

Using Your

**Sierra**<sup>®</sup>

# Security System

With Icon Keypad  
S5020, S5021, S5022

**C&K**<sup>®</sup>  
**SYSTEMS**

# Contents

<b>1</b>	<b>Overview</b>	
	Your Security System .....	1
	How Your Security System Works .....	2
	Your System's Programming .....	3
	Getting Used to Your System .....	3
	The Parts of Your Keypad .....	4
	Understanding the Icon Messages .....	5
	System Status Messages .....	6
	Emergency Keys .....	7

<b>2</b>	<b>User Codes and Privileges</b>	
	User Codes and User Numbers .....	8
	Selecting the Right User Number .....	8
	How to Enter a User Code .....	9
	Correcting a User Code Entry .....	9
	How to Assign or Change User Codes .....	10
	How to Delete a User Code .....	11
	Types of User Codes .....	12
	Master User Code .....	12
	Basic User Code .....	12
	Duress Code .....	13
	Relay Code .....	13
	Kidwatch Code .....	14
	Maid Code .....	16
	Temporary Maid Code .....	17

<b>3</b>	<b>Arming and Bypassing</b>	
	How the Arming Modes Differ .....	18
	Quick Arming Modes .....	18
	Exit Delays .....	19
	Canceling an Arming Sequence .....	19
	Full Arming .....	20
	Quick Full-Arming .....	20
	Home Arming .....	21
	Quick Home-Arming .....	21

Instant Home-Arming .....	22
Quick Instant Home-Arming .....	22
Automatic (Timed) Arming .....	23
Arming with Not-Ready Zones .....	25
Bypassing .....	26
Quick Bypassing .....	27
Optional Arming Features .....	28

## 4 Disarming and Alarms

Entry Delays .....	30
Disarming .....	30
Canceling an Alarm .....	31
After an Alarm .....	31
Automatic (Timed) Disarming .....	32
How to Prevent False Alarms .....	34
Optional Alarm Features .....	35

## 5 System Settings

How to Set the Clock and Calendar .....	36
How to Turn the Warning Tone On/Off .....	38
How to Turn the Chimes On/Off .....	38
How to Turn the Backlight On/Off .....	39
How to Change the Relay 1 Days .....	40
How to Change the Relay 2 Days .....	41
How to Change the Relay 3 Days .....	42
How to Change the Relay 4 Days .....	42

## 6 System Maintenance

How to Walk-Test the System .....	43
How to Use Event Memory .....	44
How to Read Event Memory .....	45
How to Test the Bells and Sirens .....	48
To Start a Remote Programming Session .....	49

How to Test the Battery .....	50
Common System Messages .....	51
Troubleshooting Service Conditions .....	52

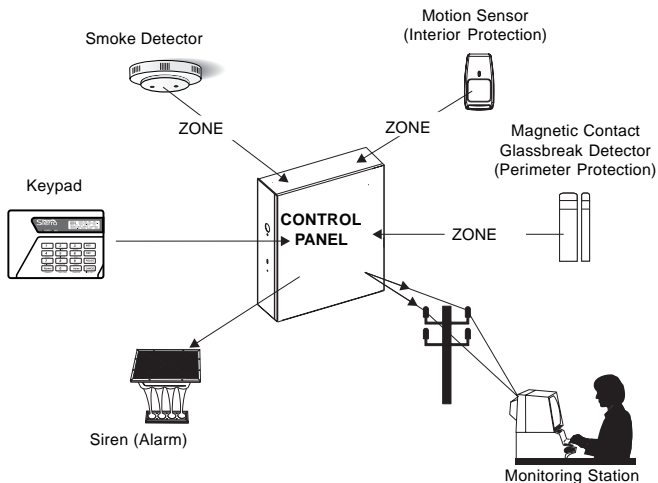
## **7** Partitioning

What Areas Do .....	54
How Areas Affect User Codes .....	56
Pre-Assigned User Numbers .....	57
Changing Area User Codes .....	56
How Areas Affect the System .....	58

## **8** Notes

System Configurations .....	59
Where to Place Smoke Detectors .....	62
How to Evacuate in an Emergency .....	63
Glossary of Terms .....	65

# Your Security System



Your security system includes a number of detection devices, such as **magnetic contacts**, **glassbreak detectors**, **smoke detectors**, and **motion sensors**. These devices identify alarm conditions and report them to the **control panel**. If programmed, the control panel sounds an alarm. The control panel also communicates with you (through the **keypad**) and with a **monitoring station** (through a telephone hook-up).

Each region monitored by a sensor (or group of sensors) is known as a **zone**. Most zones will trigger an alarm only when the system is armed. Other sensors, such as smoke detectors, can trigger an alarm at any time. Your system's zones are identified on a label placed inside the door of your keypad.

Monitoring station personnel respond to system messages, and notify emergency personnel as needed. A monitoring service is an optional part of a security system.

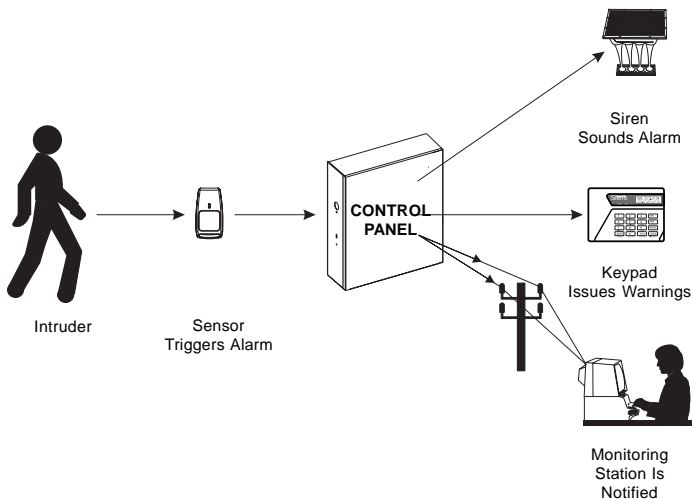
# How Your Security System Works

When an intruder enters the building, a detection device is triggered. The device sends a message to the control panel. The device may have LEDs (lights) that blink.

The control panel responds by sounding the alarm. (Alarm sounds vary. If your system is programmed for silent alarms, no bells or sirens sound.) A message is sent to the keypad and, if connected, to the monitoring station.

The keypad displays a warning message. Personnel at the monitoring station confirm the alarm and respond accordingly.

Some alarms can be canceled before the siren sounds and the monitoring station is notified. See Section 4 for more information.



# Your System's Programming

Your Sierra security system has been customized to suit your needs. Besides selecting the best equipment for your building, your installer has programmed your system to operate in a way that reflects your lifestyle. For example, your system may be programmed to recognize special user codes, to arm and disarm automatically, or to report to a monitoring station.

Throughout this manual, you will find descriptions of features that may have been programmed into your system. To see how your system was programmed, refer to the checklist in Section 8.

## Getting Used to Your System

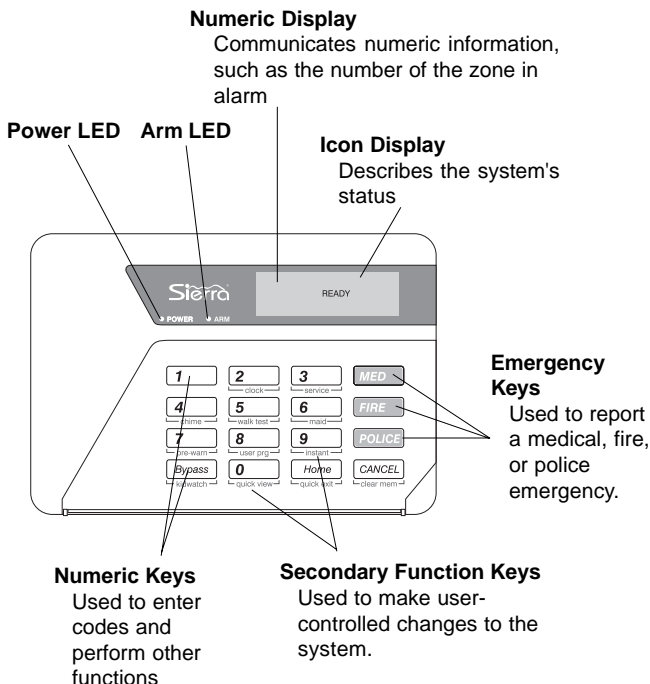
Your security system can be programmed for a learning period that can last from one to 31 days. With this option, you can practice using your system without causing any false alarms. Refer to Section 8 to see if this learning period was programmed into your system.

During the learning period, your system does two things differently. First, during an alarm, you do not hear any sirens or bells. Second, if you have a monitoring station hook-up, your system does not notify the station of an alarm.

