



Security System

User's Manual



VIP 2000

TABLE OF CONTENTS

SYSTEM OVERVIEW	3	ARMING ALL PROTECTION (AWAY)	18
General.....	3	ARMING ALL PROTECTION (MAXIMUM)	19
Burglary Protection.....	3	DISARMING, AND SILENCING ALARMS	20
Fire Protection.....	4	EXIT ALARMS	21
Alarms.....	4	CHIME MODE	21
Memory of Alarm.....	4	PANIC KEYS	22
ABOUT THE CONSOLES	5	TESTING THE SYSTEM	24
General.....	5	TROUBLE CONDITIONS	26
Console Displays.....	5	"CHECK" and "BATTERY" Displays.....	26, 27
Fixed-Word Console Displays.....	5-7	Power Failure.....	27
Alpha Console Displays.....	5, 7	Other Displays.....	28
FUNCTIONS OF THE CONSOLE	8	FIRE ALARM SYSTEM (IF INSTALLED)	29
SECURITY CODES	10	General.....	29
General.....	10	In Case of Fire Alarm.....	29
Duress Code.....	10, 11	Silencing Fire Alarms.....	30
Quick Arming.....	10	NFPA RECOMMENDATIONS	31
To Assign, Change, or Delete User Codes.....	11	EMERGENCY EVACUATION	32
ENTRY/EXIT DELAYS	12	QUICK GUIDE TO SYSTEM FUNCTIONS	33
General.....	12	SUMMARY OF AUDIBLE/VISUAL NOTIFICATION ... 34, 35	
Audible Exit Delay Sound.....	12	PROTECTION ZONES LIST	36
CHECKING FOR OPEN ZONES	13	CANADIAN (DOC) STATEMENT	37
BYPASSING ZONES	14	UL NOTICE	38
Using the [BYPASS] Key.....	14	FCC STATEMENTS	38, 39
Quick Bypass.....	15	LIMITATIONS STATEMENT	40, 41
ARMING PERIMETER ONLY (STAY)	16	SERVICING INFORMATION	43
ARMING PERIMETER ONLY (INSTANT)	17		

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

Keep this manual in a convenient place so that you can refer to it as necessary.

SYSTEM OVERVIEW

General Congratulations on your ownership of a Rollins Security System. You've made a wise decision in choosing it, for it represents the latest in security protection technology today, including microcomputer technology to monitor all system status.

Basically, this system offers you three forms of protection: Burglary, Fire and Emergency. Your system may consist of at least one Console which provides full control of system operation, various Sensors such as motion detectors and door and window sensing devices, plus a selected number of strategically placed smoke or combustion Detectors designed to provide early warning in case of fire. Your system may also have been programmed to automatically transmit alarm or status messages over the phone lines to a Rollins Alarm Monitoring Center.

All system functions are controlled by your console(s), which are described in the next section, *ABOUT THE CONSOLES* (page 5).

Zones Your system's sensing devices have been assigned to various physical locations, or "Zones". For example, the sensing device on your Entry/Exit door may have been assigned to Zone 06, sensing devices on windows in the master bedroom to Zone 10, and so on. These Zone Numbers will appear on the display when an Alarm or Trouble Condition occurs.

Burglary Protection The burglary protection portion of your system must be turned on or "armed" before it will sense burglary alarm conditions and sound an alarm. Your system can be armed in one of four modes: STAY, AWAY, INSTANT and MAXIMUM. Refer to the *ARMING THE SYSTEM* sections for instructions in using these modes of operation (pages 10, 16-19).

Your system also provides a CHIME mode for alerting you to the opening and closing of doors and windows while the system is disarmed (page 21).

SYSTEM OVERVIEW

Fire Protection The fire protection portion of your security system (if used) is always on and will sound an alarm if a fire condition is detected. Refer to the *FIRE ALARM SYSTEM* section for important information concerning fire protection, smoke detectors and planning emergency exit routes from your house (pages 29-32).

Alarms When an alarm occurs, both the console and external sounders will sound, and a message at the console will identify the zone(s) causing the alarm. In addition, if your system is connected to a Rollins Alarm Monitoring Center, an alarm message will be sent. To stop the alarm sounding, you simply disarm the system (page 20).

Memory Of Alarm When an alarm or trouble condition occurs, the console displays the number(s) of the zone(s) that caused the problem, and displays the type of alarm or trouble (ex. FIRE, ALARM, CHECK). The display remains until it is cleared by entering the OFF sequence (security code + **1** OFF key) twice (page 20).

ABOUT THE CONSOLES

General Your consoles allow you to control all system functions. The consoles feature a telephone style (digital) keypad and a Liquid Crystal Display (LCD) which shows the nature and location ("Zones") of all occurrences.

The consoles feature a built-in sounder which emits alarm sounds during alarm conditions and produces warning tones during entry (and exit, if so-programmed) delay periods. The sounder also provides acknowledgement tones when keys are pressed, confirmation tones for successful command entries, and tones to alert you of any system trouble conditions.

Each keypad is located behind a flip-down cover which can be removed, if desired.

Console Displays There are two basic types of console displays: Fixed-Word and Alpha. Either of these may have been used in your system.

- **Fixed-Word Console Displays** feature a Liquid Crystal Display (LCD) which uses pre-designated (fixed) words to identify the nature and location of occurrences.
- **Alpha Console Displays** feature an alphanumeric LCD Display which can display the nature and location of all occurrences in friendly English. Your Alpha console displays only one line at a time of the Alpha messages shown on the following pages.

To view the second line of the message (if any), simply press the **#** key.

To return to the the first line, press the **#** key again, or wait 3 seconds.

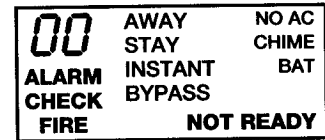
Note: After pressing the **#** key, wait at least 3 seconds before entering a command function (e.g., arming the system).

Unless stated otherwise, all commands and procedures described herein apply equally to all consoles.

ABOUT THE CONSOLES

Fixed-Word Console Displays

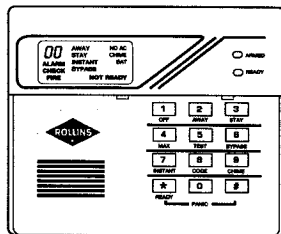
AWAY	All burglary zones, interior & perimeter, are armed.
STAY	Perimeter burglary zones, such as windows and doors are armed. Interior protection is not armed.
INSTANT	Perimeter burglary zones armed and entry delay is turned off.
BYPASS	One or more burglary protection zones have been bypassed (see pages 14, 15).
NOT READY	Appears when burglary portion of the system is not ready for arming (due to one or more open protection zones).
READY	The burglary portion of the system is ready to be armed (all zones closed).
NO AC	Appears when AC power has been cut off. System is operating on backup battery power.
AC	Appears when AC power is present.
CHIME	Appears when the CHIME feature is ON (see page 21).
BAT	Low system battery (if no zone number is shown), or Low battery condition in a wireless sensor (if zone number is <i>also</i> shown) (see page 27).
ALARM	Appears when an intrusion has been detected and the system is armed (also appears during a Fire alarm). Accompanied by the ID # of the zone in alarm.
CHECK	Appears when a malfunction is discovered in the system at any time, if a trouble is detected in a FIRE zone at any time or if a fault is detected in a DAY(Trouble)/NIGHT(Alarm) burglary zone during a disarmed period. Accompanied by a display of zone number in trouble (see pages 26, 27).
FIRE	Appears when a fire alarm is present. Accompanied by a display of the zone # in alarm.



