to try to correct the interference by one or more of the following measures:

- Reorient or relocate the receiving antenna.
- Increase the separation between the equipment and receiver.
- Connect the equipment into an outlet on a circuit different from that to which the receiver is connected.
- Consult the dealer or an experienced radio/TV technician for help.

**ICC RSS-Gen Statement**

This Device complies with Industry Canada License-exempt RSS standard(s). Operation is subject to the following two conditions: 1) this device may not cause interference, and 2) this device must accept any interference, including interference that may cause undesired operation of the device.

Le présent appareil est conforme aux CNR d'Industrie Canada applicables aux appareils radio exempts de licence. L'exploitation est autorisée aux deux conditions suivantes: (1) l'appareil ne doit pas produire de brouillage, et (2) l'utilisateur de l'appareil doit accepter tout brouillage radioélectrique subi, même si le brouillage est susceptible d'en compromettre le fonctionnement.