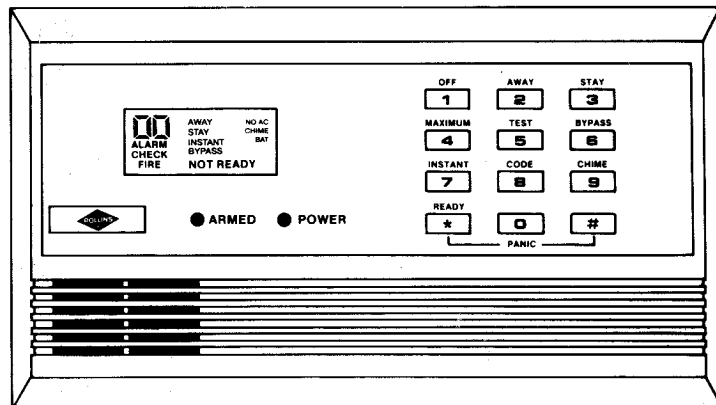




PROTECTIVE SERVICES

# QUALITY-PLUS

SECURITY SYSTEMS



## USER'S MANUAL

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# ***USER'S MANUAL***

## **INTRODUCTION**

Congratulations on your ownership of the QUALITY-PLUS system. You've made a wise decision in choosing it, for it offers the best security protection available today.

Basically, this system offers you three forms of protection: burglary, fire and emergency. To realize the system's full potential, it is important that you feel comfortable in operating it.

This manual is a step-by-step guide that will fully acquaint you with the system's features and benefits. It defines the components and their operation, and acquaints you with normal and emergency procedures.

Your system consists of at least one Console which provides full control of system operation, various sensors

which serve to provide perimeter and interior burglary protection, plus a selected number of strategically placed smoke or combustion detectors designed to provide early warning in the event of fire.

The system uses microcomputer technology to monitor all protection zones, analyzes the status of the system at all times and provides appropriate information for display on the Console(s) used in the system, and also initiates appropriate alarms when required.

When programmed to do so, the system can transmit appropriate alarm or status messages over the phone lines to a central alarm monitoring station.

## GLOSSARY

The following glossary of terms used throughout the manual will help avoid any confusion.

**ARM/DISARM:** "Armed" simply means that the burglary portion of your system is turned ON and is in a state of readiness. "Disarmed" means that the burglary system is turned OFF, and must be rearmed to become operational. However, even in a "disarmed" state, "emergency" and "fire" portions of your system will still be operational.

**KEYPAD:** This is the area on your Console containing numbered pushbuttons similar to those on telephones or calculators. These keys control the arming or disarming of the system, and perform other functions which will be described.

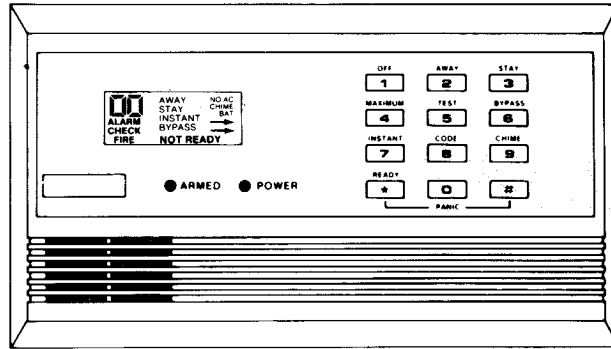
**ZONE:** A specific area of protection.

**BYPASS:** To disarm a specific area of burglary protection while leaving other areas operational.

**DELAY ZONE:** An area of protection containing doors most frequently used to enter or exit (typically, a front door, back door, or door from the garage into the building). The delay zone allows sufficient time for authorized entry and exit without causing an alarm. Consult your installer for the entry and exit delay times that have been set for your system during installation and record them on page 7.

**DAY/NIGHT ZONE:** An area of protection whose violation causes a trouble indication during the disarmed (DAY) mode and an alarm during the armed (NIGHT) mode.

# IDENTIFYING THE EQUIPMENT



**THE STANDARD CONSOLE:** enables you to control all system functions and also enables you to monitor and diagnose system operation. It is equipped with a multi-function 12-key digital keypad, a fixed-word English language/zone numeric LCD\* which can display the nature and location of all occurrences, plus a built-in alarm sounder.

\*Liquid Crystal Display

## DELAY ZONE ENTRY AND EXIT TIMES

These are set by your installer during installation and determine the number of seconds available for exit and entry through a delay zone, when arming and disarming the burglary protection, to avoid setting off an alarm.

The delay times for your system should be recorded here:

**Exit Delay #1** \_\_\_\_\_ seconds\*

**Entry Delay #1** \_\_\_\_\_ seconds\*\*

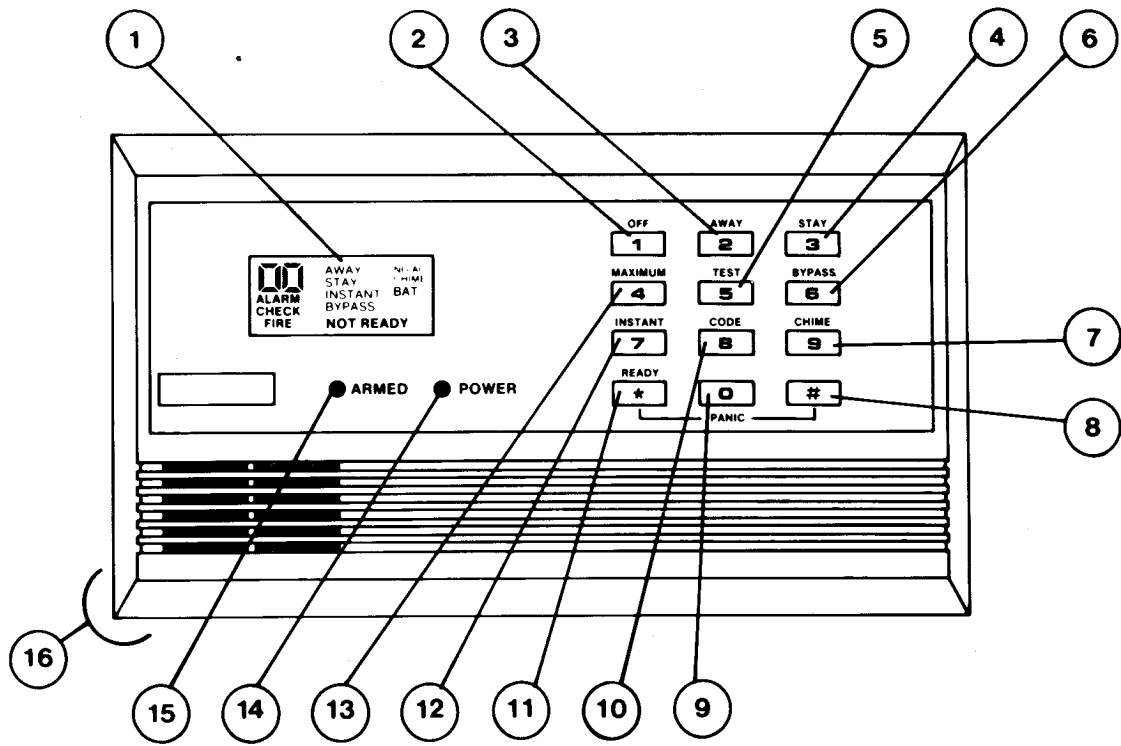
**Exit Delay #2** \_\_\_\_\_ seconds\*

**Entry Delay #2** \_\_\_\_\_ seconds\*\*

\*May be from 15 to 225 seconds, but no more than 60 seconds for a UL Listed Household burglary application.