After the learning period is over, your system automatically begins to function normally. If programmed, sirens and bells sound during an alarm, and the monitoring station receives information over the telephone hook-up.

**IMPORTANT:** Your building is not completely protected from actual alarms during the learning period.

# The Parts of Your Keypad



## Understanding the Lights (LEDs)

If this LED...	Is on:	Is off:	Is blinking:
<b>Power</b>	The power supply is normal.	The system is drawing power from the battery.	The battery is low.
<b>Arm</b>	The system is armed.	The system is disarmed.	The system is about to arm.



## Understanding the Icon Messages

Your icon keypad communicates information by lighting the words and phrases in the icon display. The words that make up a message may be on different lines, or separated by other words.

For example, you may see the following message in your display:



004  
NOT READY  
ZONE#

The image shows a simulated icon keypad display. The text '004' is displayed in large, bold characters on the top line. Below it, the words 'NOT' and 'READY' are displayed on the same line, separated by a space. On the bottom line, the text 'ZONE#' is displayed. The background of the display is light gray, and the text is dark gray.

This message indicates that Zone 4 is not ready to arm.

In this manual, you will see messages such as these presented on one line, such as this:

ZONE # NOT READY


Number symbols ("#") substitute for the specific numeric information your system displays.

# System Status Messages

The display of your icon keypad gives you information about the status of your system. If there is more than one condition to report, your display switches between the messages.

Below is a list of the types of messages you might see. On your display, the # symbol is replaced with the number of the zone (or zones) in question. For more information about many of these messages, see Section 6.

**READY.** The system is ready to be armed.

**READY ALARM ZONE #.** The system is ready to be armed; however, the system's alarm memory contains a record of an alarm. To clear the alarm memory, press and hold the  key for two seconds.

**READY BYPASS ZONE #.** The system is ready to be armed; however, the zone listed is bypassed, and therefore, not protected. If more than one zone is bypassed, the numbers of the zones are sequentially displayed.

**NOT READY ZONE #.** The system is not ready to be armed. The zone number listed is faulted. (The zone may be faulted if, for example, a door is ajar or a window is open.) If more than one zone is faulted, the numbers of the zones are sequentially displayed.

**NOT READY TAMPER ZONE #.** The system is not ready to be armed. The zone listed has been tampered with. If more than one zone has been tampered with, the numbers of the zones are sequentially displayed.


## System Status Messages (continued)


**NOT READY TROUBLE ZONE #.** A sensor in the zone number listed may need service.

### Emergency Keys


Your keypad is equipped with three emergency keys. *The keys do not function unless your installer activated them.*

If activated, these keys are a one-button way to inform your monitoring station of a medical emergency, a fire, or a crime in progress.


Depending upon how your system is programmed, an alarm may sound when an emergency key is pressed. **To cancel the alarm, press the  key, then enter your user code.**

After you press an emergency key, your keypad's display shows that an emergency alarm occurred. To clear the display, press and hold the  key for two seconds until you hear two beeps.


#### To Use Emergency Keys:

1. To report a medical emergency, press and hold the  key for 2 seconds until you see:

E

2. To report a fire, press and hold the  key for 2 seconds until you 2 seconds until you see:

F

3. To report a crime in progress, press and hold the  key for 2 seconds until you 2 seconds until you see:

P

## User Codes and User Numbers

A **user code** is a secret four-digit number, used to arm and disarm the system, and possibly to make other changes. Every individual who has a user code is also assigned a two-digit **user number**. You cannot assign the same user code to more than one user number.

You can assign a different user code and user number to each person who operates the system. Your security system supports up to 60 users.

If you prefer, you can assign only one user code and user number to a group of users. This is not recommended, since it will then be impossible to determine which individual gave a specific command.

### Selecting the Right User Number

At installation, each user number is assigned rights and privileges. For example, user number 18 may have the rights to arm, disarm, and bypass zones. This is true even if, in this example, there is no user 18 using the system.

Thus, if you want to assign a user code to a new user, *be sure that you select a user number with the privileges you want that user to have*. Your installer should have provided you with specific information about how your system was configured. Refer to this information to select the proper user number.

## How to Enter a User Code

To enter a user code, simply press the four numbers in succession. Do not pause for more than five seconds between numbers. For security reasons, the code you enter is not displayed.

## Correcting a User Code Entry

You will know that you entered an incorrect code when the system does not complete your command. As a security feature, your keypad does not beep when you enter an incorrect user code.

If you make a mistake entering the code, simply re-enter your user code.

### To Correct a User Code Entry:

1. Re-enter your user code.

# How to Assign or Change User Codes

User codes can be created or changed as often as you like. Any code you select must be four numbers long.

You cannot use 0000, or assign the same code to more than one user number. Avoid codes that are easy to guess, like 1234. The default master user code (user number 1) is 5832. For security reasons, be sure to change this code. Do not assign the code 5832 to another user.

If you make a mistake while assigning a user code, you may correct it by repeating the procedure.

You may stop the procedure at any time by jumping ahead to the final step (namely, pressing and holding the **CANCEL** key for two seconds.

Be sure to record the user codes, and to keep these records in a safe place.

## To Assign or Change a User Code:

1. Press and hold the  [user prg] key for 2 seconds until you hear two beeps. You see:


ENTER  
MASTER CODE

Enter the master user code. The first available user number is shown.

2. To select another user number, enter that two-digit number and press . If a user code has been assigned to this number, it is displayed, one number at a time.
3. Enter the new 4-digit user code. As you enter each of the 4 numbers of the code, the keypad draws the four sides of a square and beeps twice.

## Assign or Change User Codes (continued)

### To Assign or Change a User Code (continued):

- To exit, press and hold the  key for 2 seconds until you hear two beeps.

## How to Delete a User Code

You may delete a code by changing that code to 0000. Follow the procedure for assigning or changing a user code.

### To Delete a User Code:

- Change the user code to 0000, following the procedure for assigning or changing a user code.

### TIP

Some security systems include wireless keyfobs and remotes, used to arm and disarm the system. If a keyfob or remote is lost, you can protect your building by deleting its assigned user code.

## Types of User Codes

This section identifies the types of user codes your system may recognize. At the top of each user code section, you will see a checklist like this:

**Standard Code**  **X**  
Optional Code   
Active Certain Days/Times

Items on this checklist followed by an "X" are features of the user code.



### Master User Code

**Standard Code**  **X**  
Optional Code   
Active Certain Days/Times

The master user can arm and disarm the system, and can make other changes, such as disabling your system's features, and changing user codes.



### Basic User Code

**Standard Code**  **X**  
Optional Code   
Active Certain Days/Times

Depending upon how your system was programmed, basic users may have rights to arm, disarm, or bypass zones.





## Duress Code

Standard Code \_\_\_\_

Optional Code X

Active Certain Days/Times \_\_\_\_

If an intruder forces you to disarm your system, this optional code sends a silent signal to alert monitoring station personnel that you are in danger.

For systems without multiple areas, the code is assigned to user number 15. You can change or delete this code like any other user code.

### To Use the Duress Code:

1. Enter the four-digit code.

Your system appears to disarm normally. However, a message is sent to your monitoring station that you are in danger.



## Relay Code

Standard Code \_\_\_\_

Optional Code X

Active Certain Days/Times X

A relay code acts like a switch. When you enter this code, a device that is connected to the control panel is turned on or off. For example, your system can be programmed to switch the exterior lights of your building on or off when you enter a relay code. Relay codes must be programmed into your system by the installer.

The relay code is a four-digit code that you can change or delete like any other user code. If you delete the relay code, you will no longer be able to use this feature. For systems without multiple areas (as described in Section 7), the code is assigned to user number 14.



# Kidwatch Code

Standard Code \_\_\_\_\_  
 Optional Code X  
 Active Certain Days/Times X

Designed for parents whose children come home first, this option allows you to be notified if your child is not home by a certain time. You can be notified by pager, by an automated telephone call, or by your monitoring station. (Not all monitoring stations offer this service.)

The Kidwatch Code is a four-digit code that you can change or delete like any other user code. The code is assigned to user number 11. It allows your children to disarm the system, and can be programmed to allow them to arm or bypass zones.

**How it works.** After arriving home, during a day when Kidwatch is active, your children disarm the system by entering the Kidwatch Code. If they do not enter the code by a given time, you are notified.

(continued)

## To Change Kidwatch Days :

1. Press and hold the  [kidwatch] key for 2 seconds until you hear two beeps. When prompted, enter the master user code.

You see something like this:

- 2 -

The three spaces in the numeric display represent the first three days of the week (Sunday-Tuesday). If a space contains a dash, use of the code is not monitored on that day. Thus, in the example above, the code is monitored on Monday and not monitored on Sunday and Tuesday.