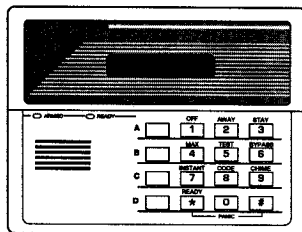
**TYPICAL
FIXED-WORD DISPLAY**

ABOUT THE CONSOLES

TYPICAL CONSOLES (SHOWN WITH KEYPAD COVER REMOVED)



6128 FIXED-WORD CONSOLE



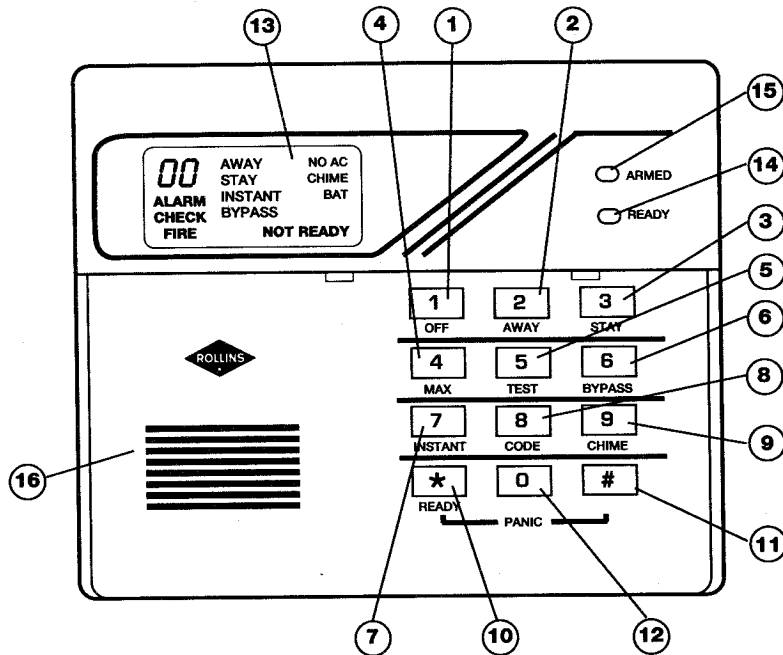
6138 ALPHA CONSOLE

FUNCTIONS OF THE CONSOLE

SEE TYPICAL CONSOLE ON NEXT PAGE

1. **1 OFF KEY:** Disarms burglary portion of the system, silences alarms and audible trouble indicators, and clears visual display after problem's correction.
 2. **2 AWAY KEY:** Arms the entire burglary system, perimeter and interior (page 18).
 3. **3 STAY KEY:** Arms perimeter portion of burglary system only. Interior protection is not armed, which allows movement within premises without causing alarm (pages 16, 17).
 4. **4 MAXIMUM KEY:** Arms in manner similar to AWAY mode, but without the entry delay feature, thus providing maximum protection. An alarm will occur immediately upon opening any protection point, including the entry/exit door (page 19).
 5. **5 TEST KEY:** Tests the system and alarm sounder if disarmed. Refer to *TESTING THE SYSTEM* section for test procedures (page 24).
 6. **6 BYPASS KEY:** Removes individual protection zones from being monitored by the system.
 7. **7 INSTANT KEY:** Arms in manner similar to STAY mode, but without the entry delay feature. Entering via the entry/exit door causes an instant alarm (page 17).
 8. **8 CODE KEY:** Used to assign additional user codes for other users of the system (pages 10, 11).
 9. **9 CHIME KEY:** Turns CHIME mode on and off. When on, the opening of windows or doors while the system is disarmed sounds 3 beeps at the keypad(s) (page 21).
 10. *** READY KEY:** Displays all open protection zones (page 13).
 11. **# KEY:** "Quick Arm" key permits ARMING of the system without use of a security code (if so programmed) (page 10).
 12. **KEYS 0-9†:** Used to enter your security code(s).
 13. **DISPLAY WINDOW:** Displays protection zone ID and system status messages.
 14. **READY INDICATOR: (GREEN)** Lit when the system is ready to be armed (no faults present). While the system is disarmed, this indicator will go on and off as protection zones are closed and opened.
 15. **ARMED INDICATOR: (RED)** Lit when the system is armed (STAY, AWAY, INSTANT or MAXIMUM).
 16. **INTERNAL SOUNDER:** The built-in console sounder mimics the alarm sounder during alarms, and will also "beep" during certain system functions See *SUMMARIES OF AUDIBLE/ VISUAL NOTIFICATION* (pages 34, 35).
- **EMERGENCY (PANIC) KEYS:**
Keys *** & #**, **1 & ***, and **3 & #** may be available for emergency functions.
On some consoles, individual **A, B,** and **C** keys are present. For further information, refer to the *PANIC KEYS* section (pages 22, 23).

†Note: Keys **1** through **9** each perform their associated companion functions (*OFF, AWAY, STAY, etc.*) when preceded by an entry of the security code (as described later).



SHOWN WITH
KEYPAD COVER
REMOVED

TYPICAL FIXED-WORD CONSOLE

Alpha Consoles are functionally similar, except for screen displays.

IMPORTANT! When entering 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.

SECURITY CODES

General

At the time of installation, your installer programmed a personal four-digit Master code, known only to you and yours. This code is used to perform most system functions, including arming and disarming of the system. As an additional safety feature, temporary user codes can be assigned (see next page) for use by those not having a need to know the Master code. Note that the Master code remains in effect even when other user codes are assigned.

Duress Code

Ask your installer if the Duress Code feature is active for your system, and if so, check here:

This feature is intended for use when you are forced to disarm or arm the system under threat. When used, the system will act normally, but can silently notify the Rollins Alarm Monitoring Center of your situation, if that service has been provided.

The Duress code is the same as the security code, except that the last digit is increased by one.

For example: If the normal security code is "1 2 3 4", the Duress security code is "1 2 3 5".

- Important:**
- This code is useful only when connected to a Rollins Alarm Monitoring Center.
 - Security codes that end in "9" cannot activate a duress alarm (e.g., 6 3 5 0 is not a duress code for security code 6 3 5 9).

Quick Arming

Ask your installer if "Quick Arming" is active for your system, and if so, check here:

If your system supports "Quick Arming", the key can be pressed in place of the security code when arming the system. The security code is *always* required, however, when *disarming* the system.

SECURITY CODES

To Assign, Change, or Delete User Codes

USER NUMBERS

The following User Numbers
(for six other users) are
available for your system:

2, 3, 4, 5, 6, and 7

1. Enter your Master code and press the **8** CODE key.
2. Enter single-digit User Number (see box at left) for whom a code is to be assigned, changed, or deleted.
3. **If assigning or changing a user's code**, enter the desired 4-digit code for use by that User Number. The console will beep once.
If deleting a user's code, perform steps 1 and 2 and then stop. In a few moments the console will beep once, indicating that the existing code has been deleted.

Important:

- Instruct other users to enter their codes carefully to avoid accidentally entering the Duress code. If desired, other users can be assigned a code ending in "9", to prevent accidental Duress code entry (see page 10).
- Temporary users should not be shown how to use any system function they do not need to know (e.g., bypassing protection zones).
- Be sure user codes do not conflict with any Duress code.
- It is recommended that obvious codes such as 1111 or 1234 not be assigned.
- It is also not a good idea to use obvious codes that an unauthorized user may try, should he know anything personal about you. Birthdays, anniversaries, street address numbers, and phone number digits should never be used.

ENTRY/EXIT DELAYS

General Information

Your system has preset time delays, known as Exit Delay and Entry Delay. When you arm your system, **Exit Delay** gives you time to leave through the designated Entry/Exit Door without setting off an alarm. **Entry delay** gives you time to disarm the system when you reenter through the Entry/Exit door. The system must be disarmed, however, before the Entry Delay period ends, or an alarm will occur. The console will beep slowly during the entry delay period, reminding you to disarm the system.