\*\*May be from 15 to 225 seconds, but no more than 45 seconds for a UL Listed Household burglary application.

# FUNCTIONS OF THE STANDARD CONSOLE





1. **LCD (Liquid Crystal Display) WINDOW:** Combined protection zone identification display (2-digit) and system status display:

**2-Digit Numeric Display:** Identifies protection zones. Nos. **01-64**. Also may display **99** (panic). May also display **95** and/or **96** for additional emergency conditions, depending on programming by installer. Lastly, it can display **97** for an expansion zone (zones 10-64) supervisory problem.

### **System Status Display:**

**AWAY:** When all burglary zones are armed.

**STAY:** When all burglary zones, except the interior zones, are armed.

**INSTANT:** When entry delay is disabled.

**BYPASS:** When one or more burglary protection zones have been bypassed.

**NOT READY:** When burglary portion of the system is not ready for arming (due to open burglary or emergency protection zones).

**READY:** When the burglary portion of the system is ready to be armed.

**NO AC:** When AC power has been cut off.

**AC:** When AC power is present.

**CHIME:** When CHIME feature is activated (see 7).

**ALARM:** When an intrusion has been detected and the system is armed (also appears during a Fire alarm). Accompanied by a display (above) of the protection zone in alarm.

**CHECK:** When a malfunction is discovered in the system at any time or if a fault is detected in a FIRE zone

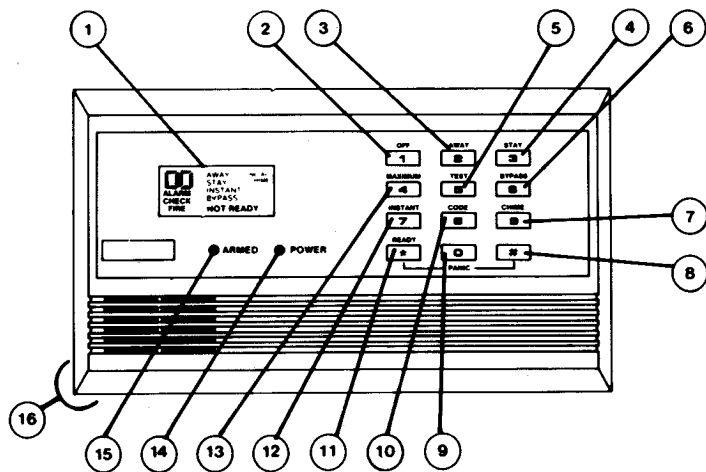
at any time or in a DAY/NIGHT burglary zone during a disarmed period. Accompanied by a display of zone number in trouble.

**FIRE:** When a fire alarm is present. Accompanied by a display of the zone in alarm. See page 42 for Fire alarm operation.

**BAT:** Wireless transmitter Low Battery indication.

2. **OFF KEY:** Disarms the burglary portion of the system, silences alarms, and clears visual alarm and trouble indications after the problem has been corrected. (SECURITY CODE + OFF).
  3. **AWAY KEY:** Completely arms the burglary portion of the system. (SECURITY CODE + AWAY).
  4. **STAY KEY:** Arms the burglary portion of the system with the exception of the interior zones of protection. (SECURITY CODE + STAY).
  5. **TEST KEY:** Tests the system and the alarm sounder during the disarmed mode. (SECURITY CODE + TEST).
  6. **BYPASS KEY:** Removes individual protection zones from being monitored by the system. (SECURITY CODE + BYPASS + NN\*, where NN is the number of the protection zone being removed). Displays previously bypassed protection zones. (SECURITY CODE + BYPASS).
- \*Single-digit numbers must be preceded by a 0
7. **CHIME KEY:** Turns on the CHIME mode so that any entry through a delay or perimeter zone during the disarmed period causes 3 tones to sound at the Console. (SECURITY CODE + CHIME). To turn CHIME mode off, repeat sequence (CODE + CHIME).

**IMPORTANT!:** When using the keypad to enter codes and commands, sequential key depressions must be made within 2 seconds of one another. If 2 seconds elapses without a key depression, the entry is aborted and must be repeated from its beginning.



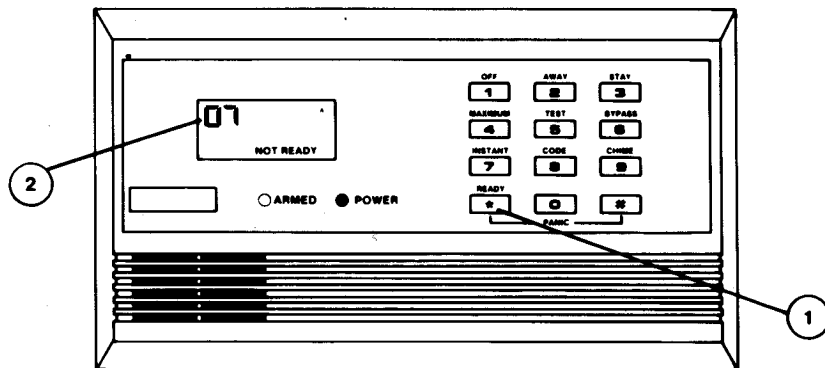
8. **# KEY:** Permits ARMING of the system without use of a security code ("Quick Arm", if programmed to do so at installation time). Press # + AWAY, STAY, etc.

9. **KEYS 0-9** are used to enter your individual security access code(s).
10. **CODE KEY:** Allows the entry of new temporary access codes that can be given to users of the system. [MASTER SECURITY CODE + CODE key + NN\* + TEMPORARY SECURITY CODE, where: NN = user numbers 03 through 22 or 04 through 21 (depending upon installation configuration)].
11. **READY KEY:** When depressed prior to arming the system, the console will display all open protection zones.
12. **INSTANT KEY:** Arms the burglary portion of the system with the exception of the interior zones of protection and removes entry delay period (CODE + INSTANT).
13. **MAXIMUM KEY:** Completely arms the burglary portion of the system and removes entry delay period (CODE + MAXIMUM).
14. **POWER INDICATOR:** (GREEN) Lit when power is on.
15. **ARMED INDICATOR:** (RED) Lit when the system has been armed (STAY, AWAY, INSTANT or MAXIMUM).
16. **INTERNAL SOUNDER:** Source of audible internal warning and confirmation sounds, as well as alarms (see "Summary of Audible Notification").
- 8 & 11. **[\*] and [#]\*\* KEYS:\*\*** Submits a **PANIC** alarm (silent or audible emergency or fire, as installer-programmed) when simultaneously depressed.

\*Single-digit numbers must be preceded by a 0.

\*\*Other pairs of keys may also have been programmed for panic alarms (See **PANIC** Section).

