



Test System Weekly  
See Watch ~Test

Part *Points*  
**Telecom**  
&  
\_\_\_\_\_

**Security Services**

1.  
\_\_\_\_\_

2.  
\_\_\_\_\_

3.  
\_\_\_\_\_

4.  
\_\_\_\_\_



5.  
\_\_\_\_\_



6.  
\_\_\_\_\_

7.  
\_\_\_\_\_

8.  
\_\_\_\_\_

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card below.  
 sounds, see *Bypass Points* on the  
 staying home. If Error Tone  
 Use No Delay when you re

Press (0) (0) (0).  
**Turn System Part On, No Delay**

card below.  
 sounds, see *Bypass Points* on the  
 staying home. If Error Tone  
 Use No Delay when you re

Press (9) (9) (9).  
**Turn System All On, No Delay**

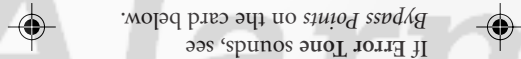
*Bypass Points* on the card below.  
 If Error Tone sounds, see  
 Exit Delay begins.  
 Press (0) (0) (0).

**Turn System Part On**

*Bypass Points* on the card below.  
 If Error Tone sounds, see  
 Exit Delay begins.  
 Press (9) (9) (9).

**Turn System All On**

Enter your passcode to turn the  
 system off and silence alarms.  
**Turn System Off**



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### Bypass Points

An open door or window is an example of a faulted point. Use Bypass to turn the system on with a faulted point.

1. Press **9** or **0**

To turn the system All or Part on, the lights for faulted points blink. The lights for other points are on *solid*. The exit tone begins if there are no faulted points.

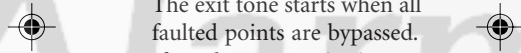
2. Press the key for the point you want to bypass. For example, if you want to bypass point 5, press the 5 key. The point light goes off.

The exit tone starts when all faulted points are bypassed.

If you bypass a point in error, press **Clear** and start over at *step 1*.

3. Exit now or turn the system on with No Delay by pressing **9** or **0** a second time. The All or Part light blinks showing points are bypassed.

4. Turning the system off clears all bypassed points.



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company for help.  
 light blinks. Call your alarm  
 If points do not reset, the OK  
 during the reset.  
 Part, and point lights go off  
 takes about 20 seconds. The All,  
 including fire points. The reset  
 passcode to reset the system,  
 Press **3** and enter your

**Reset System**

to leave *Check System*.  
 view alarm memory. Press **Clear**  
 System mode. Hold **6** to  
 Press **4** to enter *Check*

**View Alarm Memory**

System to reset the OK light.  
 caused the alarm. Use *Reset*  
 Memory to see which point  
 alarm company. Use *View Alarm*  
 An alarm has been sent to your

**OK Light Flashing?**

light stops flashing.  
 the alarm is cancelled. The OK  
 system dials your alarm company,  
 enter your passcode *before* the  
 The alarm tone sounds. If you  
 and point lights (1 to 8) flash.  
 When there is an alarm, the OK

**Enter Your Passcode**

To Silence an Alarm,

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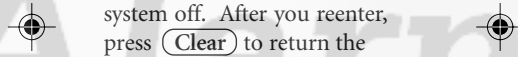
### If You Lose Track

If you are unsure about the status of your system, do the following:

- Check the **On** light. If it's lit, your system is on. *Step Outside* is the only function you can perform when the system is on.
- If the system is off, press **(Clear)** twice to exit any function and start over.

### Step Outside

Pressing **(Clear)** bypasses your entrance doors and sounds the exit tone, when your system is *On with No Delay*. You can exit and reenter without turning your system off. After you reenter, press **(Clear)** to return the system to full protection and silence the tone.



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Alarm Silence~Reset

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If the OK light is off, your system is not operational. Call your alarm company.

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Check System to identify trouble conditions. Use when all troubles are cleared. The OK light stops blinking devices.

batteries or faulted detection are caused by such things as low system trouble. System troubles OK light blinks when there is a The trouble tone sounds and the

**Press Clear To Silence the Trouble Tone,**

constant warble tone.

**Burglary Alarm Tone - A**

briefly off (repeatedly).

Fire Alarm Tone - A warble tone that is on for 1 second, then not repeated.