You can also arm the system with no entry delay at all by using either INSTANT or MAXIMUM arming modes. These modes can provide greater security while you are sleeping or while you are away for extended periods of time.

Exit Delay Alerting Sound

Ask your installer if this is active for your system, and if so, check here:

If available for your system, and if programmed by your installer, when arming AWAY (see page 18) or MAXIMUM (see page 19), slow beeps will sound from the console during exit delay, turning to fast ("Hurry-up") beeps during the final five seconds of the delay time.

See your installer for your delay times and record them here:

Exit Delay: seconds

Entry Delay: seconds

CHECKING FOR OPEN ZONES

*** READY Key** Before arming your system, all protected doors, windows and other protection zones must be closed or bypassed (see *BYPASSING PROTECTION ZONES*, pages 14, 15), otherwise the console will display a "Not Ready" message, and your console's READY indicator light, will not be lit. The *** READY** key can be used to display all faulted zones, making it easier for you to secure any open zone.

To display faulted zones, simply press and release the *** READY** key (do not enter code first). Secure or bypass the zones displayed before arming the system.

A "Ready" message will be displayed when all protection zones have been either closed or bypassed and the console's READY indicator light will be lit.

TO DISPLAY OPEN ZONES, PRESS THE *** READY** KEY.

TYPICAL DISPLAYS
WHEN NOT READY TO ARM

DISARMED - PRESS *
TO SHOW FAULTS

ALPHA

AC
NOT READY

FIXED-WORD

TYPICAL DISPLAYS
INDICATING OPEN PROTECTION ZONE
(AFTER PRESSING READY KEY)

FAULT 06 FRONT
UPSTAIRS BEDROOM

ALPHA

06
AC
NOT READY

FIXED-WORD

TYPICAL DISPLAYS
INDICATING "READY TO ARM"

****DISARMED****
READY TO ARM

ALPHA

AC
READY

FIXED-WORD

BYPASSING PROTECTION ZONES

Using the

6 BYPASS Key

LIMITATION

The system will not allow fire zones to be bypassed.

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

This key is used when you want to arm your system with one or more zones intentionally unprotected. The system must be disarmed first.

1. Enter your security code and press the 6 BYPASS key.
2. Enter zone number(s) for the zone(s) to be bypassed (e.g., 06, 10, 13, etc.). *Single digit zone numbers must be preceded by a zero (e.g. 05, 06).*
3. When finished, the console will momentarily display a "Bypass" message for each bypassed zone number. Wait for these zones to be displayed, to confirm their bypass.
4. Arm the system as usual.

Bypassed zones are unprotected and will not cause an alarm if violated while your system is armed.

TO BYPASS ZONES:

- ENTER CODE.
- PRESS 6 BYPASS KEY.
- ENTER ZONE Nos.
- WAIT FOR BYPASSED ZONES TO BE DISPLAYED.
- ARM SYSTEM AS USUAL.

TYPICAL MOMENTARY DISPLAYS OF BYPASSED ZONE

BYPASS 06 FRONT
UPSTAIRS BEDROOM

ALPHA

06 AC
BYPASS

FIXED-WORD

BYPASSING PROTECTION ZONES

Quick Bypass

Ask your installer if "Quick Bypass" is active for your system, and if so, check here:

If your system supports "Quick Bypass", it allows you to easily bypass all open (faulted) zones without having to enter zone numbers individually. This feature is useful if, for example, you routinely leave certain windows open when arming at night.

CAUTION: This is a Group Bypass function, and will bypass all open zones, whether intentionally open or not.

To use this feature, enter your security code, press the **6 BYPASS** key, then stop. In a few moments, all open zones will be displayed along with a "Bypass" message. Wait for all bypassed zones to be displayed, then arm the system as usual.

SYSTEM CAN NOW BE ARMED
WITH ZONE(S) BYPASSED.

TYPICAL DISPLAYS "READY TO ARM WITH ZONES BYPASSED"

DISARMED BYPASS
READY TO ARM

ALPHA

AC
BYPASS READY

FIXED-WORD

ARMING PERIMETER ONLY

WITH ENTRY DELAY ON

Using the

3 STAY Key

Use this key when you are staying inside, but expect someone to use an entry/exit door later.

1. Enter your security code and press the **3** STAY key.
2. The console beeps three times and displays the armed message. The red ARMED indicator lights.
3. The system arms. An alarm sounds immediately if a protected perimeter window or non-entry/exit door is then opened, but you may otherwise move freely throughout the premises. The interior protection is not active.

Later arrivals can enter through an entry/exit door without causing an alarm, but they must disarm the system within the entry delay period to avoid sounding an alarm.

BEFORE ARMING,
close all doors and windows
(see *CHECKING FOR OPEN ZONES* on page 13)

THE STAY KEY
ARMS THE PERIMETER,
BUT ALLOWS USE OF
THE ENTRY/EXIT DOOR.

TYPICAL DISPLAYS
"ARMED STAY"

ARMED ***STAY***

ALPHA

AC
STAY

FIXED-WORD

ARMING PERIMETER ONLY

WITH ENTRY DELAY OFF

Using the

7 INSTANT Key

BEFORE ARMING,
close all doors and windows
(see *CHECKING FOR OPEN ZONES* on page 13)

Use this key when you are staying inside and do not expect anyone to use an entry/exit door (no "late arrivals").

1. Enter your security code and press the **7** INSTANT key.
2. The console beeps three times and displays the armed message. The red ARMED indicator lights.
3. The system arms. An alarm sounds immediately if any protected perimeter door or window is opened, but you may otherwise move freely throughout the premises. The interior protection is not active.

An alarm sounds immediately if anyone opens an entry/exit door or any perimeter protection sensor.

THE **7** INSTANT KEY
ARMS THE PERIMETER
(INCLUDING THE ENTRY/EXIT DOOR),
WITH NO ENTRY DELAY.

TYPICAL DISPLAYS
"ARMED INSTANT"

ARMED *INSTANT*

ALPHA

STAY
INSTANT

AC

FIXED-WORD

ARMING ALL PROTECTION WITH ENTRY DELAY ON

Using the

2 AWAY Key

BEFORE ARMING,
close all doors and windows
(see *CHECKING FOR OPEN
ZONES* on page 13)

Use this key when no one will be staying inside.

1. Enter your security code and press the **2** AWAY key.
2. The console beeps twice and displays the armed message. The red ARMED indicator lights.
3. You may leave through an entry/exit door during the exit delay period without causing an alarm.

After exit delay, the system arms and sounds an alarm immediately if a protected window or non-entry/exit door is then opened, or if any movement is detected inside your premises. Interior protection is active after the exit delay expires.

You may reenter through an entry/exit door, but must disarm the system within the entry delay period to avoid an alarm.

THE **2** AWAY KEY
ARMS THE ENTIRE SYSTEM
(INTERIOR AND PERIMETER),
BUT ALLOWS USE OF
THE ENTRY/EXIT DOOR.

TYPICAL DISPLAYS
"ARMED AWAY"

ARMED ***AWAY***
YOU MAY EXIT NOW

"YOU MAY EXIT NOW" disappears
when exit delay expires.

ALPHA

AWAY

AC

FIXED-WORD

ARMING ALL PROTECTION

WITH ENTRY DELAY OFF

Using the

4 MAXIMUM Key

BEFORE ARMING,
close all doors and windows
(see *CHECKING FOR OPEN ZONES* on page 13)

Use this key 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 (interior protection is active).

1. Enter your security code and press the 4 MAXIMUM key.
2. The console beeps twice and displays the armed message. The red ARMED indicator lights.
3. You may leave through an entry/exit door during the exit delay period without causing an alarm.

After exit delay, the system arms and sounds an alarm immediately if any protected door or window is opened, or if any movement is detected inside your premises (interior protection is active).