# CHECKING FOR OPEN ZONES

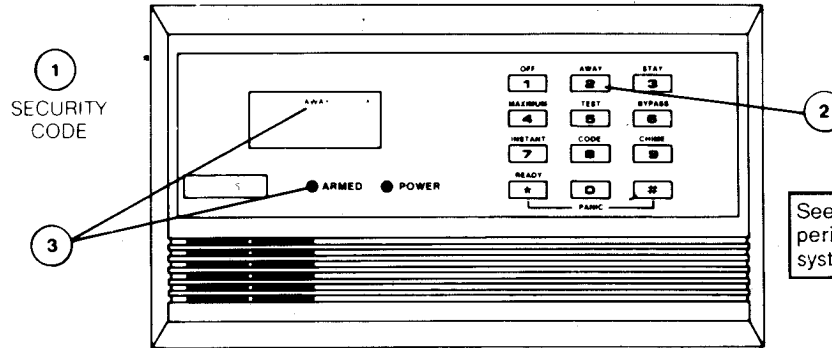


**BEFORE ARMING YOUR ALARM SYSTEM, ALL PROTECTED DOORS, WINDOWS AND OTHER PROTECTION ZONES MUST BE CLOSED.**

1. Prior to arming, if **NOT READY** is displayed, check for open zones by depressing the **READY** key.
2. All open protection zones will be displayed.
3. **READY** will be displayed when all protection zones have been made intact or corrected.

# ARMING THE SYSTEM

(WITH NO ONE REMAINING)



See page 7 for the Entry and Exit delay periods that have been set for your system.

## PROCEDURE:

1. With **READY** displayed, enter the security code (or "##" if "Quick Arm" is used).
2. Press the **AWAY** key.
3. The **ARMED** indicator will light and **AWAY** will be displayed, accompanied by two beeps. Exit delay begins (a slow beeping will occur throughout the exit delay period, if so programmed by your installer). Perimeter protection is in effect immediately.

## RESULT:

- You will be able to exit within the exit delay period.
- After the exit delay period has expired, an alarm will occur if entry occurs through a door in the delay zone and the system is not turned off in time.
- All protection zones are armed and will sound alarms immediately when violated (except those with entry/exit delay, which will sound alarms when the delay period has expired).

# DISARMING THE SYSTEM AND SILENCING ALARMS

(FOR AWAY, STAY, INSTANT, AND MAXIMUM ARMING)

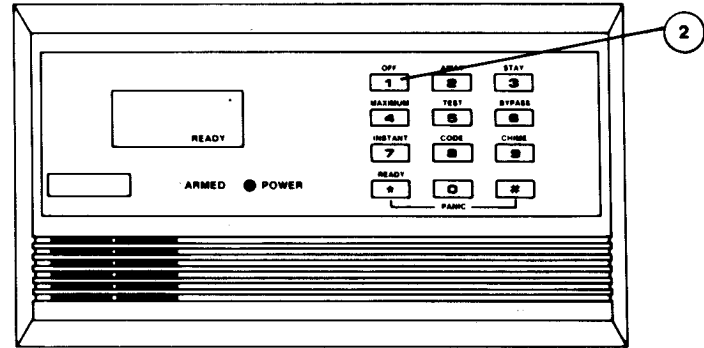
## PROCEDURE:

1. Enter security code.
2. Press **OFF**. If an alarm has occurred, note the numbers displayed and repeat procedure to restore the **READY** display. If **READY** will not display, go to the displayed protection zone and remedy the fault (close windows, etc.). If the fault cannot be remedied, notify the alarm agency.

## RESULT:

- Any alarm sounders will be silenced; **ALARM** and zone identification number (if displayed) will go off only when the open sensor is closed.
- A fire alarm is indicated by a display of both **FIRE** and **ALARM** on the console. These will go out only when the fire zone is again intact.

1  
SECURITY  
CODE

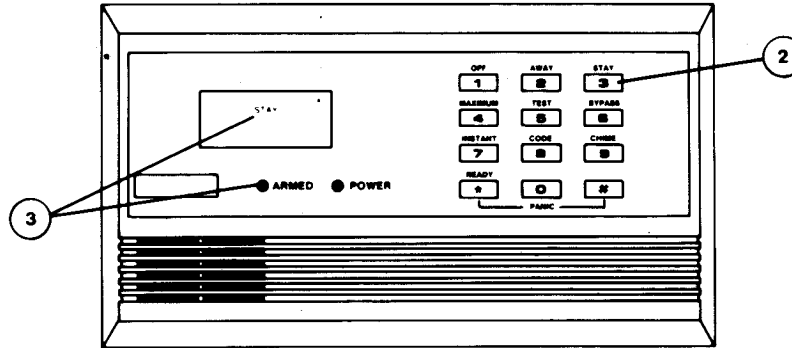


See "Summary of Audible Notification" on page 23 for information which will enable you to distinguish between FIRE and BURGLARY alarm sounds.

# ARMING THE SYSTEM

(WHILE INSIDE, EXPECTING A LATE ARRIVAL)

SECURITY  
CODE ①



## PROCEDURE:

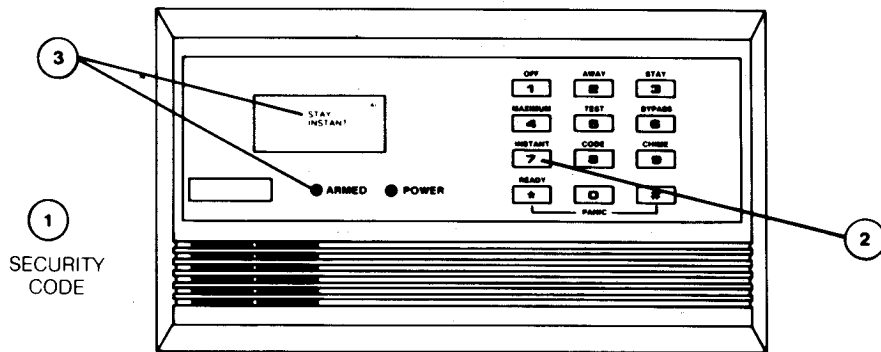
1. With **READY** displayed, enter the security code (or "\*" if "Quick Arm" is used).
2. Press the **STAY** key.
3. **ARMED** indicator will light and **STAY** will be displayed. The console will beep three times. Exit delay begins.

## RESULT:

- All perimeter protection zones are armed and will sound alarms immediately when violated. (Except those with entry/exit delay, which will sound alarms when the delay period has expired).
- All interior protection zones are disarmed to permit freedom of movement throughout the interior.
- The person arriving later will be able to enter without causing an alarm, but must disarm the system before the entry delay expires.

