

OPENMOVE

WIRELESS BONE CONDUCTION HEADPHONES 

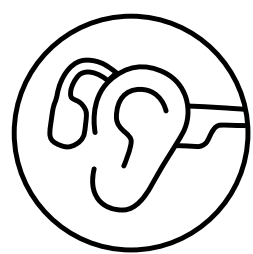
For those who want to enjoy listening to audio comfortably and safely on the road, OpenMove headphones combine open-ear design and state of the art of bone conduction technology to create a listening experience like no other. Designed with complete versatility in mind, these are the headphones to provide more accessibility for more people.

From Titanium to Air to Aeropex, AfterShokz create award-winning headphones that provide active people with a safer option for listening. Used by elite sportspeople worldwide in high performance settings, we believe that comfort, situational awareness and the secure fit that come with our open-ear bone conduction headphones should benefit more people during their active lifestyles and day to day activities.

OpenMove is powered by PremiumPitch 2.0 technology and also features the latest Bluetooth v5, plus the type C charging port, giving the OpenMove top music quality, better transmission and greater convenience for use. Let's move!



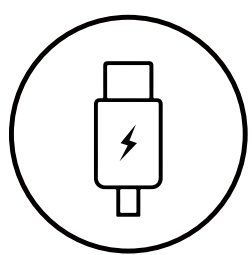
FEATURES



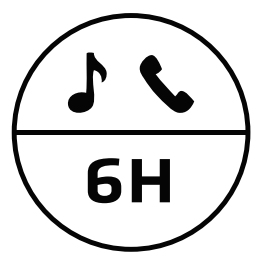
Open-Ear Design



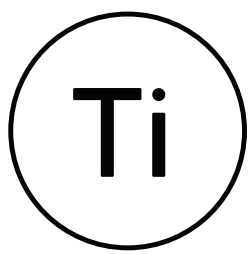
IP55 Sweat Resistant



USB-C Charge



Six Hours of Music and Calls



Secure Titanium Fit



PremiumPitch™ 2.0 Stereo Sound

COLOR

SLATE
GREY



ALPINE
WHITE



ELEVATION
BLUE



HIMALAYAN
PINK



SPECIFICATIONS

Model number	AS660
Bone conduction technology	Premium Pitch™ 2.0
Chip	QCC3024
Bluetooth® version	Bluetooth® v5.0
Compatible profiles	HSP, HFP, A2DP, AVRCP
Frequency band	2402 - 2480MHz
Maximum RF output power	4dBm
Wireless Range	33 ft (10m)
Speaker impedance	8.0 ± 0.5ohm
Speaker sensitivity	96 ± 3dB
Microphone sensitivity	-40 ± 2dB

Frequency response	20Hz - 20kHz
Sweat/Water resistance	IP55
Weight	29g
Battery	Rechargeable Li-Polymer battery
Battery capacity	135 mAh
Continuous play	Up to 6 hours
Standby time	Up to 10 days
Charge voltage	5.25V ± 5%
Charge time	2 hours
Charge type	USB-C
Warranty	2years

WHAT’S IN THE BOX



- 1.Earplugs
- 2.Charging Cables
- 3.OpenMove Headphones
- 4.Carrying Bag