3. To view the remaining days of the week, press the  key. Each time you

### Changing Kidwatch Days.

You have the option of changing which days Kidwatch is in effect. To do so, follow the procedure on the previous page.

### Reviewing Kidwatch Use.

You can review the times that Kidwatch Codes were used to arm and disarm your system by viewing Event Memory. See Section 6 for more information.

### Turning Kidwatch on and off.

Kidwatch can be turned on and off. When Kidwatch is turned off, you are no longer notified of the use of the Kidwatch Code. Otherwise, the code works as before. If you turn Kidwatch on or off, it remains that way until you change it back.

**Kidwatch Setup.** See Section 8 for the specifics of how the Kidwatch Code was set up on your system.

### To Change Kidwatch Days (continued):

press the  key, the display moves forward one day.

4. To change the days that the Kidwatch Code is monitored, enter the number of the day you wish to change. To exit press the  key.

### To Turn Kidwatch On/Off

1. Press and hold the  [kidwatch] key for 2 seconds until you hear two beeps. Enter the master user code.
2. Press the  key **five** times. Press the  key until you see:

- - 8

3. To exit press the  key.



## Maid Code

Standard Code     

Optional Code X

Active Certain Days/Times X

Unlike other user codes, which work any day of the week, the Maid Code works only on certain days of the week.

The Maid Code is a four-digit user code that you can change or delete like any other user code. Your installer must have programmed your system to accept a Maid Code. For systems without multiple areas (as described in Section 7), the code is assigned to user number 13. It allows an individual to arm and disarm the system on specific days or for limited periods of time.

**How it works.** Arriving at the building during a day when the Maid Code is active, the maid can disarm the system by entering the Maid Code. Upon leaving the building, the maid can arm the system by entering the same code.

(continued)

### To Change Maid Days :

1. Press and hold the  [maid] key for 2 seconds until you hear two beeps. Enter the master user code.

You see something like this:

- 2 -

The three spaces in the numeric display represent the first three days of the week (Sunday-Tuesday). If a space contains a dash, the code is does not work on that day. If the space contains a number, the code works on that day. Thus, in the example above, the code works on Monday and does not work on Sunday and Tuesday.

3. To view the remaining days of the week, press the

**Maid Days and Times.** For the specifics of how the Maid Code was set up on your system, see Section 8.

### To Change Maid Days (continued):

key. Each time you press the  key, the display moves forward one day.

4. Press the number of the day you wish to change. To exit, press the  key.



## Temporary Maid Code

Standard Code   
 Optional Code   
 Active Certain Days/Times

As the preceding section shows, the Maid Code can be programmed to work on certain days of the week only. If you prefer however, you can set the Maid Code to work for the next few hours, regardless of the day of the week. The number of hours the Maid Code works depends upon your system's programming. (See Section 8.)

The Temporary Maid Code is assigned to user 13.

### To Start the Maid Code Timer:

1. Press and hold the  [maid] key for 2 seconds until you hear two beeps. Enter the master user code.
2. Press the  key **five** times. Press the  key until you see:  

-- 8
3. To exit press the  key.

## How the Arming Modes Differ

Your security system can be armed in a number of ways, to suit different situations. These modes are summarized below.

**Full Arming.** You cannot be inside the building when it is armed with full-arming. If sensors detect movement within a building, or at the buildings perimeter, an alarm sounds.

**Home Arming (optional).** You can be inside the building when it is armed with home-arming. If someone enters the building through a protected door, you must enter a user code, or an alarm sounds.

**Instant Home-Arming (optional).** You can be inside the building when it is armed with instant home-arming. If someone enters the building through a protected door, an alarm sounds instantly.

**Automatic Arming (optional).** Your system can be pre-programmed to arm and disarm at preset times and days. You cannot be inside the building when it is automatically armed. (See Note 1 on page 61.)



### Quick Arming Modes

If your system is programmed for quick arming, you do not need to enter your user code before arming begins.

Quick arming does not affect how your system behaves once it is armed. For example, there is no difference in the way a system armed with home-arming or quick home-arming protects you.

## Exit Delays

An exit delay is the amount of time you have to exit and secure the building, once your security system begins to arm. These delays may last from 20 to 255 seconds, depending upon how your system is programmed.

During the exit delay, the Arm LED blinks. The keypad display counts down the seconds remaining in the exit delay. The keypad may beep; if so, it beeps faster during the last ten seconds.

## Canceling an Arming Sequence

Any arming command with an exit delay may be canceled before the system is armed. To cancel an arming sequence, enter a user code during the exit delay.

### To Stop an Arming Sequence:

1. Enter your user code.



## Full Arming

Interior armed	<input checked="" type="checkbox"/>
Perimeter armed	<input checked="" type="checkbox"/>
Exit allowed	<input checked="" type="checkbox"/>
Requires user code	<input checked="" type="checkbox"/>
Automatically arms	<input type="checkbox"/>
No entry allowed	<input type="checkbox"/>

When your system is armed with full arming, both the perimeter and interior zones are armed. You are allowed a set time to enter or exit the building before an alarm sounds.

See Section 8 for the entry and exit delay settings programmed into your system.



### Quick Full-Arming.

If your system is programmed for quick full-arming, you do not need to enter a user code.

### To Arm the System With Full-Arming:

1. Make sure the display reads:

READY

Enter your user code. Exit and secure the building.

### To Arm the System with Quick Full-Arming:

1. Press and hold the  [quick exit] key for 2 seconds until you hear 2 beeps. Exit and secure the building.





## Home Arming

Interior armed	___
Perimeter armed	<u>X</u>
Exit allowed	<u>X</u>
Requires user code	<u>X</u>
Automatically arms	___
No entry allowed	___

With home arming, you can remain inside a building while its perimeter zones (such as doors and windows) are armed. No alarm sounds if a sensor detects movement within the building.

Your system might be programmed for a home arming exit delay option (see Section 8.) This means that one or more individuals can leave the building during the exit delay.

At the end of the exit delay, only the perimeter zones are armed.



### Quick Home-Arming.

If your system is programmed for quick home-arming, you do not need to enter a user code.

### To Arm the System With Home Arming:

1. Make sure the display reads:

READY

Press the  key. You see:

ENTER CODE

2. Enter your user code. If your system is programmed with an exit delay, you can now leave.

### To Arm the System with Quick Home Arming:

1. Press the  key. If your system is programmed with an exit delay, you can now leave.



## Instant Home-Arming

Interior armed \_\_\_\_\_  
Perimeter armed   
Exit allowed \_\_\_\_\_  
Requires user code   
Automatically arms \_\_\_\_\_  
No entry allowed

With instant home-arming, an alarm sounds the *instant* a sensor on the building's perimeter detects a problem. The interior sensors are not armed.

Before anyone can open a protected door or window, the system must first be disarmed.

To prevent false alarms, use instant arming **only** when you are sure no system user will open a protected door or window.



**Quick Instant Home-Arming.** If your system is programmed for quick instant arming, you do not need to enter a user code.

### To Arm the System with Instant Home-Arming:

1. Make sure the display reads:

READY

Press and hold the  [instant] key for 2 seconds until you hear 2 beeps. You see:

ENTER CODE

2. Enter your user code. The Arm LED blinks and the keypad beeps twice. Your system is immediately instant home-armed.

### To Arm the System with Quick Instant Home-Arming:

1. Press and hold the  [instant] key for 2 seconds until you hear 2 beeps. Your system is immediately instant home-armed.



## Automatic (Timed) Arming

Interior armed  X  
Perimeter armed  X  
Exit allowed  X  
Requires user code  X  
Automatically arms  X  
No entry allowed  \_\_\_

Your system can automatically arm itself at pre-set times of the day. This option must be programmed into your system by your installer.

At two minutes and again at one minute before the Automatic Arming sequence begins, the siren sounds. Then, the exit delay begins. You must leave the building during the exit delay, or an alarm sounds.

You can postpone the Automatic Arming sequence by one hour. When the siren sounds two minutes before arming occurs, press the  key, then enter your user code.

You can change the days that Automatic Arming occurs by following the procedure to the right. To stop Automatic Arming, turn off all of the Automatic Arming days. To change the times that arming occurs, contact your installer. (See Note 1 on page 61.)

### To Change Automatic-Arming Days:

1. Press and hold the  [walk test] key for 2 seconds until you hear 2 beeps. Enter the master user code.
2. Press the  key **six times** until you see:  
  
- - 7
3. Press the  key. You see something like this:

- 2 -

The three spaces in the numeric display represent the first 3 days of the week (Sunday-Tuesday). If a space contains a dash, Automatic Arming is disabled (off) for that day. If the space contains a number, Automatic Arming is enabled (on).