# ARMING THE SYSTEM

(WHILE INSIDE, WITH NO EXPECTED LATE ARRIVALS)



## PROCEDURE:

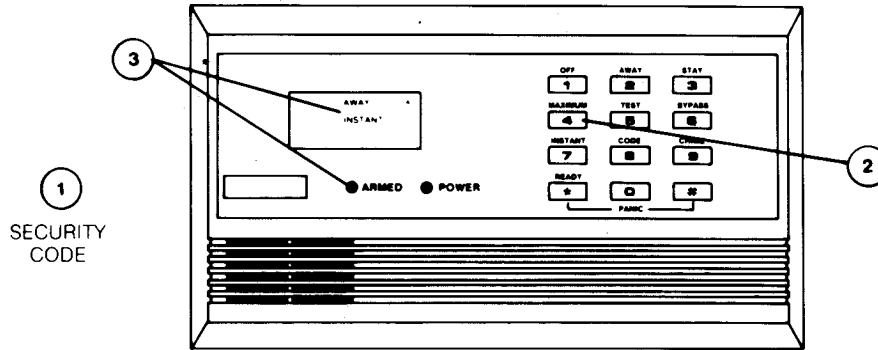
1. With **READY** displayed, enter the security code (or "#" if "Quick Arm" is used).
2. Press the **INSTANT** key.
3. The **ARMED** indicator will light and **STAY** and **INSTANT** will be displayed. The console will beep three times.

## RESULT:

- All interior protection zones are disarmed for freedom of movement throughout the interior.
- All perimeter protection zones, including those with delays, are armed (after exit delay) and will **instantly** cause an alarm when violated.

# ARMING THE SYSTEM

(WHILE INSIDE, WITH MAXIMUM SECURITY)



## PROCEDURE:

1. With **READY** displayed, enter the security code (or ""#"" if "Quick Arm" is used).
2. Press the **MAXIMUM** key.
3. The **ARMED** indicator will light, and **AWAY** and **INSTANT** will be displayed, accompanied by two beeps. Exit delay begins (a slow beeping will occur throughout the exit delay period, if so programmed by your installer).

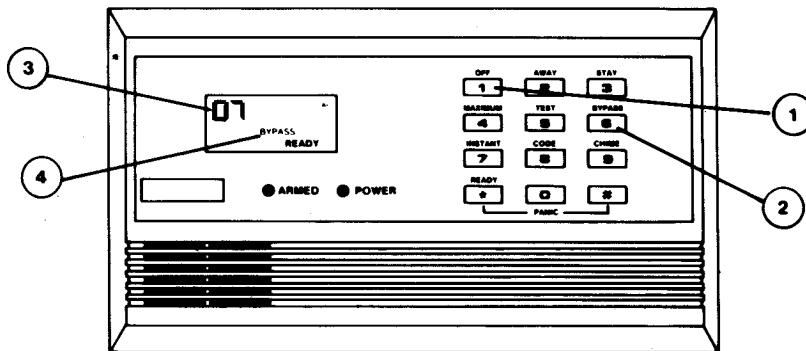
## RESULT:

- All protection zones (perimeter and interior), including those with delays, are armed (after exit delay) and will **instantly** cause an alarm when violated. You may exit during the exit delay period, BUT alarms will trigger instantly upon re-entering, or when any protection point, interior or exterior, is violated. This mode is suggested when the premises will be vacant for extended periods of time (such as vacations, etc.), or when retiring for the night and no one will be moving through protected interior areas.



# BYPASSING PROTECTION ZONES

(USED FOR ARMING SYSTEM WITH ONE OR MORE ZONES SELECTIVELY LEFT UNPROTECTED)



## PROCEDURE:

1. System must be disarmed first.
2. Enter security code + **BYPASS** + zone number(s) (e.g., 01, 02, 03, etc.). **Important!** All single digit zone numbers **must** be preceded by a zero (example enter **01** and not **1**).
3. Wait for all bypassed protection zones to be sequentially displayed (each accompanied by one beep) before arming.
4. **BYPASS** will be displayed to indicate the presence of one or more bypassed zones.
5. Arm system.

## RESULT:

- All bypassed protection zones will **not** cause an alarm when violated during the armed mode.

## LIMITATIONS:

- The system must first be placed in the disarmed state to perform the bypass procedure.
- Fire zones **cannot** be bypassed.
- Arming the system before bypassed zones are displayed nullifies the bypass procedure.

**NOTE:** All bypasses are removed when an OFF sequence (security code plus OFF) is performed.

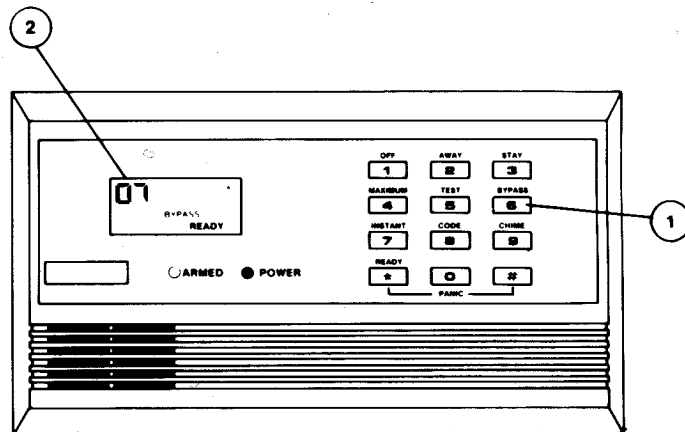
# DISPLAYING BYPASSED PROTECTION ZONES

(USED FOR DETERMINING WHAT PROTECTION ZONES HAVE BEEN PREVIOUSLY BYPASSED)

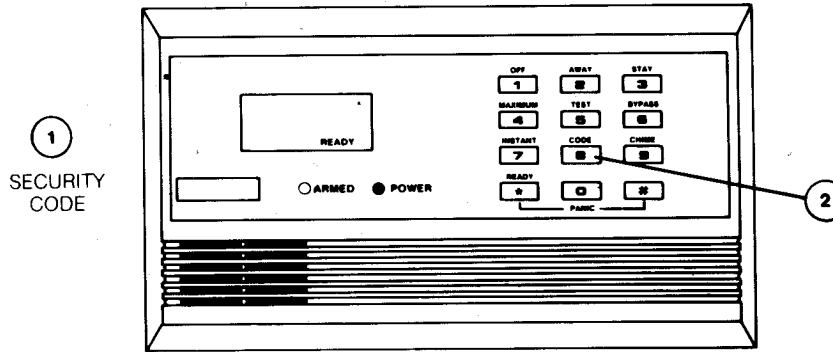
## PROCEDURE:

1. If **BYPASS** is displayed, enter security code + **BYPASS**.
2. Wait for all bypassed protection zones to be sequentially displayed (each accompanied by one beep).

**NOTE:** The system must be in the disarmed mode when this display function is performed.



# TEMPORARY CODES



## PROCEDURE:

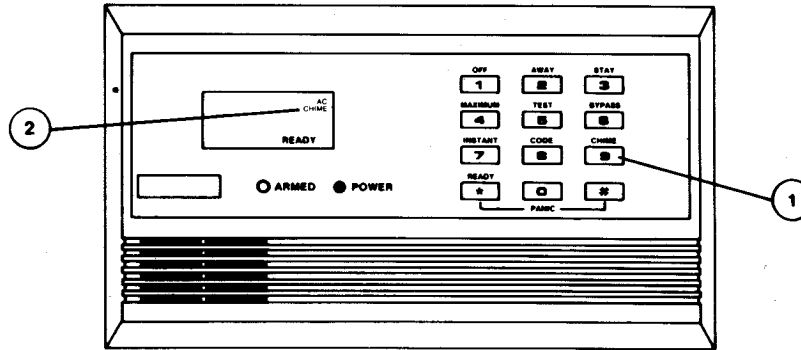
1. Enter master security code.
2. Press **CODE** + user number (03-22)\* + the temporary security code. The console will beep once when the procedure has been completed successfully.