An alarm sounds immediately, when someone reenters.

THE 4 MAXIMUM KEY
ARMS THE ENTIRE SYSTEM
(INCLUDING THE ENTRY/EXIT DOOR
WITH NO ENTRY DELAY).

TYPICAL DISPLAYS
"ARMED MAXIMUM"

ARMED *MAXIMUM*
YOU MAY EXIT NOW

"YOU MAY EXIT NOW" disappears
when exit delay expires.

ALPHA

AWAY

AC

INSTANT

FIXED-WORD

DISARMING THE SYSTEM AND SILENCING ALARMS

Using the

1 OFF Key

IMPORTANT:

If you return and the main burglary sounder is on, DO NOT ENTER, but CONTACT THE POLICE from a nearby safe location.

If you return after an alarm has occurred and the main sounder has shut itself off, the console will beep rapidly upon your entering, indicating that an alarm has occurred during your absence.

LEAVE IMMEDIATELY, and CONTACT THE POLICE from a nearby safe location.

The **1 OFF** key is used to disarm the system and to silence alarm and trouble sounds (see *TROUBLE CONDITIONS* on pages 26, 27, 28).

To Disarm the System

Enter your security code and press the **1 OFF** key. The "Ready" message will be displayed, and the console will emit a single tone to confirm that the system is disarmed. If the "Ready" message does not appear, check for any "open" zones (windows, doors, etc. not closed).

To Silence a Burglary Alarm SEE IMPORTANT NOTE AT LEFT!

Enter your security code and press the **1 OFF** key to silence the alarm (or warning tones of a Memory of Alarm). Note the zone in alarm on the console display, and make that zone intact (close door, window, etc.). Now enter the security code plus OFF a second time to clear the console's Memory of Alarm display. If the display will not clear and does not provide a "Ready" message, call Rollins Protective Services for service immediately.

To Silence a Fire Alarm simply press the **1 OFF** key (the security code is not needed to silence FIRE alarms). To clear the console's Memory of Alarm display, enter your security code and press the **1 OFF** key.

See pages 29-32 for additional fire alarm information.

See the **SUMMARY OF AUDIBLE/VISUAL NOTIFICATION** section (pages 34, 35) for information which will help you to distinguish between **FIRE** (Interrupted/Pulsed) and **BURGLARY** (Continuous/Steady) alarm sounds.

EXIT ALARMS

Exit Alarm Warning Displays and Sounds

Ask your installer if "Exit Alarm Warning" is active for your system, and if so, check here:

Your system may have been programmed for this feature.

When arming, if an exit or interior zone contains a fault during closing *at the time the exit delay ends*, the alarm sounder and console sound continuously to alert you that an unwanted alarm can be prevented if you take action:

- *If you disarm the system during the entry delay period that will immediately follow*, the sound stops. The console displays "CANCELLED ALARM "or "CA" as well as a zone . No message is transmitted to the monitoring center.
- *If the system is NOT disarmed immediately during the entry delay period*, the sounds continue until the system is disarmed (or alarm sounder timeout occurs). The console displays "EXIT ALARM" or "EA" as well as a zone. An "exit alarm" (exit fault) message will be sent to the Rollins Alarm Monitoring Center.

Note: The latter "EXIT ALARM" conditions also result if an alarm from an exit or interior zone occurs within two minutes after the end of an exit delay.

In any of the above cases, a second OFF sequence (security code + **1** OFF key) will clear the console display.

CHIME MODE

Using the **9** CHIME Key

This feature can be used only while the burglary system is disarmed.

Your system can be set to alert you to the opening of a door or window while it is disarmed by using CHIME mode. When activated, three tones will sound at the Console whenever a door or window is opened. Pressing the ***** READY key will display the open protection points.

To turn Chime Mode on, enter the security code and press the **9** CHIME key. The CHIME message will appear.

To turn Chime Mode off, enter the security code and press the **9** CHIME key again. The CHIME message will disappear.

PANIC KEYS

Using Panic Keys (for manually activating silent and/or audible alarms)

TO INITIATE A PANIC FUNCTION AT ANY TIME OF DAY OR NIGHT:

Press an active lettered key for at least two seconds.

or

Press both keys of an active panic key pair at the same time.

Your system may have been programmed to use special single keys, or the simultaneous pressing of two keys, to manually activate emergency (panic) functions. The functions that might be programmed are: Silent Emergency, Audible Emergency, Personal Emergency, and Fire.

A silent emergency sends a silent alarm signal to the Rollins Alarm Monitoring Center*, but there is no audible alarm or visual display.

An audible emergency sends a signal to the monitoring center* and sounds a loud, steady alarm at your console(s) and at any external sounders that may be connected (ALARM plus a zone number is also displayed).

A personal emergency alarm sends an emergency message to the monitoring center* and sounds at console(s), but not at external bells or sirens.

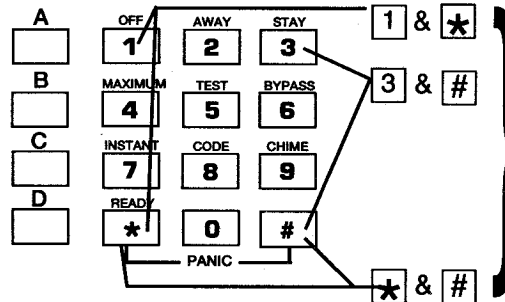
A fire alarm sends a fire alarm message to the monitoring center* and uniquely sounds at console(s) and external bells and sirens (FIRE plus a zone number is also displayed).

* If connected to a Rollins Alarm Monitoring Center.

Also see *Duress Code* feature, pages 10, 11.

TYPICAL CONSOLE KEYPAD

EMERGENCY KEYS: A, B, C
(NOT PRESENT
ON SOME CONSOLES).
IF PRESENT, D IS NOT USED.



PAIRED PANIC KEYS
(MUST BE PRESSED
AND HELD
AT THE SAME TIME)

PANIC KEYS

CHECK IF ACTIVE	PANIC KEY(S)	PROGRAMMED FUNCTION	ZONE NUMBER
<input type="checkbox"/>	[A]	___ SILENT, ___ AUDIBLE, ___ PERSONAL, ___ FIRE	95
<input type="checkbox"/>	[B]	___ SILENT, ___ AUDIBLE, ___ PERSONAL, ___ FIRE	07
<input type="checkbox"/>	[C]	___ SILENT, ___ AUDIBLE, ___ PERSONAL, ___ FIRE	96
OR			
<input type="checkbox"/>	[1] & [*]	___ SILENT, ___ AUDIBLE, ___ PERSONAL, ___ FIRE	95
<input type="checkbox"/>	[*] & [#]	___ SILENT, ___ AUDIBLE, ___ PERSONAL, ___ FIRE	07
<input type="checkbox"/>	[3] & [#]	___ SILENT, ___ AUDIBLE, ___ PERSONAL, ___ FIRE	96

SEE YOUR INSTALLER
AND NOTE HERE
THE KEY(S) & FUNCTION(S)
PROGRAMMED
FOR YOUR SYSTEM

- KEYS [A], [B], AND [C] ARE NOT PRESENT ON ALL CONSOLES.
- KEY [D], IF PRESENT ON YOUR CONSOLE, IS NOT ACTIVE HERE.

TESTING THE SYSTEM

TO BE CONDUCTED WEEKLY

Using the

5 TEST Key

NO ALARM REPORTS WILL BE SENT TO THE MONITORING CENTER while the system is in Test mode; however, Test reports *may* be sent.

The **6** TEST key puts your system into Test mode, which allows each protection point to be checked for proper operation.