## Automatic Arming (continued)

### To Change Automatic-Arming Days (continued):

Thus, in the example shown, the code is enabled on Monday and disabled on Sunday and Tuesday.

4. To view the remaining days, press the number above the day of the week, press the  key. Each time you press the  key, the display moves forward one day.
5. To change the days that Automatic Arming is in enabled, enter the number of the day you wish to change.
6. To exit, press the  key.

## Arming With Not-Ready Zones

The zones in your system are not always ready to arm. For example, a zone would not be ready to arm if one of its sensors has been vandalized, needs service, or detects a potential alarm condition. Zones which are not ready to arm are referred to as not-ready zones.

Your system has been programmed to automatically handle not-ready zones in one of three ways described below. Refer to Section 8 to see how your system was programmed.

**Force Arming.** With Force Arming, the system arms, even if some not-ready zones exist. All not-ready zones are ignored (bypassed) and therefore, not protected. **Exception:** Any faulted Day Buzzer or Day Bell zones must be manually bypassed before arming can occur. These are zones that cause a buzzer or bell to sound if they are faulted while the system is disarmed. (See Note 1 on page 61.)

**Chirp-Alert Arming.** With Chirp-Alert Arming, your system does not arm if a not-ready zone exists. At the end of the exit delay, your system's sounders chirp. You must re-enter the building and enter a user code, or an alarm sounds. Then, you must either correct or manually bypass these zones before the system can be armed.

**Goof-Proof Arming.** With Goof-Proof Arming, the system does not arm if there are any not-ready *exit* zones (doors). Instead, an alarm sounds at the end of the exit delay. You must re-enter the building and correct the not-ready zones before arming can occur.



## Bypassing

When you manually bypass a zone, your security system functions as if that zone does not exist. **Bypassed zones are not protected.**

**NOTE:** Depending upon your system's programming, you may not be able to bypass all of the zones in your system.

**Restoring bypassed zones.** If you manually bypass a 24-hour zone, such as a glassbreak detector, that zone remains bypassed until you restore it. However, if you manually bypass a zone that is not a 24-hour zone, it is restored when you disarm the system.

### To Bypass a Zone:

1. When a zone is faulted, the display reads:

ZONE# # NOT READY

2. To bypass the zone, press the

key. You see:

ENTER BYPASS  
ZONE#

3. Enter the two-digit zone number. (For zones 1-9, enter a "0" first.) You see:

ENTER CODE

4. Enter your user code.

### To Restore a Bypassed Zone:

Repeat the procedure above.  
The zone operates normally.



## Quick Bypassing


Quick bypassing allows you to bypass zones without entering a user code. This option must be programmed into your system by the installer. With quick bypassing, any user can bypass any bypassable zone.

**IMPORTANT:** If your system is programmed for quick bypassing, anyone can bypass your system's zones. Since bypassed zones are not protected, this feature increases the likelihood that your system may be defeated. (See Note 1 on page 61.)

### To Bypass a Zone with Quick Bypassing:

1. When a zone is faulted, the display reads:

ZONE# # NOT READY

2. To bypass the zone, press the  key. You see:

ENTER BYPASS  
ZONE#

3. Enter the two-digit zone number . (For zones 1-9, enter a "0" first.)

### To Restore a Bypassed Zone with Quick Bypassing:

Repeat the procedure above.  
The zone operates normally.


## Optional Arming Features

Your system offers the optional arming features described below. Refer to Section 8 to see which features are installed on your system.

**Extended Exit Delay.** This feature automatically resets the exit delay if you re-enter the building while the system is being armed. You may re-enter four times; each time, the exit delay is reset to its full value.

**Keypad Lockout.** Designed to prevent an intruder from guessing a user code, this option causes the system to slow down if a series of invalid user codes are entered. Before a new user code can be entered, the user must wait through a delay. The delay lengthens as more invalid codes are entered. Depending upon your system's programming, the keypad lockout may not affect arming.

**Keyswitch Arming.** This accessory (Sierra S5051) allows you to arm and/or disarm the system with a key. Follow the instructions on the switch.

**Quick Exit.** This option allows you to exit a home-armed building without disarming and re-arming. To start the exit delay, press and hold the  [quick exit] key for 2 seconds until you hear two beeps. Enter your user code, then exit. (Depending on your system's programming, a user code may not be needed.)

**Exit Termination.** This option allows you to shorten the exit delay to the last five seconds by pressing a button located near your exit.



## Optional Arming Features (continued)

**Automatic Home-Arming.** Automatic Home-Arming allows you to remain inside a building while its perimeter zones (such as doors and windows) are armed. Arming begins by entering your user code. If you exit the building during the exit delay, the system arms both the interior and perimeter zones (full arming). However, if you do not exit the building, the system automatically arms the perimeter zones only (home arming).

## Entry Delays

Similar to an exit delay, an entry delay is the time you are allowed to enter the building, walk to the keypad, and enter a user code before an alarm sounds. This delay lasts from 10 to 255 seconds, depending on your system's programming. The length of the delay may differ, depending on which door you use.

During the entry delay, the Arm LED blinks. The keypad may beep during the delay. If so, it beeps faster during the last ten seconds. The numeric display counts down the number of seconds remaining in the entry delay.

During the entry delay, the ENTER CODE icons are lit, to remind you of the procedure to disarm the system.



### Disarming

Regardless of which method was used to arm your system, the disarming sequence is always the same.

Be sure that the door you use to enter the building has been programmed with an entry delay.

#### To Disarm the System:

1. Enter through a door programmed with an entry delay.
2. Enter your user code.

## Canceling an Alarm

If programmed, your system may pause briefly before sounding an alarm. This gives you the opportunity to cancel a false alarm. You can cancel the alarms of any sensor, including a smoke detector.


The amount of time you have to cancel the alarm depends upon how your installer programmed the system. See the "Cancel Alarm Time" listing in Section 8. Your keypad may beep to warn you that an alarm is about to occur.

Five seconds after an alarm is canceled, your system reverts to normal.


## After an Alarm

You should reset your system after an alarm. This action clears your keypad's display and resets your sensors.

### To Cancel an Alarm:

1. You see:  
  
ALARM ZONE ##  
ENTER CANCEL
2. Press the  key. You see:  
  
ENTER CODE
3. Enter your user code.

### To Reset After an Alarm:

1. Press and hold the  key for 2 seconds until you hear 2 beeps.



## Automatic (Timed) Disarming

Interior armed	<input checked="" type="checkbox"/>
Perimeter armed	<input checked="" type="checkbox"/>
Exit allowed	<input checked="" type="checkbox"/>
Requires user code	<input checked="" type="checkbox"/>
Automatically arms	<input checked="" type="checkbox"/>
No entry allowed	<input type="checkbox"/>

Your system can automatically disarm itself at preset times of the day. This option must be programmed into your system by your installer.

You can change the days that Automatic Disarming occurs by following the procedure to the right. To change the times that disarming occurs, contact your installer. (See Note 1 on page 61.)

### To Change Automatic- Disarming Days:

1. Press and hold the  [walk test] key for 2 seconds until you hear 2 beeps. Enter the master user code.
2. Press the  key until you see:  
  
- - 8
3. Press the  key. You see something like this:

- 2 -

The three spaces in the numeric display represent the first 3 days of the week (Sunday-Tuesday). If a space contains a dash, Automatic Disarming is disabled (off) for that day. If the space contains a number, Automatic

(continued)

## Automatic Disarming (continued)

### To Change Automatic-Disarming Days (continued):

Disarming is enabled (on).

Thus, in the example shown, the code is enabled on Monday and disabled on Sunday and Tuesday.

4. To view the remaining days, press the number above the day of the week, press the  key. Each time you press the  key, the display moves forward one day.
5. To change the days that Automatic Disarming is in enabled, enter the number of the day you wish to change.
6. To exit, press the  key twice.

# How to Prevent False Alarms

False alarms are more than a nuisance—they reduce the reliability of your security system. Here are a few steps you can take to prevent the annoyance and expense of false alarms.

1. **Know your system.** Make sure all system users understand how to arm and disarm, and what special functions they can and cannot do.
2. **Remember your user code.** Forgotten user codes are the most common cause of false alarms.
3. If you have an optional keyswitch, be sure you **know where your keys are.**
4. **Shut doors and windows completely.** Before arming your system, be sure all protected windows and doors are closed. As you leave the building, shut the exit door completely.
5. **Regularly test and maintain your system.** Routine testing and maintenance will help you detect a service condition. See Section 6 for more information.
6. **Be selective when arming the system for instant alarms.** This setting should not be used when a user might open a door or window.
7. **Make sure your system clock and calendar are accurate.** Many system functions, such as Kidwatch and Automatic Arming, are time-related. Be sure to adjust your clock to reflect seasonal time changes (such as Daylight Savings

Time). Also, check your clock and calendar after a power failure. See Section 5.