\*Some installations will only accommodate 04-21.

## CAUTIONS:

- Up to twenty (or eighteen, depending on configuration) separate temporary codes may be assigned.
- Do not assign a temporary code that conflicts with the AMBUSH code (see **AMBUSH** section).
- To remove a temporary code, enter master security code + **CODE** key + user number (to be deleted) + master security code.
- Users to whom temporary codes have been assigned should not be shown how to bypass protection zones unless they have a need to know.

# CHIME ANNUNCIATION



## PROCEDURE:

**THIS FEATURE IS FUNCTIONAL ONLY WHEN THE BURGLARY SYSTEM IS DISARMED.**

1. Enter security code and depress the **CHIME** key.
2. **CHIME** will be displayed.

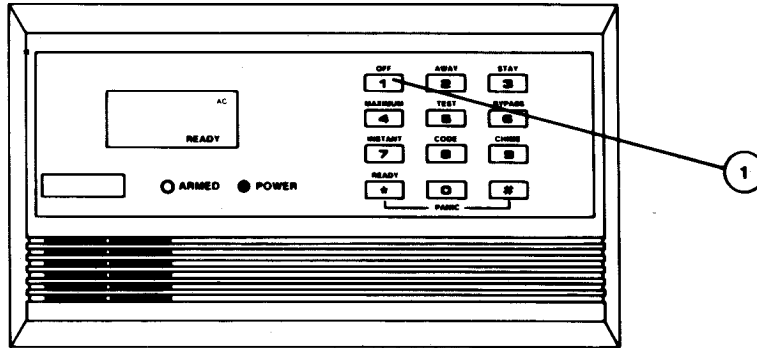
## RESULT:

- When a door in the delay zone is opened, or a perimeter zone is disturbed (e.g., window opened), **NOT READY** will be displayed and three tones will be heard at the console.

**NOTE:** The chime mode is turned off by entry of the security code and depression of **CHIME** again.

# AMBUSH

[WHEN FORCED TO DISARM (OR ARM) SYSTEM UNDER THREAT]



## PROCEDURE:

1. Enter the first three digits of the security code. Increase the final digit by one and then press **OFF** (or **AWAY**, etc.).

## EXAMPLE:

(Normal Security Code) **1 2 3 4 + OFF**  
(Ambush Security Code) **1 2 3 5 + OFF**

## RESULT

- The system will disarm, but the system can silently notify the central station of your situation, if you have that service.

## IMPORTANT:

- This function is useful only when connected to a central station.
- Ambush code capability is not present for any code ending in 9.
- Users of temporary codes must be instructed to enter their codes carefully to avoid the possibility of accidentally entering the ambush code.

# PANIC



PERSONAL  
EMERGENCY



FIRE



POLICE

One of these symbols may appear next to each set of active emergency keys:

## PROCEDURE:

1. Press **[\*]** and **[#]** keys simultaneously\*

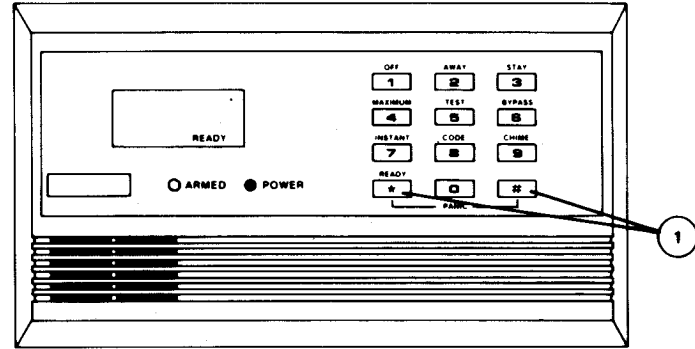
\* Keys **[1]** and **[\*]** and/or keys **[3]** and **[#]** may also have been programmed for silent or audible emergency alarm at the time of installation (see below).

## Emergency Keys:

Your installer should have indicated below any functions that have been programmed into the available pairs of Emergency Keys. Typical functions that might be programmed are Silent Police, Audible Police, Personal Emergency and Fire.

KEYS	FUNCTION	NUMERIC DISPLAY**
<b>[*]</b> and <b>[#]</b> _____		<b>99</b>
<b>[1]</b> and <b>[*]</b> _____		<b>95</b>
<b>[3]</b> and <b>[#]</b> _____		<b>96</b>

\*\*Only if audible emergency programmed.



## RESULT

If programmed for **silent emergency** by your installer and the system is connected to a central alarm monitoring station, a silent alarm signal will be sent. There will be no audible alarms or visual displays in this case.

If programmed for **audible emergency** by your installer, a loud, alarm will sound at your console and at any external sounders that may be connected **[ALARM (or ALARM and FIRE)]**, plus **95, 96** or **99** would also be displayed for **[1]** and **[\*]**, **[3]** and **[#]**, or **[\*]** and **[#]** respectively].

A personal emergency alarm key press will notify the central station (if connected) and will sound at the console, but not at external sirens or bells.

A Fire alarm key press will send a fire alarm message to the central station and will uniquely sound external sirens or bells. See page 42 for Fire alarm operation.

# SUMMARY OF AUDIBLE NOTIFICATIONS

AT CONSOLE	EXTERNAL	CAUSE	DISPLAY
LOUD, INTERRUPTED ALARM SOUND*	SAME	FIRE ALARM	FIRE and ALARM is displayed; zone in alarm is displayed. See page 42 for Fire Alarm operation.
LOUD, CONTINUOUS ALARM SOUND*	SAME	BURGLARY/AUDIBLE	ALARM is displayed; protection zone in alarm is also displayed.
ONE SHORT BEEP (not repeated)	NONE	a. SYSTEM DISARM b. SYSTEM ARMING ATTEMPT WITH AN OPEN ZONE c. BYPASS VERIFY	a. Only READY is displayed. b. NOT READY is displayed, open protection zone number is displayed. c. The bypassed protection zone numbers are displayed. (one beep for each number displayed). BYPASS displayed.
ONE SHORT BEEP (once every 15 seconds)	NONE	SYSTEM IS IN TEST MODE	Opened Zone identification numbers will appear.
ONE BEEP every 60 sec.	NONE	LOW BATTERY AT A TRANSMITTER	BAT displayed with transmitter ID number.
TWO SHORT BEEPS	NONE	ARMED AWAY OR MAXIMUM	AWAY and possibly INSTANT are displayed.
THREE SHORT BEEPS	NONE	a. ARMED STAY OR INSTANT b. ZONE OPENED WHILE SYSTEM IN CHIME MODE c. ENTRY WARNING**	a. STAY and possibly INSTANT are displayed. b. CHIME displayed, open protection zone number is displayed c. No special display
RAPID BEEPING	NONE	a. TROUBLE b. AC POWER LOSS ALERT*** c. MEMORY OF ALARM	a. CHECK displayed. Troubled zone is displayed. b. NO AC displayed. c. FIRE and/or ALARM is displayed; protection zone in alarm is displayed.
SLOW BEEPING	NONE	a. ENTRY DELAY WARNING** b. EXIT DELAY WARNING	a. None during delay; exceeding the delay time without disarming causes alarm. b. Normal armed "Away" or "Instant" display.