1. Disarm the system and close all protected windows, doors, etc. The console's READY message should be displayed and the READY indicator (if present) should be lit.
2. Enter your security code and press the **6** TEST key.
3. As the Test mode is entered, the external siren or bell will sound for one second and then turn off.

Each time a protection zone is faulted, the console sounds 3 beeps.

The console will sound a single beep every 40 seconds as a reminder that the system is in the test mode.

If these sounds do not occur, call Rollins Protective Services immediately.

4. Open and close each protected door and window in turn and listen for the required sounds. The identification of each faulted protection point should appear on the display.
5. Walk in front of any interior motion detectors (if used) and listen for the required sound as movement is detected. The identification of the detector should appear on the display when it is activated.

Note: If your system features wireless sensors, wireless PIR (Passive Infrared) units will send signals out only if they have been inactive for 3 minutes (in order to extend battery life).

6. Follow the manufacturer's instructions to test all smoke detectors, to ensure that all are functioning properly. The identification of each detector should appear on the display when each is activated.

TESTING THE SYSTEM

7. After all protection points have been checked and restored, there should be no zone identification numbers displayed. **If a problem is experienced with any protection point (no confirming sounds, no display), CALL ROLLINS PROTECTIVE SERVICES FOR SERVICE IMMEDIATELY.**
8. Turn off the Test mode by entering the security code and pressing the OFF key.

THE TEST MODE WILL BE AUTOMATICALLY TERMINATED AFTER 4 HOURS,
IF THE USER DOES NOT MANUALLY TERMINATE IT SOONER.
This insures that the Fire and Panic zones will not remain disabled.

TROUBLE CONDITIONS

"Check" and "Battery" Displays

The word **CHECK** on the console's display, accompanied by a "beeping" at the console, indicates a trouble condition in the system.

To silence the beeping for these conditions, press any key.

1. A display of "**CHECK**" and one or more zone numbers indicates that a problem exists with the displayed zone(s) and requires your attention. **If the CHECK display relates to a fire zone, CALL ROLLINS PROTECTIVE SERVICES FOR SERVICE IMMEDIATELY.**

Determine if the zone(s) displayed are intact and make them so if they are not. If the problem has been corrected, the display can be cleared if you enter the OFF sequence (user code plus **1** OFF key) twice. **If the display persists, CALL FOR SERVICE IMMEDIATELY.**

2. If your system features wireless sensors, a **CHECK** condition may also be caused by some change in the environment that prevents the receiver from hearing a particular sensor. **CALL FOR SERVICE IMMEDIATELY if this occurs.**

IF YOU CANNOT CORRECT
A "CHECK" DISPLAY,
OR IF IT IS FOR A FIRE ZONE,
CALL FOR SERVICE IMMEDIATELY.

TYPICAL
"CHECK" DISPLAYS

CHECK 06 FRONT
UPSTAIRS BEDROOM

ALPHA

06

AC

CHECK

FIXED-WORD

TROUBLE CONDITIONS

3. A display of "BAT" with no zone number indicates that the main standby battery in your control is weak. **If this condition persists for more than one day (with AC House Power present), CALL FOR SERVICE.**
4. If your system features wireless sensors, a display of "BAT" with a zone number and a once per minute "beeping" at the Console indicates that a low battery condition exists in the wireless sensor displayed. **CALL FOR SERVICE.** If the battery is not replaced within 30 days, a **CHECK** display may occur.

Some wireless sensors contain a non-replaceable long-life battery which requires replacement of the entire unit at the end of battery life (e.g., 5802 Pendant and 5802CP Belt Clip Personal Emergency Transmitters and 5803 Wireless Key Transmitters).

Power Failure If there is no console display at all, operating power for the system has stopped and the system is inoperative. **CALL ROLLINS PROTECTIVE SERVICES FOR SERVICE IMMEDIATELY.**

If the message "AC LOSS" or "NO AC" is displayed, the Console is operating on battery power only. If only some lights are out on the premises, check circuit breakers and fuses and reset or replace as necessary. **CALL FOR SERVICE IMMEDIATELY** if AC power cannot be restored within 12 hours.

TROUBLE CONDITIONS

- Other Displays**
- "Busy Standby" or "dl":** If displayed on your console for more than 1 minute, your system is disabled. **CALL ROLLINS PROTECTIVE SERVICES FOR SERVICE IMMEDIATELY.**
 - "Modem Comm" or "CC":** The system is in telephone communication with the Rollins Alarm Monitoring Center, for change of function or status verification. **If this message persists for more than 10 minutes, CALL FOR SERVICE IMMEDIATELY.**
 - "Comm Failure" or "FC":** A telephone communication failure has occurred. **CALL FOR SERVICE IMMEDIATELY.** You may need to call from a different phone number.
 - "Open Circuit" or "OC":** Your console, is not receiving signals from the control panel and/or sees an open circuit. *If this message persists for more than 10 minutes,* **CALL FOR SERVICE IMMEDIATELY.**

**FOR SERVICING
INFORMATION,
SEE PAGE 43**

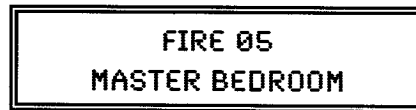
FIRE ALARM SYSTEM IF INSTALLED

General Your fire alarm system (if installed) is on 24 hours a day, for continuous protection. In the event of an emergency, the strategically located smoke and heat detectors will automatically send signals to your system, triggering a loud, interrupted sound from the Console. An interrupted sound will also be produced by optional exterior sounders. A FIRE message will appear at your Console and remain on until you silence the alarm.

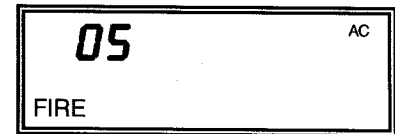
In Case Of Fire Alarm

1. Should you become aware of a fire emergency before your detectors sense the problem, go to your nearest Console and manually initiate an alarm by pressing the panic key(s) assigned as FIRE emergency (if programmed by the installer) as indicated on page 23.
2. Evacuate all occupants from the premises.
3. If flames and/or smoke are present, leave the premises and notify your local Fire Department immediately.
4. If no flames or smoke are apparent, you may investigate the cause of the alarm at your own risk. The zone number(s) of the zone(s) in an alarm condition will be displayed at the Console.

TYPICAL FIRE EMERGENCY DISPLAYS



ALPHA



FIXED-WORD

FIRE ALARM SYSTEM

IF INSTALLED

Silencing Fire Alarms

1. Silence the alarm by pressing the **1 OFF** key (security code not needed to silence fire alarms). To clear the display, enter your code and press the **1 OFF** key again (Memory of Alarm):
2. If the Console's fire indication does not clear after the second OFF sequence, smoke detectors may still be responding to smoke or heat producing objects in their vicinity. Investigate, and 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, clear the display by entering your code and pressing the **1 OFF** key.

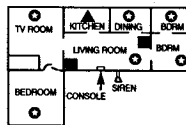
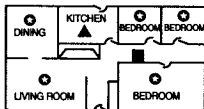
NATIONAL FIRE PROTECTION ASSOCIATION RECOMMENDATIONS ON SMOKE DETECTORS

General 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 the 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, all bedrooms, kitchen, hallway(s), attic, furnace room, utility and storage rooms, basements and attached garages.