**8. Keep pets (and other animals) from motion and infrared sensors.** If you have obtained a pet since your system was installed, your system may need to be modified. Contact your dealer for more information.

**9. Bypass trouble zones.** If your system has one or more trouble zones (zones with sensors that need service), bypass them before arming. Have the sensor(s) inspected if the problem continues. Remember that bypassed zones are not protected.

## Optional Alarm Features

Your system offers additional optional alarm features, described below. Refer to Section 8 to see which of these options are installed on your system.

**Alarm Lockout.** The system automatically ignores a sensor that repeatedly sends alarm signals.

**Silent alarm.** With this option, no bells or sirens sound during an alarm, but the monitoring station is notified. If the phone lines are down, or the monitoring station cannot be reached for some other reason, the on-site bells or sirens may be reactivated, depending upon how your system is programmed.

# How to Set the Clock and Calendar

If your system's clock or calendar is incorrect, it could result in false alarms. Since many system functions are time-dependent, **it is very important to regularly check your system's clock and calendar.**

Be sure to reset the clock after seasonal time changes, such as Daylight Savings Time. Also, although your system may have a backup battery, it is best to check the clock and calendar following a power failure.

**NOTE:** your system's clock uses a 24-hour, or military-style, format. For example, in a 24-hour format, 1:00 p.m. is expressed as 13:00. Thus, when you enter the hours of the day, be sure to use this format.

To convert from 24-hour time to 12-hour time, subtract 12 hours from all times greater than 12:00; these are p.m. times. (In 24-hour time, midnight is 00:00, and noon is 12:00.)

## To Set the Clock and Calendar:

1. Press and hold the  [clock] key for 2 seconds until you hear 2 beeps. You see:

ENTER MASTER CODE

2. Enter the master user code.
3. You see something like this:

d27

Enter the day of the month, using two numbers. Then, press the  key.

4. You see something like this:

n 4

Enter the number of the month, using two numbers. Then, press the  key.

5. You see something like this:

µ98



## Clock and Calendar (continued)


Enter the number of the year, using two numbers. Press the

 key.

6. You see something like this:


*h 14*

Enter the hour of the day, using two numbers. Be sure to use a 24-hour format (see the note.) Then, press the

 key.

7. You see something similar to this:

*m 33*

Enter the minutes past the hour, using two numbers. Then, press the  key.

Your system automatically returns to its normal mode.

## How to Turn the Warning Tone On/Off

You hear a beeping sound when the system is about to arm, disarm, or sound an alarm. The warning tone reminds you that time remains to cancel the arming or disarming sequence, or to cancel the alarm.

You can turn the tone on or off by following the instructions to the right. If the tone is on, the action turns it off. If the tone is off, the action turns it on.

### To Turn Tone On/Off:

1. Press and hold the  [pre-warn] key for 2 seconds until you hear 2 beeps. When prompted, enter the master user code.

If you hear three beeps, the tone is now on. If you hear one continuous 3-second beep, the tone is now off.

## How to Turn the Chimes On/Off

When your system is set to chime, you hear three beeps whenever you open a protected door or window. You can turn the chimes on or off by following the instructions to the right. If the chimes are on, this action turns them off.

### To Turn Tone On/Off:

1. Press and hold the  [chime] key for 2 seconds until you hear 2 beeps. When prompted, enter the master user code.

If you hear three beeps, the chimes are now on. If you hear one continuous 3-second beep, the chimes are now off.

## How to Turn the Backlight On/Off

Whenever you use your keypad, a light automatically illuminates the display and keys. This backlight shuts off 60 seconds after you have finished using the keypad.

If you wish, you can set the backlight to shine continuously. This makes it easier for you to notice system messages, especially if your keypad is located in a dark area.

If you turn the backlight on, you can turn it off again by repeating the procedure to the right.

### To Turn Backlight On/Off :

1. Press and hold the  [walk test] key for 2 seconds until you hear 2 beeps. Enter the master user code.

2. Press the  key **five times**. You see:

==6

Press the  key.

If you hear three beeps, the backlight is now on. If you hear one continuous 3-second beep, the backlighting is now off.

3. To exit, press the  key.

## How to Change the Relay 1 Days

Your system can be programmed with up to four relays that work on the days of the week you specify. The relays are numbered 1, 2, 3, and 4.

The relays are programmed to turn on or off one or more devices which are connected to your system's control panel. You can change the days that the relay works by following the procedure to the right.

For example, a business may use a relay to turn on the floodlights near its loading docks. By using the relay schedule menu, the business owner could turn the lights off during the business' upcoming holiday.

You can change the days that the relay works by following the procedure to the right. To change the time of day that the relay works, contact your installer.

### To Change the Relay 1 Days:

1. Press and hold the  [walk test] key for 2 seconds until you hear 2 beeps. Enter the master user code.
2. Press the  key **8 times** until you see:  
- - 9
3. Press the  key. You see something like this:

- - 3

The three spaces in the numeric display represent the first three days of the week (Sunday-Tuesday). If a space contains a dash, Relay 1 does not work on that day. If the space contains a number, Relay 1 works on that day. Thus, in the example above, Relay 1 works on Tuesday and does not work on Sunday and Monday. To view the  
(continued)

## How to Change the Relay 1 Days

### To Change the Relay 1 Days (continued):

remaining days of the week, press the  key. Each time you press the  key, the display moves forward one day.

4. Enter the number of the day you wish to change.
5. To exit, press the  key.

## How to Change the Relay 2 Days

To change the Relay 2 days, follow the procedure to the right.

### To Change the Relay 2 Days:

1. Press and hold the  [walk test] key for 2 seconds until you hear 2 beeps. Enter the master user code.
2. Press the  key **9 times** until you see:  
  
- 10
3. Follow steps 3-5 for changing the Relay 1 Days.

## How to Change the Relay 3 Days

To change the Relay 3 days, follow the procedure to the right.

### To Change the Relay 3 Days:

1. Press and hold the  [walk test] key for 2 seconds until you hear 2 beeps. Enter the master user code.
2. Press the  key **10 times** until you see:  
- 11
3. Follow steps 3-5 for changing the Relay 1 Days.

## How to Change the Relay 4 Days

To change the Relay 4 days, follow the procedure to the right.

### To Change the Relay 4 Days:

1. Press and hold the  [walk test] key for 2 seconds until you hear 2 beeps. Enter the master user code.
2. Press the  key **11 times** until you see:  
- 12
3. Follow steps 3-5 for changing the Relay 1 Days.

# How to Walk-Test the System

A walk-test allows you to test your system's functions without causing an alarm. You can be sure your security system is functioning properly by conducting a walk-test once a week.

The first step of a walk-test is to place your system in walk-test mode. Then, walk in front of motion sensors, and open protected doors and windows. Each time a sensor detects your presence, the keypad beeps, and names the most recently faulted zone in its display.

If your system fails to detect a sensor, exit the walk-test mode and make sure the sensor's zone is not bypassed. If it is bypassed, remove the bypass and repeat the walk-test. If this does not correct the problem, contact your service representative.

**IMPORTANT:** during a walk-test, your building is not protected against actual alarms.

## To Conduct a Walk-Test:

1. Press and hold the  [walk test] key for 2 seconds until you hear 2 beeps. You see:

ENTER  
MASTER CODE

2. Enter the master user code. You see:

-- 1 WALK-TEST

3. Press the  key. Test your sensors by opening protected doors and windows, and by walking in front of motion sensors. The keypad beeps twice with each detection, and its display is similar to this:

3 WALK-TEST

In this example, a fault was noted on zone 3.

4. When done, press the  key.

# How to Use Event Memory

Your system records important events, such as alarms, in Event Memory. You can review Event Memory to monitor the status of your system. As many as 500 events may be recorded.

## To Review Event Memory:

1. Press and hold the  [walk test] key for 2 seconds until you hear 2 beeps. When prompted, enter the master user code.
2. Press the  key. You see:  
  
--2
3. Press the  key. You see:  
  
1\_4 ENTER
4. To view the oldest events first, press . To view the latest events first, press . Refer to the next pages to interpret the messages.
5. Press  to view the next event, or  to view the previous event. To exit, press the  key .



# How to Read Event Memory

The examples below explain how to interpret your system's Event Messages.

