

***ELECTRONIC LOCK OFFERING A TOTAL CHOICE
OF AT LEAST 111,000,000 GENUINE LOCKING COMBINATIONS***

**Operating Instructions for Electronic Lock
TeamLock 4**

TeamLock 4 is an electronic locking system capable of managing up to 64 opening secrets. These are either contained in 6 to 8-digit numerical codes or in non-contact identifiable transponder-fitted cards, the so-called TeamCards. All TeamCards are one-of-a-kind; their characteristic features cannot be copied onto any other transponder units or duplicated in any way - they are genuine, one-of-a-kind "keys" whose identification has to be fed into the lock to activate their access authorization. Access is gained - either immediately or after a programmed delay - by keying in one of the valid opening secrets (or several interdependent opening secrets which can be entered in any order).

HOW TO OPEN THE SAFE

Opening of the safe is prepared by **opening of the lock** according to the procedure below, and then manually turning the **door handle** to open the door.

1. Press the EIN/ON key. A short, high-pitched tone indicates that the lock is ready to receive the required input.
2. Key in all opening secrets one after the other. Each input accepted by the lock is acknowledged by a short, high-pitched tone. In acknowledgment of completing the full access authorization after the last entry, you will hear one long, high-pitched tone. If the lock has no pre-entered opening delay, proceed with point 5. below.
3. Wait until the programmed opening delay has lapsed and you hear the readiness signal, i.e. very short, high-pitched tones lasting approximately 30 seconds).
4. Key in the secrets once more during the 30 second readiness period. As soon as all required opening secrets have been entered, you will hear one long, high-pitched tone signifying that the lock has identified the pre-entered code and recognizes the valid access authorization.
5. Now manually open the lock by immediately turning the lock handle a half turn, and open the door by the door handle.

As **opening secrets** you can chose up to 32 six, seven or eight-digit combinations. In addition, there are 32 storage locations for TeamCards to be used as "keys". The entered opening secrets are fully valid on their own, standard, and each gives access to the lock individually, so that the total of 64 opening secrets can be assigned to 64 different users. However, you can also program the lock such that the authorization level of a particular opening secret is reduced to a part authorization. In this case, the missing portion needed to give a full authorization has to be complemented by keying in one or more additional opening secrets which each has a reduced authorization level as well. By design, the authorization to access the lock can be split into a maximum of 4 opening secrets.

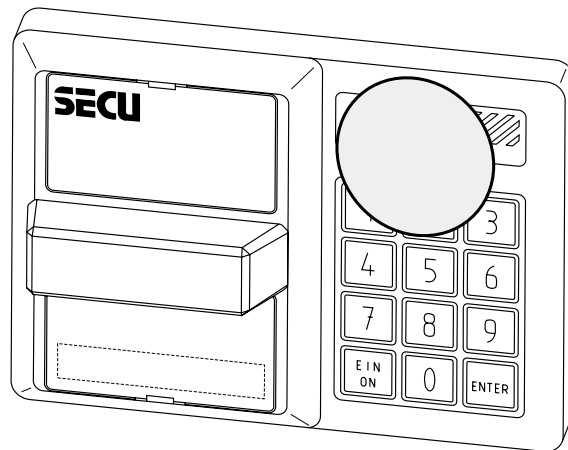
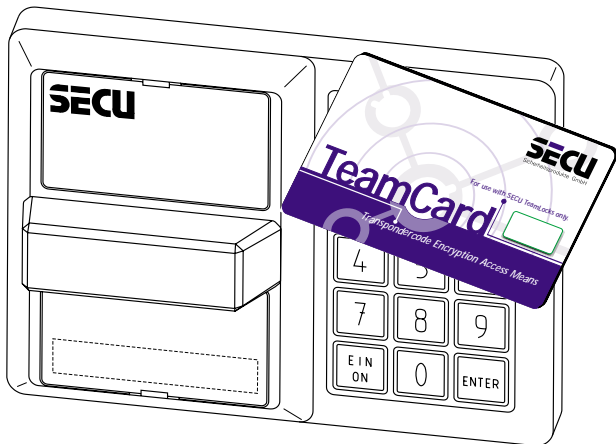
The **procedure for entering an opening secret** consists of two steps:

- presentation of the secret (by keying in the valid numerical code or holding the TeamCard in front of the reading range), and
- entering the secret into the lock by pressing the ENTER key.