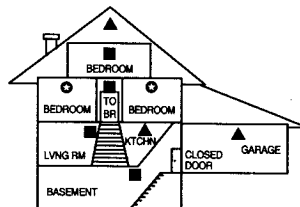
BEST RESIDENTIAL
DETECTOR PLACEMENT
BETWEEN BEDROOMS
AND REST OF HOUSE



PLACE DETECTOR
NEAR ALL SLEEPING
AREAS

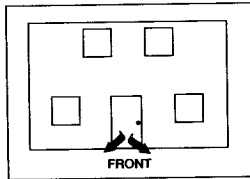
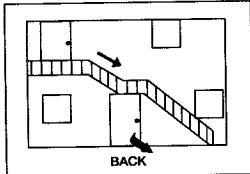
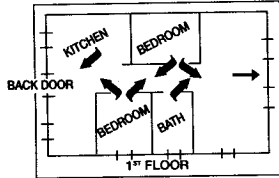
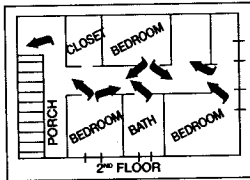
- Smoke Detectors for Minimum Protection
- Smoke Detectors for Additional Protection
- ▲ Heat-Activated Detectors

MAXIMUM FLOOR
COVERAGE -
DETECTORS AT
TOP OF STAIRWELLS



EMERGENCY EVACUATION

Steps to Safety



Establish and regularly practice a plan of escape in the event of fire. The following steps are recommended by the National Fire Protection Association:

1. Plan on your detector or your interior and/or exterior sounders warning all occupants.
2. Determine two means of escape from each room. One path of escape should lead to the door that permits normal exit from the building. The other may be a window, should your path be unpassable. Station an escape ladder at such windows if there is a long drop to the ground.
3. Sketch a floor plan of the building. Show windows, doors, stairs and rooftops that can be used to escape. Indicate escape routes for each room. Keep these routes free from obstruction and post copies of the escape routes in every room.
4. Assure that all bedroom doors are shut while you are asleep. This will prevent deadly smoke from entering while you escape.
5. Try the door. If the door is hot, check your alternate escape route. If the door is cool, open it cautiously. Be prepared to slam the door if smoke or heat rushes in.
6. In smoky areas, crawl close to floor, hold your breath, and/or cover mouth and nose with a wet cloth.
7. Escape quickly; don't panic.
8. Establish a common meeting place outdoors, away from your premises, 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 premises — many die going back.

QUICK GUIDE TO ALARM SYSTEM FUNCTIONS

FUNCTION	PROCEDURE	COMMENTS
Check Zones	Press READY key.	To view faulted zones when system not ready.
Arm System	Enter code. Press arming key desired: (AWAY, STAY, INSTANT, MAXIMUM)	Arms system in mode selected.
Quick Arm (if programmed)	Press #. Press arming key desired: (AWAY, STAY, INSTANT, MAXIMUM)	Arms system in mode selected, quickly and without use of code.
Bypass Zone(s)	Enter code. Press BYPASS key. Enter zone number(s) to be bypassed (use 2-digit entries).	Bypassed zones are unprotected and will not cause an alarm if violated.
Quick Bypass (if programmed)	Enter code. Press BYPASS key.	Bypasses all faulted zones automatically.
Silence Sounders		
Burglary:	Enter code. Press OFF key.	Also disarms system. Memory of alarm remains until cleared.
Fire:	Press OFF key.	Memory of Alarm remains until cleared.
"Check":	Press any key.	Determine cause. See Page 26.
Disarm System	Enter code. Press OFF key.	Also silences sounders. Memory of alarm remains until cleared.
Clear Alarm Memory	After disarming, enter code again. Press OFF key again.	Console will beep rapidly upon entry if alarm has occurred. Alarm display will remain upon disarming until cleared.
Duress (if active & connected to monitoring ctr)	Arm or disarm "normally", but with 4th digit of code increased by "1".	Performs desired action and sends silent alarm to monitoring center.
Panic Alarms (as programmed)	Press key [A], [B], or [C] for at least 2 sec., or (if no A, B, or C on your console) press keys [1]&[*], or [*]&[#], or [3]&[#], both at same time.	See Page 22 for functions programmed for your system.
Chime Mode	To turn ON or OFF: Enter code. Press CHIME key.	Console will sound if doors or windows are violated while system is disarmed and chime mode is ON.
Test Mode	To turn ON: Enter code. Press TEST key. To turn OFF: Enter code. Press OFF key.	Tests alarm sounder and allows sensors to be tested.

SUMMARY OF AUDIBLE/VISUAL NOTIFICATION (ALPHA DISPLAY CONSOLES)

SOUND	CAUSE	DISPLAY
LOUD, INTERRUPTED* Console & External	FIRE ALARM	FIRE is displayed; descriptor of zone in alarm is displayed.
LOUD, CONTINUOUS* Console & External	BURGLARY/AUDIBLE EMERGENCY ALARM	ALARM is displayed; descriptor of zone in alarm is also displayed.. Also see "Exit Alarm Warning Displays and Sounds" on page 21.
ONE SHORT BEEP (not repeated) Console only	a. SYSTEM DISARM b. SYSTEM ARMING ATTEMPT WITH AN OPEN ZONE c. BYPASS VERIFY	a. DISARMED/READY TO ARM is displayed. Green READY indicator (if present) is lit. b. The number and descriptor of the open protection zone is displayed. Green READY indicator (if present) is not lit. c. Numbers and descriptors of the bypassed protection zones are displayed (One beep is heard for each zone displayed). Subsequently, the following is displayed: DISARMED BYPASS Ready to Arm
ONE SHORT BEEP every 60 sec. Console only	SYSTEM IS IN TEST MODE	Opened Zone identifications will appear.
ONE BEEP every 60 sec. Console only	a. LOW BATTERY AT A XMTR b. SYSTEM MAIN BATT. WEAK c. TROUBLE	a. LO BAT displayed with description of transmitter. b. LO BAT displayed with no transmitter description. c. CHECK displayed. Descriptor of troubled protection zone is displayed.
TWO SHORT BEEPS Console only	ARM AWAY OR MAXIMUM	ARMED AWAY or ARMED MAXIMUM is displayed. Red ARMED indicator is lit.
THREE SHORT BEEPS Console only	a. ARM STAY OR INSTANT b. ZONE OPENED WHILE SYS- TEM IS IN CHIME MODE c. ZONE OPENED WHILE SYS- TEM IS IN TEST MODE	a. ARMED STAY or ARMED INSTANT is displayed.Red ARMED indicator is lit. b. CHIME displayed. Pressing */ READY key will display descriptor of opened zone. c. Open protection zone descriptor is displayed.
RAPID BEEPING Console only	MEMORY OF ALARM	FIRE or ALARM is displayed; descriptor of zone in alarm is displayed.
SLOW BEEPING Console only	a. ENTRY DELAY WARNING b. EXIT DELAY ALERT (if programmed)	a. DISARM SYSTEM OR ALARM WILL OCCUR is displayed. Exceeding the delay time without disarming causes alarm. b. ARMED AWAY or ARMED MAXIMUM is displayed. Slow beeps change to fast during last 5 sec of exit delay.

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

Note: Also see *Power Failure* under *TROUBLE CONDITIONS* on page 27.