## Arming and Disarming Events:

The ARMED icon is lit to indicate that you armed your system. If both the ARMED and NOT icons are lit, it means that you disarmed your system. The number displayed in the upper-left corner is the user number.



## Alarm Messages:

Event Memory displays the icons ALARM and ZONE# to indicate that an alarm occurred. If the NOT icon is lit, it means that the cause of the alarm was corrected. The number in the upper-left corner is the zone where the alarm occurred.

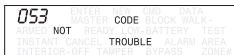


## Event Messages From the Code Table:

When the Code icon is lit, the Table on pages 46 - 47 describes the type of event that occurred. The number in the upper-left corner corresponds to the event number in the table. The Code 30 means that the installer finished programming your system.



Some events use a combination of a code from the Table and other icons to describe the event. For example, Code 53 says that a keypad had a problem (trouble), and that the problem has been corrected.



The Code 16 is displayed along with LOW-BATTERY to tell you that there is or was a problem with the system battery.



# Event Memory Codes

Code	Meaning
1	An alarm occurred on the zone listed.
2	A system device was deliberately damaged.
3	A sensor was in need of service.
4	Zone listed no longer in alarm.
5	A zone was bypassed.
6	A bypass on a zone was removed.
7	The system was disarmed.
8	The system was armed.
9	A walk-test began.
10	A walk-test ended.
11	A user canceled an alarm.
12	An attempt to contact the monitoring station failed.
13	A communications problem was corrected.
14	The system lost its AC (house current) power.
15	The system's AC (house current) power was restored.
16	The system's backup battery was low.
17	A low battery condition was corrected.
18	Not used.
19	The primary phone line was disconnected.
20	The primary phone line was reconnected.
21	The secondary phone line was disconnected.
22	The secondary phone line was reconnected.
23	A medical emergency alarm occurred.
24	A medical emergency alarm was restored.
25	A police emergency alarm occurred.
26	A police emergency alarm was restored.
27	A fire alarm occurred.
28	A fire alarm was restored.
29	The system was placed in the programming mode.
30	The system was taken out of the programming mode.
31	A wireless device malfunctioned.
32	A malfunction in a wireless device was corrected.
33	A wireless device had a low battery.
34	A wireless device's low battery was corrected.
35	The system reset itself, most likely because of a momentary power loss.
36	The sirens or bells malfunctioned.
37	A malfunction in the system's sirens or bells was corrected.
38	An alarm occurred when an exit door was not completely closed during arming.
39	The duress code was used.
40	The Kidwatch Code was not entered within the Kidwatch window.
41	Not used.
42	Not used.
43	Not used.
44	A test report was sent using phone line 1.
45	A malfunction in a sensor was corrected.

(Table continued on next page)

## Event Memory Codes (continued)

Code	Meaning
46	No used.
47	A damaged sensor was corrected.
48	An electrical circuit is shorted. (Ground fault.)
49	A ground fault condition was corrected.
50	A partial power loss occurred (brown out).
51	A partial power loss was corrected.
52	An accessory device trouble condition occurred.
53	An accessory device trouble condition was corrected.
54	An accessory device was tampered with.
55	Problems caused by an accessory device being tampered with were corrected.
56	A keypad was malfunctioning.
57	A malfunction in a keypad was corrected.
58	A keypad was tampered with.
59	Problems caused by a keypad being tampered with were corrected.
60	A SpreadNet (wireless) keypad did not communicate with the system.
61	Problems with a SpreadNet (wireless) keypad's communication were corrected.
62	A SpreadNet (wireless) keypad had a low battery.
63	Problems with a SpreadNet (wireless) keypad's battery were corrected.
64	A system user used the Quick Exit feature.
65	The system's power was turned on.
66	The system had too many messages to report to the monitoring station.
67	A wireless keyfob or remote had a low battery.
68	Problems with a keyfob or remote's low battery were corrected.
69	A test report was sent using phone line #2.
70	A memory error occurred.
71	User code entry problem, keypad lock.
72	User code entry problem corrected.
73	A SpreadNet receiver interference problem occurred.
74	A SpreadNet receiver interference problem was corrected.

## How to Test the Bells and Sirens

You can test your system's bells and sirens by following the procedure to the right. (See Note 2 on page 61.)

### To Test the Bells and Sirens:

1. Press and hold the  [walk test] key for 2 seconds until you hear 2 beeps. When prompted, enter the master user code.
2. Press the  key **twice**.  
You see:  
--3
3. Press the  key. The bells and sirens ring for 4 seconds.
4. To exit, press the  key.

# To Start a Remote Programming Session

If you have a monitoring station hookup, your installer may be able to program your security system through the telephone line. It is not necessary for a technician to come to your home or business to make changes to your system.

At your monitoring station's prompting, you can initiate a remote programming session by following the directions to the right.

## To Start A Remote Programming Session:

1. Press and hold the  [walk test] key for 2 seconds until you hear 2 beeps. When prompted, enter the master user code.
2. Press the  key **three times**. You see:  
  
-- 4
3. Press the  key. The remote programming session begins. Normally, a remote programming session takes just a few minutes.

## How to Test the Battery

Your system may include a backup battery. If it does, the system will continue to function during a power failure, because it will draw power from the battery.

You can test the charge in your system's battery by following the procedure to the right.

If your backup battery's charge is low, the TROUBLE icon lights. To investigate the service message, follow the instructions in "Troubleshooting Service Conditions," later in this section.

To replace your system's battery, call your service representative. (See Note 2 on page 61.)

### To Test the Battery:

1. Press and hold the  [walk test] key for 2 seconds until you hear 2 beeps. When prompted, enter the master user code.
2. Press the  key **four times**. You see:  
- - 5
3. Press the  key. The keypad beeps three times. The battery test begins. The test takes approximately 2 minutes. If the battery's charge is low, the keypad's TROUBLE icon lights.

To replace your system's battery, call your service representative.

# Common System Messages

Below is an explanation of the common messages your keypad might display. Beside each message is a discussion of what responses are appropriate. If you find the response is ineffective, call your local C&K service representative.

In the table below, the ellipses (...) represent the specific information, such as zone numbers that appear in the numeric display.

If you notice	That means	What to do:
Power LED is off	Keypad is not receiving AC (house current) power	Verify that the rest of the building is receiving power; then call for service.
Display reads: "TROUBLE..."	A sensor needs service	Bypass the sensor, or arrange for repair.
Display reads: "TAMPER ..."	A sensor may have been tampered with	Call for service.
Display often reads: "TROUBLE...." or "TAMPER..."	A sensor may need service	Call for service.
Display reads: "NOT READY"	Any one of your sensors may be faulted	Depending upon your arming type, your system may be able to arm. If not, correct any faulted zones and then attempt to arm.
Display reads "ALARM..."	An alarm occurred	Refer to "Resetting After an Alarm" Section 4.
Display reads "BYPASS..."	A zone has been bypassed	Remember the zone is unprotected while bypassed. You can remove the bypass (Section 3), or arm/disarm with bypass in place.
Display reads "b" periodically	Systems is conducting a battery test	This is normal. If Battery test fails, call for service.

## Troubleshooting Service Conditions

Your system notifies you if a keypad, sensor, or other system component needs service by lighting the TROUBLE icon, and by beeping twice every 30 seconds for one minute.

To get more information about the service message, press and hold the  [service] key for two seconds. A code appears in your keypad's numeric display. As the table below shows, different messages are conveyed depending on which code is displayed. Follow the recommended course of action listed in the table.

To stop the service message warning tone, enter your user code between the two beeps. You may have more than one service message. To view the next message, press the  key again. If there are no new messages, your keypad exits the Service Message display.

Code	Message	What to do
1	There is a power failure in progress.	Look for signs of power failure in other building equipment; if not found, call for service. Reset the clock, once power is restored.
2	The control panel's battery is low.	If there has been a recent power outage, allow the battery to recharge overnight. If the problem remains, call for service.
3	The monitoring station (phone #1) does not answer.	If line is functioning, call monitoring station. If not, call telephone company for service.
4	The monitoring station (phone #2) does not answer.	If line is functioning, call monitoring station. If not, call telephone company for service.



Code	Message	What to do
8	A keypad is malfunctioning.	Call for service.
9	Self-diagnostic failure of a sensor.	Call for service.
10	The external bell/siren needs service.	Call for service.
11	Phone line #1 is not working.	If line is functioning, call monitoring station. If not, call telephone company for service.
12	Phone line #2 is not working.	If line is functioning, call monitoring station. If not, call telephone company for service.
13	Electrical power from the system has short-circuited to the ground wire.	Call for service.
14	Brown out (power loss short of total failure)	When power returns to normal, system should revert to normal functioning. If not, call for service.
15	There are too many messages to send to the monitoring station.	If telephone line is functioning, call monitoring station. If not, call telephone company for service.
16	A wireless keyfob or remote arming device has a low battery.	Press the [6] key to identify which component has the low battery condition. Press the [3] key to see the next service message. To replace the battery, call for service.
64	A keypad has been vandalized.	Call for service.
128	A system component has been vandalized.	Call for service.
192	A system component is not communicating with the control panel.	Call for service.