\* If bell is used as external sounder, fire alarm is pulsed ring; burglary/audible emergency is steady ring.

\*\* Entry warning may consist of three short beeps or slow continuous beeping, as programmed by your installer.

\*\*\* Loss of system battery power is not indicated or annunciated by the console (warnings are for loss of AC power only).

# TROUBLE CONDITIONS

If the word **CHECK** appears on the Console's display accompanied by a rapid "beeping" at the Console, it indicates that there is a trouble condition in the system. The audible warning sound may be silenced by pressing any key.

## Typical Trouble Displays:

1. A display of the word **CHECK** accompanied by a numeric display of **97** indicates that a problem exists with the system that eliminates some of the protection. **CALL FOR SERVICE IMMEDIATELY.**
2. A display of the word **CHECK** accompanied by a numeric display of one or more zone numbers indicates that a problem exists with those zone(s) being displayed (if zone numbers **88** through **91** are displayed, refer to item 3). First, determine if the zone(s) displayed are intact and make them so if they are not. If the display of the zone number(s) and **CHECK** does not disappear, key an OFF sequence (Code plus OFF). If the display persists, **CALL FOR SERVICE IMMEDIATELY.**
3. A display of the word **CHECK** accompanied by a numeric display of **88** through **91** indicates that a problem exists with one or more of the wireless receivers being used in your system\*. Since this will result in the elimination of the protection provided by some or all of the wireless sensors, **CALL FOR SERVICE IMMEDIATELY.**

\*Not all systems employ wireless sensors.

## OTHER TROUBLE CONDITIONS

1. If "**FC**" appears in the numeric display area, a failure has occurred in the telephone communication portion of your system. **CALL FOR SERVICE IMMEDIATELY.**
2. A display of "**BAT**" plus a zone number accompanied by a rapid "beeping" at the Console, indicates that a low battery condition exists in a wireless sensor. \* **CALL FOR SERVICE IMMEDIATELY.** Press any key to silence the audible warning sound.

## POWER FAILURE INDICATIONS

If the POWER indicator is off and accompanied by a display of the words **NO AC**, AC power is absent but the system is operating from its back-up battery (see "AC Power Failure" below). If the POWER indicator is off and there is no display, all power is off and the system is inoperative - **CALL FOR SERVICE IMMEDIATELY.**

### AC Power Failure:

If your system has provided an indication that AC power is absent, we recommend the following:

1. If some lights are out on the premises, check circuit breakers or fuses and reset or replace as necessary.
2. Check to see whether your system's Power Pack has been accidentally pulled out from the wall outlet.

If these steps do not restore AC power to the system, **CALL FOR SERVICE IMMEDIATELY.**



# TESTING THE SYSTEM

## (TO BE CONDUCTED WEEKLY)

1. Disarm the system (enter security code plus OFF).
2. Enter the security code and press the TEST [5] key.
3. The external sounder (if used) should sound for 3 seconds and then turn off. If the sounder does not operate, activity on the part of the communication equipment in the system may be preventing the system from entering the TEST mode and activating the sounder. Wait approximately 5 minutes, then repeat step 2. If the sounder still fails to operate, **CALL FOR SERVICE IMMEDIATELY.**

4. Immediately after the sounder turns off, each protection point can be checked for proper operation.

**Note:** As a reminder that the system is in the TEST mode, the Console will sound a single beep at 15-second intervals (if no protection zones are violated).

5. **Doors & Windows:** Open and close each protected door and window in turn. Each action should produce three beeps from the Console. The zone number (and zone descriptor in the case of Alpha consoles) will appear on the Console display to identify each protection point.

6. **Motion Detectors:** Walk in front of any interior motion detectors (if used). Listen for three beeps when the detector senses movement. While it is activated, identification of the zone in which the detector is located will remain displayed on the Console.

7. **Smoke detectors:** Follow the test procedure provided by the manufacturer of each smoke detector to ensure that all detectors are operational and are functioning properly.

**Note:** The display for some types of smoke detectors will not clear until the Test mode is exited.

8. When all protection points have been checked, ascertain that no identification is displayed. If a problem is experienced with any protection point (no confirming beeps, no display). **CALL FOR SERVICE IMMEDIATELY.**

9. Turn off the TEST mode by entering the **security code** and pressing the **OFF** key.

# OPERATION OF YOUR FIRE ALARM SYSTEM

## (IF INSTALLED)

Your fire alarm system is "ON" 24 hours a day, for continual protection. In the event of an emergency, the smoke detectors strategically located throughout the premises will automatically send signals to your Control/Communicator, triggering a loud, interrupted siren sound from your Console and any optional exterior sounders. Your system's communication equipment will also send a fire emergency signal to an alarm agency (if such provision has been made). All Fire displays and alarm sounds will remain ON until you silence the alarm.

### Fire Emergency Displays

If you have a Standard console, it will display the words **FIRE** and **ALARM** plus the zone number in alarm.

If you have an Alpha console, it will display the word **FIRE** plus the zone number in alarm, and (if programmed) a zone descriptor.

### Manual Fire Alarm

Should you become aware of a fire emergency before your detectors sense the problem, go to your Console and manually initiate an alarm by simultaneously pressing the two panic keys assigned as the FIRE Emergency keys (if programmed by the installer).

### In Case of Fire Alarm

Your first action should be to make sure that all occupants are safely evacuated. That done, if no flames or dense smoke are apparent, investigate the cause of the alarm. If flames and/or smoke are present, leave the premises and notify your local Fire department immediately. We strongly recommend that you read the section in this manual entitled "Emergency Evacuation".

### To Silence a Fire Alarm

1. Silence the alarm by entering your security code and pressing the OFF key.
2. If the alarm continues, check all smoke detectors, to make sure they are not responding to smoke or heat-producing objects in their vicinity. Should this be the case, eliminate the source of heat or smoke.
3. If this does not remedy the problem, there may still be smoke in the detector. Clear it by fanning the detector for about 30 seconds.
4. When the problem has been corrected, repeat Step 1 to silence the alarm.

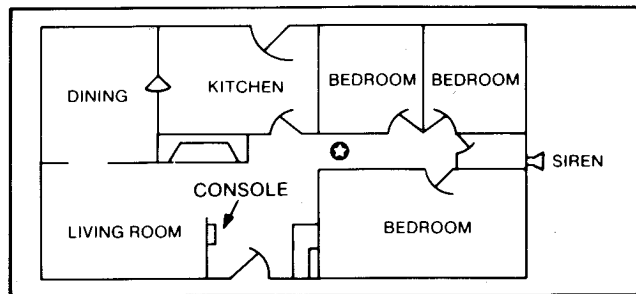
# NATIONAL FIRE PROTECTION ASSN. RECOMMENDATIONS ON SMOKE DETECTORS

With regard to the number and placement of smoke/heat detectors, we subscribe to the recommendations contained in the National Fire Protection Association's Standard #74 noted below:

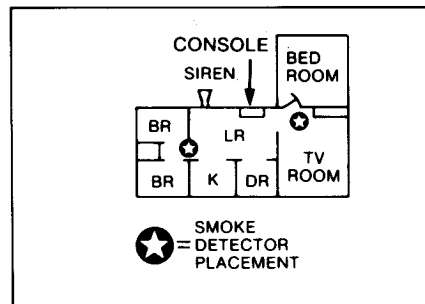
Early warning fire detection is best achieved by the installation of fire detection equipment in all rooms and areas of the household as follows: A smoke detector installed outside of each separate sleeping area in the immediate vicinity of bedrooms and on each additional story of the family living unit including basements and excluding crawl spaces and unfinished attics. In addition, it is recommended that the householder consider the use

of heat or smoke detectors in the living room, dining room, bedroom(s), kitchen, hallway(s), attic, furnace room, utility and storage rooms, basements and attached garages.