SUMMARY OF AUDIBLE/VISUAL NOTIFICATION

(FIXED-WORD DISPLAY CONSOLES)

SOUND	CAUSE	DISPLAY
LOUD, INTERRUPTED* Console & External	FIRE ALARM	FIRE and ALARM are displayed; protection zone in alarm is displayed.
LOUD, CONTINUOUS* Console & External	BURGLARY/AUDIBLE EMERGENCY ALARM	ALARM is displayed; protection zone in alarm is also displayed. Also see "Exit Alarm Warning Displays and Sounds" on page 21.
ONE SHORT BEEP (not repeated) Console only	a. SYSTEM DISARM b. SYSTEM ARMING ATTEMPT WITH AN OPEN ZONE c. BYPASS VERIFY	a. Only READY is displayed. Green READY indicator (if present) is lit. b. NOT READY is displayed, open protection zone number is displayed. Green READY indicator (if present) is not lit. c. The bypassed protection zone numbers are displayed. (One beep for each number displayed.) BYPASS displayed.
ONE SHORT BEEP (once every 60 seconds) Console only	SYSTEM IS IN TEST MODE	Opened Zone identifications will appear.
ONE BEEP every 60 sec. Console only	a. LOW BATTERY AT XMTR b. SYST. MAIN BATT. WEAK c. TROUBLE	a. BAT displayed with ID number of transmitter. b. BAT displayed with no transmitter ID c. CHECK displayed. Troubled protection zone is displayed.
TWO SHORT BEEPS Console only	ARM AWAY OR MAXIMUM	AWAY and (if MAXIMUM) INSTANT are displayed.
THREE SHORT BEEPS Console only	a. ARM STAY OR INSTANT b. ZONE OPENED WHILE SYS- TEM IS IN CHIME MODE c. ZONE OPENED WHILE SYS- TEM IS IN TEST MODE	a. STAY and (if INSTANT) INSTANT are displayed. Red ARMED indicator is lit. b. CHIME displayed. Pressing */ READY key will display opened zone. c. Open protection zone number is displayed.
RAPID BEEPING Console only	MEMORY OF ALARM	FIRE and/or ALARM is displayed; zone in alarm is displayed.
SLOW BEEPING Console only	a. ENTRY DELAY WARNING b. EXIT DELAY ALERT (if programmed)	a. No display during delay; Exceeding the delay time without disarming causes alarm. b. AWAY or (if MAXIMUM) AWAY INSTANT is displayed. Slow beeps change to fast during last 5 sec of exit delay.

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

Note: Also see *Power Failure*, and *Other Displays* under *TROUBLE CONDITIONS* on page 27.

PROTECTION ZONES LIST

One or more sensing devices may have been assigned by the installer of your alarm system to each of the various protection zones in your system (*although not every zone number can be used*). For example, the sensing device on your Entry/Exit door may have been assigned to zone 06, sensing devices on windows in the master bedroom to zone 10, and so on.

Zone numbers 07, 95 and 96 represent Console Keypad "Panic" alarm functions assigned by the installer (see Page 22). Zone numbers 08 and 09 are reserved for Duress and Tamper signal reporting to the Rollins Alarm Monitoring Center.

This chart may be used to record the specific zone number assignments for your system. Your installer will assist you in recording this information.

PROTECTION ZONE DESCRIPTIONS

Zone	Description	Zone	Description	Zone	Description	Zone	Description
01							
02							
03							
04							
05							
06							
07	Key B (or: * & #) Panic					95	Key A (or: 1 & *) Panic
08	–Duress–						
09	–Tamper–					96	Key C (or: 3 & #) Panic

CANADIAN DEPARTMENT OF COMMUNICATIONS (DOC) STATEMENT

NOTICE

The Canadian Department of Communications label identifies certified equipment. This certification means that the equipment meets certain telecommunications network protective, operational and safety requirements. The Department does not guarantee the equipment will operate to the user's satisfaction.

Before installing this equipment, users should ensure that it is permissible to be connected to the facilities of the local telecommunications company. The equipment must also be installed using an acceptable method of connection. In some cases, the company's inside wiring associated with a single line individual service may be extended by means of certified connector assembly (telephone extension cord). The customer should be aware that compliance with the above conditions may not prevent degradation of service in some situations.

Repairs to certified equipment should be made by an authorized Canadian maintenance facility designated by the supplier. Any repairs or alterations made by the user to this equipment, or equipment malfunctions, may give the telecommunications company cause to request the user to disconnect the equipment.

Users should ensure for their own protection that the electrical ground connections of the power utility, telephone lines and internal metallic water pipe system, if present, are connected together. This precaution may be particularly important in rural areas.

Caution: User should not attempt to make such connections themselves, but should contact the appropriate electric inspection authority, or electrician, as appropriate.

The Load Number (LN) assigned to each terminal device denotes the percentage of the total load to be connected to a telephone loop which is used by the device, to prevent overloading. The termination on a loop may consist of any combination of devices subject only to the requirement that the total of the Load Numbers of all the devices does not exceed 100.

AVIS

L'étiquette du ministère des Communications du Canada identifie le matériel homologué. Cette étiquette certifie que le matériel est conforme à certaines normes de protection, d'exploitation et de sécurité des réseaux de télécommunications. Le ministère n'assure toutefois pas que le matériel fonctionnera à la satisfaction de l'utilisateur.

Avant d'installer ce matériel, l'utilisateur doit s'assurer qu'il est permis de le raccorder aux installations de l'entreprise locale de télécommunications. Le matériel doit également être installé en suivant une méthode acceptée de raccordement. Dans certains cas, les fils intérieurs de l'entreprise utilisés pour un service individuel à la ligne unique peuvent être prolongés au moyen d'un dispositif homologué de raccordement (cordon prolongateur téléphonique interne). L'abonné ne doit pas oublier qu'il est possible que la conformité aux conditions énoncées ci-dessus n'empêche pas la dégradation du service dans certaines situations. Actuellement, les entreprises de télécommunications ne permettent pas que l'on raccorde leur matériel aux prises d'abonnés, sauf dans les cas précis prévus par les tarifs particuliers de ces entreprises.

Les réparations du matériel homologué doivent être effectuées pas un centre d'entretien canadien autorisé désigné par le fournisseur. La compagnie de télécommunications peut demander à l'utilisateur de débrancher un appareil à la suite de réparations ou de modifications effectuées par l'utilisateur ou à cause de mauvais fonctionnement.

Pour sa propre protection, l'utilisateur doit s'assurer que tous les fils de mise en terre de la source d'énergie électrique, des lignes téléphoniques de réseau de conduites d'eau, s'il y en a, soient raccordés ensemble. Cette précaution est particulièrement importante dans les régions rurales.

Avertissement: L'utilisateur ne doit pas tenter de faire ces raccordements lui-même; il doit avoir recours à un service d'inspection des installations électriques, ou à un électricien, selon le cas.

L'indice de charge (IC) assigné à chaque dispositif terminal pour éviter toute surcharge indique le pourcentage de la charge totale qui peut être raccordé à un circuit téléphonique fermé utilisé par ce dispositif. La terminaison du circuit fermé peut être constituée de n'importe quelle combinaison de dispositifs, pourvu que la somme des indices de charge de l'ensemble des dispositifs ne dépasse pas 100.

UL NOTICE: This is a "Grade A" Residential System.

FEDERAL COMMUNICATIONS COMMISSION (FCC) Part 15 STATEMENT

This equipment has been tested to FCC requirements and has been found acceptable for use. The FCC requires the following statement for your information:

This equipment generates and uses radio frequency energy and if not installed and used properly, that is, in strict accordance with the manufacturer's instructions, may cause interference to radio and television reception. It has been type tested and found to comply with the limits for a Class B computing device in accordance with the specifications in Part 15 of FCC Rules, which are designed to provide reasonable protection against such interference in a residential installation. However, there is no guarantee that interference will not occur in a particular installation. If this equipment does cause 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:

- If using an indoor antenna, have a quality outdoor antenna installed.
- Reorient the receiving antenna until interference is reduced or eliminated.
- Move the radio or television receiver away from the receiver/control.
- Move the antenna leads away from any wire runs to the receiver/control.
- Plug the receiver/control into a different outlet so that it and the radio or television receiver are on different branch circuits.

If necessary, the user should consult the dealer or an experienced radio/television technician for additional suggestions. The user or installer may find the following booklet prepared by the Federal Communications Commission helpful:

"Interference Handbook"

This booklet is available from the U.S. Government Printing Office, Washington, DC 20402.

The user shall not make any changes or modifications to the equipment unless authorized by the Installation Instructions or User's Manual. Unauthorized changes or modifications could void the user's authority to operate the equipment.