## What Areas Do

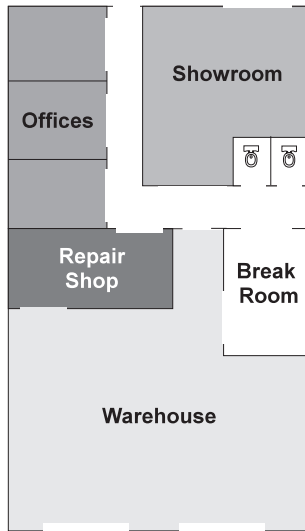
Your security system allows you to divide (or "partition") a building into **as many as eight areas**, regions that can be armed and disarmed individually. Designed primarily for commercial settings, areas can limit an individual's access to portions of a building.

A building that is divided into areas may include a common area, an area most system users can arm and disarm. The first diagram shows how a building could be divided to include a common area.

Buildings may also be partitioned without a common area. As the second diagram shows, this setup works well for structures with tenant spaces, but no lobby or shared hallway.

Each system user is assigned rights to certain areas. Users can arm and disarm only those areas to which they have rights.

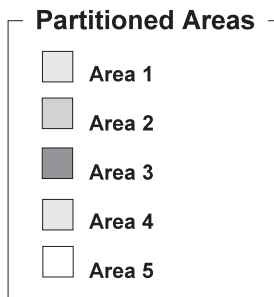
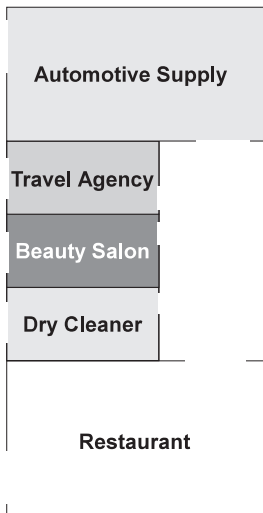
When a building is divided into areas, portions of the building



### Partitioned Areas

-  Common Area
-  Area 2
-  Area 3
-  Area 4
-  Area 5

**Diagram 1**  
Partitioned building  
with a common area



**Diagram 2**  
**Partitioned building**  
**with no common area**

can be independently armed and disarmed. In the case of the first building illustrated, an employee can work in the repair shop while the showroom, offices, and warehouse are armed. Similarly, in the case of the second illustration, the restaurant can remain open after the other shops are closed and armed.

Dividing a building into areas changes the following system functions:

- 1. Users have restricted access to system functions.** A user with access to only one area cannot issue commands affecting other areas, or obtain information about the other areas.
- 2. Keypads may respond differently,** depending upon where they are located and how they are programmed. Your icon keypad is limited to handling information about its assigned area only.

## How Areas Affect User Codes

As described below, some of the user code types function differently in a partitioned system.



**Grand Master User Code.** The grand master user can assign and change user codes, and may be able to arm and disarm the entire system. Only the grand master user and your installer can view and change the grand master user code.



**Area Master User Code.** Each area has its own master user. The area master user can make any user-controlled changes within a given area.



**Area Basic User Code.** Area basic users can disarm and may be able to arm, bypass, or make other changes within an area. Users can have rights to more than one area.

If your building is divided into areas, your system may also recognize one or more of these optional user code types:



**Area Maid Code.** Maid Days are assigned to each area, so if you need to change the Maid Days, you must make the changes for each area individually.



**Kidwatch Code.** Your system recognizes only one Kidwatch Code, regardless of how many areas are present. The Kidwatch Code is assigned to area 1.



**Area Duress Code.** One duress code can be assigned to each area.



**Area Relay Code.** One relay code can be assigned to each area.

## Pre-Assigned Area User Numbers

As the table below shows, some user numbers are reserved for specific user types. For example, User 11 is the preassigned Kidwatch user number. If programmed, your system automatically restricts User 11 to the limited Kidwatch privileges.

When your system does not recognize a given user type, the user number functions like other non-reserved user numbers. If your building is not divided into areas, user codes reserved for areas do not apply. Also, if your building is divided into only two or three areas, codes reserved for the remaining areas do not apply.

No.	Reserved User
01	Grand Master User
11	Kidwatch
12	Area 1 Master
13	Area 1 Maid
15	Area 1 Duress
16	Area 2 Master
17	Area 2 Maid
19	Area 2 Duress
20	Area 3 Master
21	Area 3 Maid
23	Area 3 Duress
24	Area 4 Master
25	Area 4 Maid

No.	Reserved User
27	Area 4 Duress
28	Area 5 Master
29	Area 5 Maid
31	Area 5 Duress
32	Area 6 Master
33	Area 6 Maid
35	Area 6 Duress
36	Area 7 Master
37	Area 7 Maid
39	Area 7 Duress
40	Area 8 Master
41	Area 8 Maid
43	Area 8 Duress

## Changing Area User Codes

In a system with multiple areas, an Area Master User can only change the codes of the users assigned to that area. If you attempt to change the code of a user when you do not have the right to do so, you hear an error tone.

## How Areas Affect the System

If your building is divided into areas, your icon keypad is assigned to one area only. From the icon keypad, you can only make changes that affect that area alone. This is described in more detail below.

**Arming and disarming.** Your icon keypad can be used to arm and disarm its assigned area only. You cannot disarm other areas from the icon keypad.

**Bypassing.** You can use the icon keypad to bypass only those zones within the assigned area.

**Obtaining other system information.** From the icon keypad, you can get information about the zones within the assigned area only.

**Canceling alarms.** You can only cancel alarms occurring within the assigned area.

# System Configuration

Your installer will fill out these pages, to indicate how your system has been configured.

<b>Setup</b>	Monitoring Station: <input type="checkbox"/> Yes <input type="checkbox"/> No
	Maximum Number of Users: _____
	Partitioned: <input type="checkbox"/> Yes <input type="checkbox"/> No
	Keypad assigned to area #: _____
	Alternate Language: _____
	Learning Period (days): _____ Begins: _____
<b>Options</b>	Check if installed:
	<input type="checkbox"/> Maid Code
	<input type="checkbox"/> Kidwatch Code
	<input type="checkbox"/> Duress Code
	<input type="checkbox"/> Automatic (Timed) Arming
	<input type="checkbox"/> Automatic Disarming
	<input type="checkbox"/> Quick Home-Arming
	<input type="checkbox"/> Quick Full-Arming
	<input type="checkbox"/> Automatic Home-Arming
	<input type="checkbox"/> Quick Instant Home-Arming
	<input type="checkbox"/> Force Arming
	<input type="checkbox"/> Goof-Proof Arming
	<input type="checkbox"/> Chirp-Alert Arming
	<input type="checkbox"/> Quick Bypassing
	<input type="checkbox"/> Quick Exit
	<input type="checkbox"/> Exit Termination
	<input type="checkbox"/> Extended Exit Delay
	<input type="checkbox"/> Reset Code
<input type="checkbox"/> Keypad Lockout	
<input type="checkbox"/> Alarm Lockout	
<input type="checkbox"/> Silent Alarm	
Emergency Keys:	
<input type="checkbox"/> Medical	
<input type="checkbox"/> Fire	
<input type="checkbox"/> Police	
<input type="checkbox"/> Keyfob Arming	
<input type="checkbox"/> Keyswitch Arming	

**88**  
Notes

## Customization

Temporary Maid Code Hours: \_\_\_\_\_

Kidwatch Time: \_\_\_\_\_

Entry Delay #1 \_\_\_\_\_ enter through: \_\_\_\_\_

Entry Delay #2: \_\_\_\_\_ enter through: \_\_\_\_\_

Exit Delay: \_\_\_\_\_

Cancel Alarm Time: \_\_\_\_\_

Automatic Arming Time: \_\_\_\_\_

Automatic Disarming Time: \_\_\_\_\_

Device Connected to Relay 1: \_\_\_\_\_

\_\_\_\_\_

Device Connected to Relay 2: \_\_\_\_\_

\_\_\_\_\_

Device Connected to Relay 3: \_\_\_\_\_

\_\_\_\_\_

Device Connected to Relay 4: \_\_\_\_\_

\_\_\_\_\_

Other: \_\_\_\_\_



## Notes

1. Some features described in this manual may not be available due to U.L. or local requirements. Contact your installation company for further information.
2. These tests should be conducted on a weekly basis. Contact your installation company for your particular requirements.