Error Tone - The same warble tone as the Trouble Tone, but it is

warble tone (repeatedly).

by a pause, followed by the

Trouble Tone - A warble tone that is on briefly, then followed

**System Tones**

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## Check System

Press **4** then:

### Trouble - Fire Point ▶

Hold **1** to view points

On = Trbl, Blink = Bypass

### Trouble - Non-Fire Point ▶

Hold **2** to view points

On = Trbl, Blink = Bypass

### Power Trouble ▶

Power to system is off.

Operating on battery.

### Communication Fail ▶

Check telephone line.



### Service Required ▶

Call your alarm company.



### Alarm Memory ▶

Hold **6** to view points

Flash = Alarm

On = Cancelled Alarm

Turning the system on resets  
alarm memory.

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Check System





When your system is off, it "watches" points you select. For example, you can set your system to blink the point light and sound a tone when a door opens.

**Selecting Watch Tone**

1. Press **7**

2. Enter your passcode. (Owner type required)

3. Press:

- 1** To blink point light, no tone.
- 2** Blink point light, short tone.
- 3** Blink point light, tone until Clear Key is pressed.
- 4** Blink point light, tone until point clears (door closes). Pressing Clear Key also silences tone.

4. Press **Clear** after selecting watch tone.

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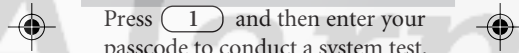
### Selecting Watch Points

To select points to watch:

1. Press **8**
2. Lights come on to indicate watched points.  
*You cannot "watch" fire points.* They are always on.
3. Enter your passcode.  
(Owner type required)
4. Press **1** to **8** to select and deselect points.  
Key 1 for Point 1 and so on.  
To select or deselect all points, press **9**.
5. Press **Clear** after selecting points.

### System Test

Press **1** and then enter your passcode to conduct a system test.  
Be sure to contact your alarm company before you begin.



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Watch~Test





- 1. Press **(6)** to Show Code type.
- Flash - Owner Blink - User
- On - One-Time Off - Disabled
- 2. Press **(Clear)** to leave Show User.

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## Show Users

- The Show User mode shows each user's code type on lights 1 to 8. User 1 is light 1 and so on.
- 1. Press **(6)** to Show Code type.
- Flash - Owner Blink - User
- On - One-Time Off - Disabled
- 2. Press **(Clear)** to leave Show User.

## Change Passcode

- 1. Press **(5)** If you hear the error tone your system doesn't have the Change Passcode feature.
- 2. Enter your passcode. The light showing your code number (1 to 8) turns on, and the Part light begins flashing.
- 3. Enter a new passcode with the same number of digits as your old code. If the error tone sounds, start over. Try a different new passcode.
- 4. Enter your new passcode again. The OK tone sounds and the system leaves passcode change mode. If the error tone sounds, start over.



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### Keypad Indicators

#### On

Lights when system is All or Part On.

#### No Delay

Lights when the system is All or Part On without entry or exit delay.

#### 1 to 8

Point lights show the status of each point.

On Steady: Point "On"

Blink: Point faulted. (Door or window open.)

Flash: Alarm.

#### All

Lights with the "On" light when the system is All On.

When the system is off, "All" lights when all points are ready. (No doors or windows open.)

#### Part

Lights with the "On" light when the system is Part On.

When the system is off, lights when "Part" points are ready.

#### OK

Blink: see Check System

Flash: see Alarm

Silence~Reset

### Change Passcode

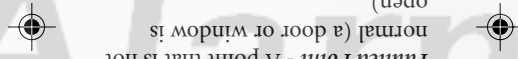




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*Blinking Light* - A slowly blinking light.  
*Trouble* - A service condition that needs to be corrected, such as a broken wire.  
*Point* - A detection device, or group of devices connected to without entry or exit delay.  
*No Delay* - Turning the system on without entry or exit delay.

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*Flashing Light* - A rapidly blinking light.  
*Faulted Point* - A point that is not normal (a door or window is open).  
 The delay for your system is \_\_\_\_\_  
*Exit Delay* - The time you have to leave the building after you've turned your system on. The system emits a tone during exit delay.  
 The delay for your system is \_\_\_\_\_  
 a tone during entry delay.  
 your system off. The system emits to enter the building and turn  
*Entry Delay* - The time you have temporarily.  
 points from the security system  
*Bypass* - To selectively remove

## Glossary