IN THE EVENT OF TELEPHONE OPERATIONAL PROBLEMS

In the event of telephone operational problems, disconnect the control by removing the plug from the RJ31X wall jack. We recommend that your Installation Associate demonstrate disconnecting the phones on installation of the system. Do not disconnect the phone connection inside the control/communicator. Doing so will result in the loss of your phone lines. If the regular phone works correctly after the control/communicator has been disconnected from the phone lines, the control/communicator has a problem and should be returned for repair. If upon disconnection of the control/communicator, there is still a problem on the line, notify the telephone company that they have a problem and request prompt repair service. The user may not under any circumstances (in or out of warranty) attempt any service or repairs to the system. It must be returned to Rollins Protective Services for all repairs.

FEDERAL COMMUNICATIONS COMMISSION (FCC) Part 68 STATEMENT

This equipment complies with Part 68 of the FCC rules. On the front cover of this equipment is a label that contains, among other information, the FCC registration number and ringer equivalence number (REN) for this equipment. If requested, this information must be provided to the telephone company.

This equipment uses the following jacks: An RJ31X is used to connect this equipment to the telephone network.

The REN is used to determine the quantity of devices which may be connected to the telephone line. Excessive RENs on the telephone line may result in the devices not ringing in response to an incoming call. In most, but not all areas, the sum of the RENs should not exceed five (5.0). To be certain of the number of devices that may be connected to the line, as determined by the total RENs, contact the telephone company to determine the maximum REN for the calling area.

If this equipment causes harm to the telephone network, the telephone company will notify you in advance that temporary discontinuance of service may be required. If advance notice is not practical, the telephone company will notify the customer as soon as possible. Also, you will be advised of your right to file a complaint with the FCC if you believe necessary.

The telephone company may make changes in its facilities, equipment, operations, or procedures that could affect the operation of the equipment. If this happens, the telephone company will provide advance notice in order for you to make the necessary modifications in order to maintain uninterrupted service.

If trouble is experienced with this equipment, please contact the manufacturer for repair and warranty information. If the trouble is causing harm to the telephone network, the telephone company may request you remove the equipment from the network until the problem is resolved.

There are no user serviceable components in this product, and all necessary repairs must be made by the manufacturer. Other repair methods may invalidate the FCC registration on this product.

This equipment cannot be used on telephone company-provided coin service. Connection to Party Line Service is subject to state tariffs.

This equipment is hearing-aid compatible.

When programming or making test calls to an emergency number, briefly explain to the dispatcher the reason for the call. Perform such activities in the off-peak hours; such as early morning or late evening.

WARNING!

THE LIMITATIONS OF THIS ALARM SYSTEM

While this system is an advanced design security system, it does not offer guaranteed protection against burglary or fire or other emergency. Any alarm system, whether commercial or residential, is subject to compromise or failure to warn for a variety of reasons. For example:

- Intruders may gain access through unprotected openings or have the technical sophistication to bypass an alarm sensor or disconnect an alarm warning device.
- Intrusion detectors (e.g. passive infrared detectors), smoke detectors, and many other sensing devices will not work without power. Battery operated devices will not work without batteries, with dead batteries, or if the batteries are not put in properly. Devices powered solely by AC will not work if their AC power supply is cut off for any reason, however briefly.
- Signals sent by wireless transmitters may be blocked or reflected by metal before they reach the alarm receiver. Even if the signal path has been recently checked during a weekly test, blockage can occur if a metal object is moved into the path.
- A user may not be able to reach a panic or emergency button quickly enough.
- While smoke detectors have played a key role in reducing residential fire deaths in the United States, they may not activate or provide early warning for a variety of reasons in as many as 35% of all fires, according to data published by the Federal Emergency Management Agency. Some of the reasons smoke detectors used in conjunction with this System may not work are as follows. Smoke detectors may have been improperly installed and positioned. Smoke detectors may not sense fires that start where smoke cannot reach the detectors, such as in chimneys, in walls, or roofs, or on the other side of closed doors. Smoke detectors also may not sense a fire on another level of a residence or building. A second floor detector, for example, may not sense a first floor or basement fire. Moreover, smoke detectors have sensing limitations. No smoke detector can sense every kind of fire every time. In general, detectors may not always warn about fires caused by carelessness and safety hazards like smoking in bed, violent explosions, escaping gas, improper storage of flammable materials, overloaded electrical circuits, children playing with matches, or arson. Depending upon the nature of the fire and/or the locations of the smoke detectors, the detector, even if it operates as anticipated, may not provide sufficient warning to allow all occupants to escape in time to prevent injury or death.
- Passive Infrared Motion Detectors can only detect intrusion within the designed ranges as diagrammed in their installation manual. Passive Infrared Detectors do not provide volumetric area protection. They do create multiple beams of protection, and intrusion can only be detected in unobstructed areas covered by those beams. They cannot detect motion or intrusion that takes place behind walls, ceilings, floors, closed doors, glass partitions, glass doors, or windows. Mechanical tampering, masking, painting or spraying of any material on the mirrors, windows or any part of the optical system can reduce their detection ability. Passive Infrared Detectors sense changes in temperature; however, as the ambient temperature of protected area approaches the temperature range of 90° to 105°F (32° to 40°C), the detection performance can decrease.

(continued)

(continued) WARNING! THE LIMITATIONS OF THIS ALARM SYSTEM

Alarm warning devices such as sirens, bells or horns may not alert people or wake up sleepers if they are located on the other side of closed or partly open doors. If warning devices sound on a different level of the residence from the bedrooms, then they are less likely to waken or alert people inside the bedrooms. Even persons who are awake may not hear the warning if the alarm is muffled from a stereo, radio, air conditioner or other appliance, or by passing traffic. Finally, alarm warning devices, however loud, may not warn hearing-impaired people or waken deep sleepers.

Telephone lines needed to transmit alarm signals from a premises to a central monitoring station may be out of service or temporarily out of service. Telephone lines are also subject to compromise by sophisticated intruders.

Even if the system responds to the emergency as intended, however, occupants may have insufficient time to protect themselves from the situation. In the case of a monitored alarm system, authorities may not respond appropriately.

This equipment, like other electrical devices, is subject to component failure. Even though this equipment is designed to last as long as 10 years, the electronic components could fail at any time.

The most common cause of an alarm system not functioning when an intrusion or fire occurs is inadequate maintenance. This alarm system should be tested weekly to make sure all sensors and transmitters are working properly.

Wireless transmitters are designed to provide long battery life under normal operating conditions. Longevity of batteries may be as much as 4 to 7 years, depending on the environment, usage, and the specific wireless device being used. External factors such as humidity, high or low temperatures, as well as large swings in temperature, may all reduce the actual battery life in a given installation. This wireless system, however, can identify a true low battery situation, thus allowing time to arrange a change of battery to maintain protection for that given point within the system.

Installing an alarm system may make one eligible for lower insurance rates, but an alarm system is not a substitute for insurance. Homeowners, property owners and renters should continue to act prudently in protecting themselves and continue to insure their lives and property.

The security industry continues to develop new and improved protection devices. Users of Rollins alarm systems owe it to themselves and their loved ones to learn about these developments.



SERVICING INFORMATION

Your Rollins Service Associate is the person best qualified to service your alarm system. Arranging a regular program with your Associate is advisable. Your local Service Associate is:

ROLLINS PROTECTIVE SERVICES

PHONE: _____

ADDRESS: _____

ROLLINS ALARM MONITORING CENTER

PHONE: _____



PROTECTIVE SERVICES

Uncompromising Service and Security for People and Property

OTHER ROLLINS SERVICES: ORKIN PEST CONTROL, ORKIN LAWN CARE, ORKIN PLANTSCAPING, AND ORKIN MAID