Do not wait between keying in two numbers or holding the TeamCard in front of the lock's reading zone. For security

reasons, the electronic system will switch itself off after 30 seconds. After that, the opening procedure has to be repeated.

To input the secret code of a TeamCard, the TeamCard has to be held directly in front of the reading range of the operating panel within 30 seconds from pressing the EIN/ON key and for all subsequent entries. The reading range is



marked with a gray circle in the figure above. The maximum reading distance is approximately 4 cm (1 ½ inches) from the operating panel. While holding the card in the reading position, briefly press the ENTER key to feed the secret into the system. The positive identification of the transponder and acceptance of the opening secret are acknowledged by a short, high-pitched tone. After the full access authorization has been completed by the entering the required opening secrets, you will again hear a long, high-pitched tone indicating you can turn the lock handle.

If the lock fails to identify a TeamCard, because it was held outside the reading range during the valid reading time, you will be informed by three very short, low-pitched tones. Presentation of the TeamCard and subsequent entry of the secret code by means of the ENTER key may now be repeated an indefinite number of times. Make sure the card is held parallel to the operating panel. Please note that the lock will also respond with three very short, low-pitched tones if the card held in the reading zone is illegible.

Depending on the lock setting, entering of the secret can either be completed by entering a single secret combination, if that has previously been given full access authorization, or by entering a total of up to four opening secrets, in any order, that have each been assigned a proportional part authorization..

EXAMPLE 1 of a complete opening procedure without delayed access:

For the purpose of this example, we will assume that the full access authorization consists of a 6-digit numerical code (say, 132470) and a TeamCard, and that the lock has a 0-minute access delay (original factory setting).

1. Press EIN/ON key.
2. After a short, high-pitched signal tone, press keys 1, 3, 2, 4, 7 and 0.
3. Press ENTER key - again you will hear a short, high-pitched signal tone indicating that the combination has been accepted; a short, low-pitched signal tone indicates wrong combination.
4. Hold the TeamCard in front of the reading range.
5. Press ENTER key - an other short, high-pitched signal tone indicates that the TeamCard secret has been accepted; a short, low-pitched signal tone indicates that the entered TeamCard code is invalid. Three very short, low-pitched tones indicate "card identification unsuccessful". Repeat from step 4.
6. A final long, high-pitched tone signifies that the required opening secrets have all been fed into the lock.
7. Now open the lock by the lock handle by turning it a half turn. This should be done speedily, but not in an overly hurried manner. Before the handle is turned, it should be in the end position. You have approximately 5 seconds to turn the handle. Following that, the lock electronics will automatically switch itself off.
8. After turning the lock handle, open the door by turning the door handle.

EXAMPLE 2 of a complete opening procedure with delayed access:

For the purpose of this example, we will assume that the full access authorization consists of a 6-digit numerical code (say, 132470) and a TeamCard, and that the lock is set to a 5-minute access delay.