**NOTE:** "Approval of the panel's burglar alarm functions does not fall within the (California) State Fire Marshal's area of jurisdiction."

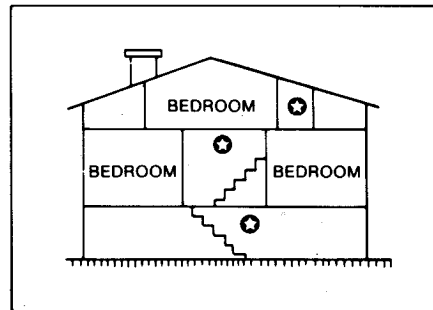


BEST RESIDENTIAL DETECTOR PLACEMENT  
BETWEEN BEDROOMS AND REST OF HOUSE



PLACE DETECTOR  
NEAR ALL SLEEPING  
AREAS

MAXIMUM FLOOR  
COVERAGE —  
DETECTORS AT TOP  
OF STAIRWELLS



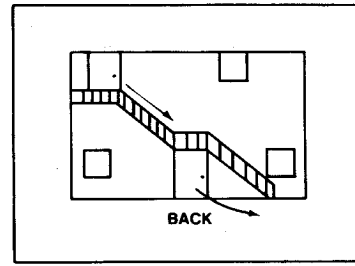
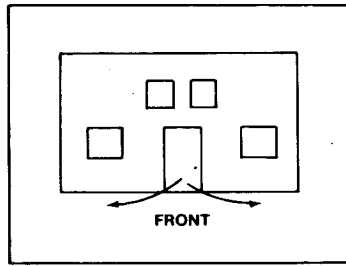
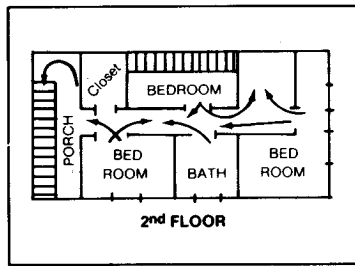
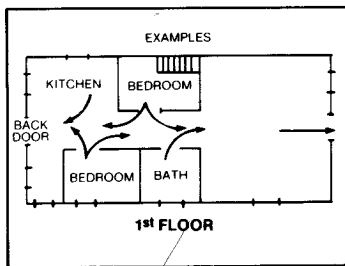
# EMERGENCY EVACUATION

Every family should take steps to establish and regularly practice a plan of escape in the event of a fire. The following steps are recommended by the National Fire Protection Association and can be used as a guide in developing your own emergency plan.

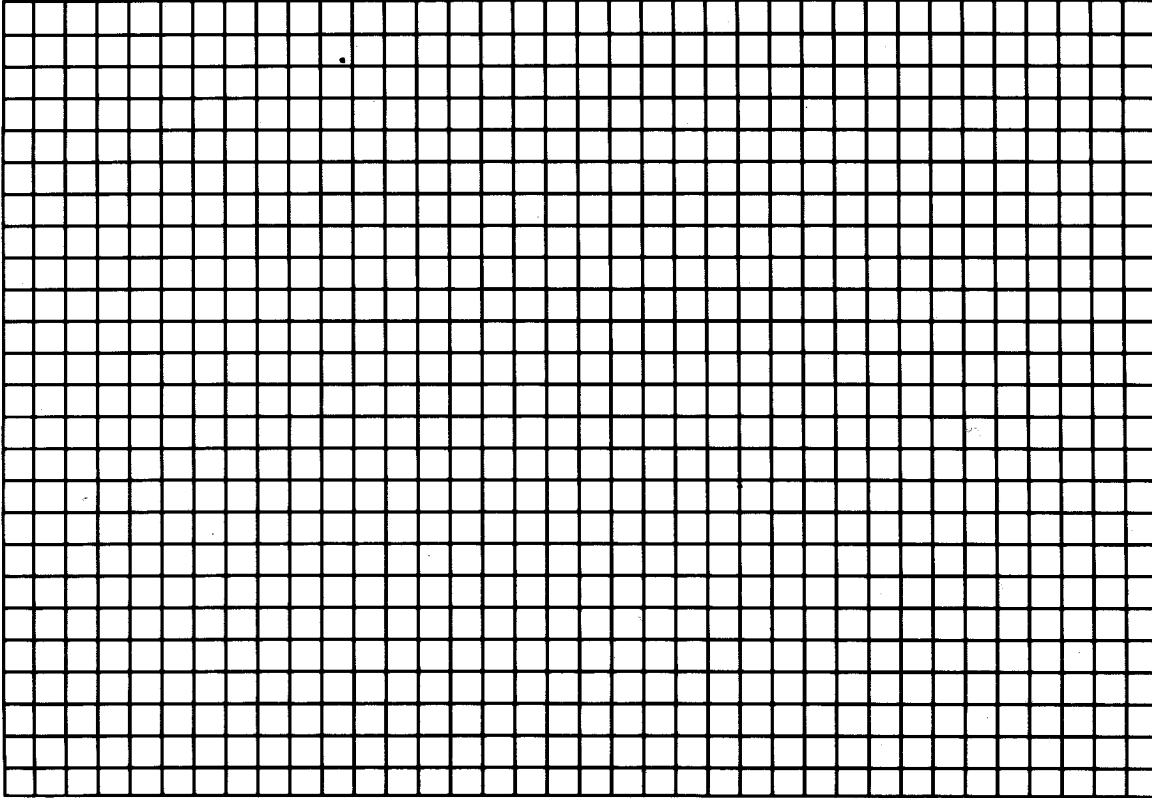
1. Plan on your detector or your interior and/or exterior sounders waking the family.
2. Determine two means of escape from each room in your home, particularly the bedrooms, since most home fires occur at night when everyone is asleep. One path of escape should lead to the door that permits normal exit from the house. The other may be a window which opens easily to permit escape should your primary path be unpassable. It may be necessary to station an escape ladder at such windows if there is an unusually long drop to ground below.
3. Sketch a floor plan of your home. Show windows, doors, stairs and rooftops that can be used to escape in the event of fire.

Indicate escape routes for each room. Remember to keep these routes free from obstruction and post copies of the escape route sketch in every room.

4. Make sure that all bedroom doors are shut while the family is asleep. This will prevent deadly smoke from entering while you escape.
5. Try the door. If it is hot, check your alternate escape route. If the door is cool, use your shoulder to open it cautiously. Be prepared to slam the door if smoke or heat rushes in.
6. Crawl in the smoke and hold your breath.
7. Escape quickly; don't panic.
8. Establish a common meeting place outdoors, away from your house where everyone can meet and then take steps to contact the authorities and account for those missing. Choose someone to assure that nobody returns to the house — many die going back.