## Where to Place Smoke Detectors

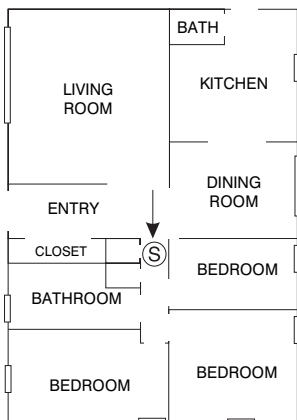
One or more of the zones of your security system can be connected to a smoke detector. When installing smoke detectors, we recommend that you follow the United States' National Fire Protection Association's guidelines for smoke detector placement.

For the best early warning, smoke detectors should be installed in every room. At least one smoke detector should be installed in a central location, near the bedrooms. In new construction, a smoke detector must be installed in each bedroom.

Smoke detectors should also be installed in living rooms, closets, utility and storage rooms, basements, and attached garages. One detector should be placed on every floor.

*Place a smoke detector near each group of bedrooms. Locate the detectors between the bedrooms and common areas of the house.*

**(S)** = SMOKE DETECTOR



For more information, contact the National Fire Protection Association at Batterymarch Park, Quincy, MA 02269. Ask about *Standard #72, Chapter 2*.

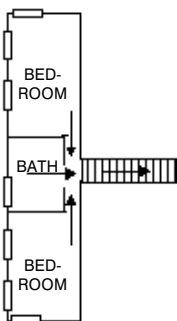
# How to Evacuate in an Emergency

Every household and business should prepare for a fire by establishing escape routes and regularly practicing escapes. The National Fire Protection Association recommends you take the following steps to develop your own emergency plan:

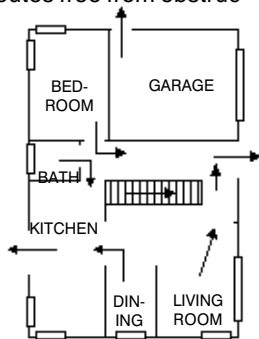
1. Determine at least two means of escape from every room, especially bedrooms. Remember that normal exits, such as doors, may be blocked. Plan for family members to meet outside at a specific location.
2. Sketch your escape plans (like those below). Post copies of the escape plan in each room. Keep escape routes free from obstructions.

3. Keep all bedroom doors shut when sleeping, to prevent deadly smoke from entering the rooms.

4. In the event of a fire, do not open a warm or hot door. Even if a door is cool, open it with your shoulder, and be ready to shut it immediately if hot air rushes in.



SECOND FLOOR



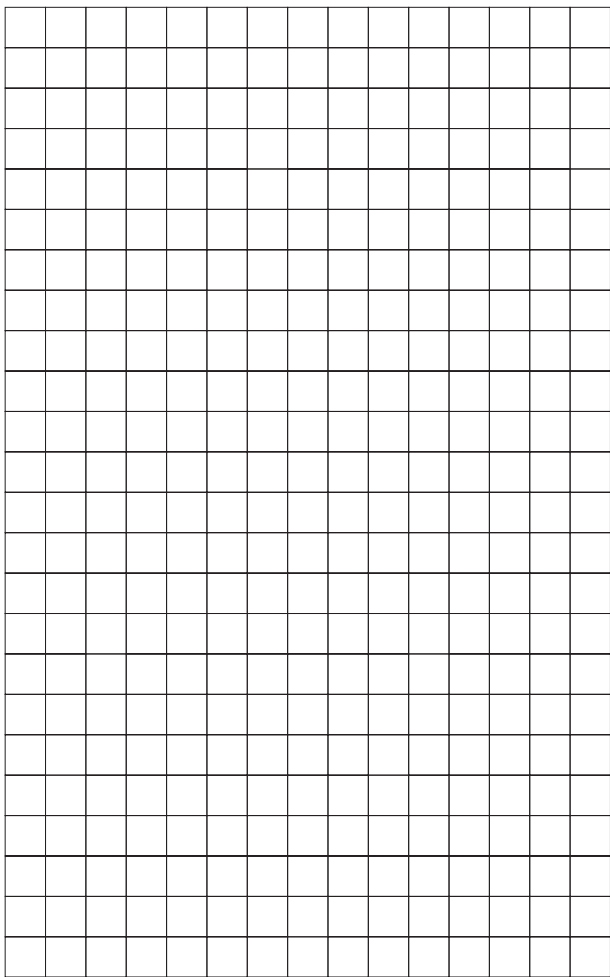
FIRST FLOOR

## Sample Evacuation Plan

5. Move quickly out of the house. Do not panic. If the house is smoky, stay low to the ground. Crawl and hold your breath, if possible.
6. Once outside, choose one person to notify emergency personnel. **Do not go back into the house for any reason.**

## Sketch

Below is a space to sketch how the building is zoned and/or divided into areas. Be sure to note how the zones and/or areas are numbered and labeled.



# Glossary of Terms

**Area:** a region of a building that can be armed and disarmed independently of the remainder of the building.

**Bypassing:** the act of instructing your security system to ignore a zone. A bypassed zone is not protected.

**Entry Delay:** The amount of time you have to enter your armed building, walk to the keypad, and enter your user code before an alarm sounds.

**Exit Delay:** The amount of time you have to exit and secure your building before an alarm sounds.

**Faulted:** describes a condition which, if the system were armed, would cause an alarm, such as an opened door or window. Faulted zones must be corrected or bypassed before arming occurs.

**Full Arming:** a method of arming that arms all of your system's sensors, both along the building's perimeter, and inside the building.

**Home Arming:** a method of arming that arms only those sensors along the perimeter of your building.

**Instant Home-Arming:** a method of

arming that triggers an alarm the instant a sensor detects an alarm condition.

**Monitoring Station:** a service that monitors the status of your security system through a telephone hook-up.

**Tamper:** describes a sensor, or other system equipment, that has been deliberately damaged.

**Trouble:** describes a sensor, or other system equipment, that may be in need of service.

**User Code:** a secret four-digit number used to arm and disarm the system, and make other changes.

**User Number:** a two-digit number assigned to each user.

**Zone:** a sensor or a group of sensors protecting a region of your building.

**24-Hour Zone:** a zone, such as a smoke detector, which is programmed to detect alarm conditions whether your system is armed or disarmed.

# Index

- Alarm
  - canceling 31
  - lockout 35
  - resetting after 31
- Area
  - defined 53
  - effects on system 57
- Area user codes
  - assigned 56
  - changing 56
  - types 55
- Arming
  - automatic 18, 23
  - automatic home- 29
  - canceling 19
  - Chirp-Alert 25
  - full 18, 20
  - Force 25
  - Goof-Proof 25
  - home 18, 21
  - instant home- 18, 22
  - quick 18
  - quick full- 20
  - quick home- 21
  - quick instant home- 22
- Backlight, turning on/off 39
- Battery test 49
- Bell test 47
- Bypassing 26
- Bypassing, quick 27
- Calendar, setting 36
- Chimes, turning on/off 38
- Clock, setting 36
- Date, setting 36
- Disarming 30
- Disarming, automatic 32
- Emergency keys 4, 7
- Entry delays 30
- Event Memory 44
- Exit delay 19
- Exit termination 28
- Extended exit delay 28
- False alarms,
  - preventing 34
- Glossary 61
- Keyfob, deleting lost 11
- Keypad lockout 28
- Keystwitch arming 28
- Learning period 3
- RPS session 48
- Relay 1 days, changing 40
- Relay 2 days, changing 41
- Relay 3 days, changing 42
- Relay 4 days, changing 42
- Remote, deleting lost 11
- Remote Programming Session 48
- Secondary Function Keys 4
- Service conditions 51
- Silent Alarm 35
- Siren test 47
- System messages 6, 50
- Quick exit 28
- Time, setting 36
- Troubleshooting guide 51
- User codes, types
  - Basic 12
  - Duress 13
  - Kidwatch 14
  - Maid 16
  - Master 12
  - Relay 13
  - Temporary Maid 17
  - with areas 55
- User codes, using
  - assigning 10
  - changing 10
  - deleting 11
  - entering 9
- User numbers 8
- Walk-test 43
- Warning tone, turning on/off 38

# Notes



Notes

**For service on this system, contact:**

Company:	_____
Address:	_____
	_____
Telephone:	_____
	_____



Copyright 1999, C & K Systems, Inc.  
5-051-531-01 Rev C

[www.cksys.com](http://www.cksys.com)

Sierra is a registered trademark  
of C & K Systems  
C & K is a registered trademark  
of C & K Components