1. Press EIN/ON key.
2. After a short, high-pitched signal tone, press keys 1, 3, 2, 4, 7 and 0.
3. Press ENTER key - again you will hear a short, high-pitched signal tone indicating that the number combination has been accepted; a short, low-pitched signal tone indicates wrong combination. If the programmed access delay is 0 minutes (factory setting), proceed with step 6.
4. Hold the TeamCard in front of the reading range.
5. Press ENTER key - an other short, high-pitched signal tone indicates that the TeamCard secret has been accepted; a short, low-pitched signal tone indicates that the entered TeamCard code is invalid. Three very short, low-pitched tones indicate "card identification unsuccessful". Repeat from step 4.
6. A final long, high-pitched tone signifies that the required opening secrets have all been fed into the lock.
7. If the programmed access delay is 0 minutes (factory setting), proceed with step 15.
8. Wait for the pre-entered opening delay to lapse. In this condition, the lock cannot be opened. Following the 5 minute delay, you will hear a series of short, high-pitched signal tones lasting 30 seconds.
9. During this time, press the ENTER key to silence the signal tones.
10. Now press keys 1, 3, 2, 4, 7 and 0.
11. Press ENTER; an other short, high-pitched signal tone indicates that the numerical code has been accepted.
12. Hold the TeamCard in front of the reading range.
13. Press ENTER; an other short, high-pitched signal tone indicates that the TeamCard code has been accepted.
14. The following long, high-pitched tone signifies that the required opening secrets have all been fed into the lock.
15. Now open the lock by the lock handle by manually turning it a half turn. This should be done speedily, but not in an overly hurried manner. Before the handle is turned, it should be in the end position. You have approximately 5 seconds to turn the handle. Following that, the electronic system will automatically switch itself off.
16. After turning the lock handle, open the door by turning the door handle.

CHANGING THE SECRET COMBINATION OF A USER CODE OR MASTER CODE

ALWAYS CHANGE THE CODE WITH THE DOOR IN THE OPEN, BLOCKED MODE, AND DO NOT USE ANY PERSONAL DATES (e.g. your birthday).

If the programmed numerical code is no longer available, your only chance to open the safe is with an other, pre-entered, valid opening secret. Therefore:

DO NOT FORGET THE NEW SECRET COMBINATION! KEEP IT IN A SAFE PLACE !!!

1. Press the EIN/ON key.
2. Key in your valid 6 to 8-digit numerical code.
3. Hold the ENTER key pressed down (six seconds) until you hear a long, high-pitched tone.
4. Key in your new combination of 6 to 8 figures (e.g., 247358).
5. Press ENTER key.
6. Key in the new combination once more.
7. Press ENTER key. If you have performed the coding process correctly, you will hear two long, low-pitched signal tones.

The sounding of two long, low-pitched tones indicates that you made a mistake entering the new numerical code. The old code is still valid. Please start over at 1.

TEST - TO BE PERFORMED WITHOUT FAIL!

With the door open in the blocked mode, it should not be possible to turn the lock handle a half turn. Press the EIN/ON key and key in the new numerical code. Following the long, high-pitched tone signaling the lock's readiness for opening, it should now be possible to open the lock by turning the handle a half turn.

PROGRAMMING OTHER LOCK SETTINGS

All other lock settings have to be done with the lock in the master programming mode. Some of these other settings are:

- New or first assignment of additional opening secrets (numerical codes and TeamCards)
- Cancellation of already existing opening secrets
- Alteration of the authorization level of a previously programmed opening secret from partial to full authorization or vice versa
- Setting of the opening delay
- Identification of TeamCards.

These additional settings are described in detail in a separate set of **MASTER PROGRAMMING INSTRUCTIONS**.

CLOSING THE SAFE

You can close the safe with the lock open by turning the door handle, but that does not lock the lock. The safe can be opened again without having to re-enter the secret combination.

LOCKING THE SAFE

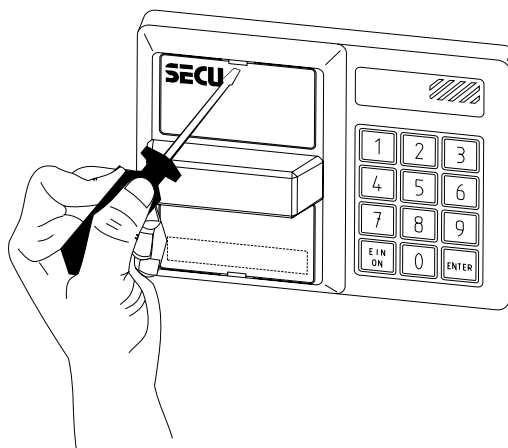
If you want the safe to be accessible only by means of the opening secrets, both the door handle and the lock handle have to be returned to their original positions (first lock the door and then the lock).