# **DRAW YOUR OWN EVACUATION PLAN**



# PROTECTION ZONES

One or more sensing devices will have been assigned by the installer of your alarm system to each of the various protection zones in your system (although not every zone may have been used). For example, the sensing device on your Entry/Exit door may have been assigned to zone 01, sensing devices on windows in the master bedroom to zone 02, and so on. For your convenience, a chart has been provided below which may be used to record the specific protection points that have been assigned to each zone in your system. Your installer will assist you in recording this information.

## ZONE PROTECTION POINT(S)

01	_____
02	_____
03	_____
04	_____
05	_____
06	_____
07	_____
08	_____
09	_____
10	_____
11	_____
12	_____
13	_____
14	_____
15	_____
16	_____
17	_____

## ZONE PROTECTION POINT(S)

18	_____
19	_____
20	_____
21	_____
22	_____
23	_____
24	_____
25	_____
26	_____
27	_____
28	_____
29	_____
30	_____
31	_____
32	_____
33	_____

**ZONE      PROTECTION POINT(S)**

34 \_\_\_\_\_  
35 \_\_\_\_\_  
36 \_\_\_\_\_  
37 \_\_\_\_\_  
38 \_\_\_\_\_  
39 \_\_\_\_\_  
40 \_\_\_\_\_  
41 \_\_\_\_\_  
42 \_\_\_\_\_  
43 \_\_\_\_\_  
44 \_\_\_\_\_  
45 \_\_\_\_\_  
46 \_\_\_\_\_  
47 \_\_\_\_\_  
48 \_\_\_\_\_  
49 \_\_\_\_\_

Other numeric displays may appear on your Console, as follows:

**DISPLAY      MEANING**

\*95 \_\_\_\_\_  
\*96 \_\_\_\_\_  
\*99 \_\_\_\_\_

\*May be displayed when Emergency keys are activated (see PANIC section on page 22).

**ZONE      PROTECTION POINT(S)**

50 \_\_\_\_\_  
51 \_\_\_\_\_  
52 \_\_\_\_\_  
53 \_\_\_\_\_  
54 \_\_\_\_\_  
55 \_\_\_\_\_  
56 \_\_\_\_\_  
57 \_\_\_\_\_  
58 \_\_\_\_\_  
59 \_\_\_\_\_  
60 \_\_\_\_\_  
61 \_\_\_\_\_  
62 \_\_\_\_\_  
63 \_\_\_\_\_  
64 \_\_\_\_\_

**DISPLAY**

\*\*88  
\*\*89  
\*\*90  
\*\*91  
97

**CALL  
FOR  
SERVICE**

\*\*See TROUBLE CONDITIONS section on pages 24 and 40 (item 3).

# QUESTIONS AND ANSWERS ABOUT YOUR SECURITY SYSTEM

**Q. I'm in. My system is armed. I accidentally set off the burglary alarm. What should I do?**

**A.** Go to your Console. Enter your **security code and press OFF**. This will silence the alarm sounder. If your alarm is connected to a police department or alarm monitoring service, you have successfully sent a "cancel" signal to them. Telephone them immediately to advise that the alarm was accidental.

**Q. I have an employee. I want that person to arm the system when they leave, but have no ongoing control over it. What should I do?**

**A.** Enter a temporary security code at the Console and instruct your employee in its use. The temporary code can be changed when its usefulness is over.

**Q. Cooking smoke has inadvertently triggered my fire alarm. What should I do?**

**A.** At the Console, enter your **security code** and press the **OFF** key. This will silence the alarm. Should the **FIRE** display persist, check the smoke detectors in the affected area. Clear any residual smoke in the detector's chamber by fanning it for 30 seconds. Enter the security code and press the **OFF** key. If your system is connected to a fire department or alarm monitoring service, immediately advise them it's a false alarm.

**Q. How does the system help me avoid false alarms?**

**A.** A built-in fail-safe feature prevents you from arming the system while any of its sensors are not intact. Unarmed, no false alarms can occur. Also, an optional 16-second delay in the communication of burglary messages to your alarm monitoring service allows you to shut off any false burglary alarms caused by you before any messages are sent.

**Q. I become aware of the presence of an intruder. What should I do?**

**A.** Push your Emergency button (if installed) or simultaneously press both the \* and # keys\* on your Console. If your system is connected to an alarm monitoring station and has been programmed for silent emergency, a silent alarm signal will be sent. If your system has been programmed for audible emergency, a loud alarm will sound from your Console (and external sounders, if used).

\* Other pairs of keys also may have been programmed by your installer for emergency alarms (See Panic Section).



**Q. I return and my burglary alarm is sounding or my alarm memory display is present. What should I do?**

**A.** Do not enter. Go to the nearest phone and call the police.

**Q. What should I do if I hear my fire alarm?**

**A.** Following your pre-arranged Emergency Evacuation Plan, help all occupants safely escape, then contact the Fire Department from a safe location.

**Q. I incur an emergency and need help.**

**A.** Press your Emergency button (if available) or simultaneously press the emergency keys\* on your Console. If your system is connected to an alarm monitoring station and has been programmed for auxiliary alarm by your installer, an alarm signal will be sent and a loud, steady alarm will sound at your Console to alert other people on the premises.

**Q. I'm in and want both intrusion protection and freedom of movement in the interior of my place.**

**A.** At the Console, enter the **security code** and then press the **STAY** key. On either type of Console, the **ARMED** indicator will light and three beeps will be emitted. On the Standard Console, **STAY** will be displayed; on the Alpha Console, **ARMED STAY** will be displayed. The perimeter is now protected.

**Q. I'm in and want an instantaneous alarm to be sounded if an intruder attempts to break in via my primary access door(s).**

**A.** At the Console, enter your **security code** and press the **INSTANT** key. On either type of Console, the **ARMED** indicator will light and three beeps will be emitted. On the Standard Console, **STAY** and **INSTANT** will be displayed; on the Alpha Console, **ARMED INSTANT** will be displayed. Your system is armed and the Entry Delay period has been cancelled.

**Q. The POWER indicator on my Console is off. What should I do?**

**A.** If the POWER indicator is off and the display on your console is blank, all power is absent and your system is inoperative. - **CALL FOR SERVICE IMMEDIATELY.** For additional information see "Power Failure Indications" in the section headed **TROUBLE CONDITIONS** (page 24 for Standard consoles, page 40 for Alpha consoles).

\*See PANIC section.

## SERVICE INFORMATION:

Your local Rollins office is best qualified to service your alarm system. Arranging some kind of regular service program with them is advisable. Your local Rollins branch:

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## EMERGENCY PHONE NUMBERS

Alarm Monitoring Station \_\_\_\_\_ Fire Department \_\_\_\_\_

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Police \_\_\_\_\_ Hospital \_\_\_\_\_

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Gas/Electric Company \_\_\_\_\_ Ambulance \_\_\_\_\_

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Corporate Doctor \_\_\_\_\_ Emergency \_\_\_\_\_

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**PROTECTIVE SERVICES**



**PROTECTIVE SERVICES**

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