REMARKS

- After keying in a wrong number, the numerical code already partly entered can be deleted by pressing the EIN/ON key. After that you can key in the numerical code again. Pressing the EIN/ON key twice will delete all opening secrets entered up to this point. The entire opening procedure has to be repeated.
- After keying in a wrong combination three times in a row and entering it with the ENTER key before the lock opening procedure is successfully completed, the electronic system will block the lock for five minutes. Following that, the electronics will block the lock for a further twenty minutes if the next number entered is wrong again (manipulation security). During this time it is not possible to open the lock, even if the correct combination is keyed in. The end of the blocking time is indicated by two short, high-pitched tones.
- If the lock is unable to read a TeamCard, because it is not being held exactly in the reading range, this is signaled by three very short, low-pitched tones signifying that the lock is ready to repeat the reading operation. The unsuccessful reading attempt is not considered as a wrongly entered combination and does not enter the lock into the blocked mode. However, with a legible TeamCard that has not been entered before and, therefore, fails the validity check by the lock, the process is different; this is considered a real attempt at entering a wrong combination which will lead to the blocking of the lock after the third attempt for security purposes.
- The stored data (secret combinations, valid opening delay and the internal recording of the last 250 operating events) will not be lost for a long time even if the batteries become depleted.

CHANGING THE BATTERIES

If you hear three long, low-pitched tones after switching on the lock electronics, it is time to replace the batteries. There is only enough power left in the present set of batteries to open the safe approximately 50 more times. With the batteries running low, secret combinations cannot be altered. To change the batteries, open the top and bottom lids of the battery compartment by lifting them out with a screwdriver in the top and bottom side slots. Insert four leak-proof batteries type Mignon LR 6 alkaline (AA-type). Dispose of the old batteries in compliance with local anti-pollution legislature!



LIST OF VARIOUS SIGNAL TONES

The various lock operations are documented by the sounding of different acoustic signals. There are two signal tone categories: high-pitched tones (positive) and low-pitched tones (negative). The duration the tones are sounded can be “very short” (approximately 0.1 second), “short” (“ (approximately 0.5 second) or “long” (approximately 1 second). The acoustic signals can also be given in series of several tones (tone groups).

High-pitched tones:

- 1 x short: EIN/ON key pressed or secret combination accepted as valid
- 2 x short: end of manipulation blocking mode
- 1 x long: the lock has successfully entered the programming mode
- 2 x long: successful completion of the recoding procedure
- 1 x short followed by 1 x long: The required opening secrets have all been entered correctly, the lock may be opened in the next 5 seconds by manually turning the handle a half turn.

Low-pitched tones:

- 1 x short: wrong secret combination.
- 2 x short: a key was pressed with the lock in the manipulation blocking mode; please wait for the maximum 20 minute blocking time to lapse. During this period it is not possible to operate the lock.
- 3 x very short: The lock has failed to read the TeamCard secret. Please repeat the entry or use a different, valid opening secret.
- 1 x long: Although the maximum four secret combinations were keyed in, the full access authorization has not been reached. Repeat the opening procedure with other secret combinations than the ones used for the first attempt.
- 2 x long: The attempt at recoding the lock has failed due to a wrong entry. The old combinations remain valid.
- 3 x long: Replace batteries observing the correct poles and battery contacts.
- 6 x long: The electronic lock's automatic fault detection routine has discovered a defect. Please refer the problem to SECU's service department, even if the electronics seemingly continues to work perfectly.

Mixed tone sequences:

- 1 low-pitched tone (short) followed by 2 high-pitched tones (very short): A key was pressed during the opening delay. However, the lock is still in the programmed opening delay mode.
- 1 low-pitched tone (short) followed by 3 high-pitched tones (very short): A key was pressed with the lock in the blocked mode. An attempt was made to open the lock outside the valid access period (only on locks with the optional feature of an access timer).