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Abort Delay: An option that allows a delay in reporting to the central station.

Authority Level: The level of access an individual has when using an alarm panel.

Central Station: Location where alarm data is sent during an alarm report.

Chime Feature: An option that allows the code pad to sound a ding-dong whenever an entry/exit door is opened.

Codes: Can be either User Codes (relating to a person) or Function Codes (a toggle switch to turn specific functions on/off). NOTE: A system may have either 99 four (4) digit codes or 66 six (6) digit codes, but not a mixture of the two.

Duress Code: An option that allows a special code to be sent to the central station that indicates the alarm system is being operated under duress.

Forced Arming:

An option that allows the system to be turned on (ARMED) with one or more zones open. A system that is ready to be "force armed" will flash the *ready light*. (Note: Those zones that are not ready will not create an alarm.)

Function Code: A Function Code is either a four (4) or six (6) digit code that has been programmed by the installer to operate a device.

Group Bypass: An option that allows the user to bypass multiple zones with a single operation.

Master Code: A master arm/disarm code that can program other user codes.

Multi Area System: A system divided into multiple areas in which its own user or users control each area.

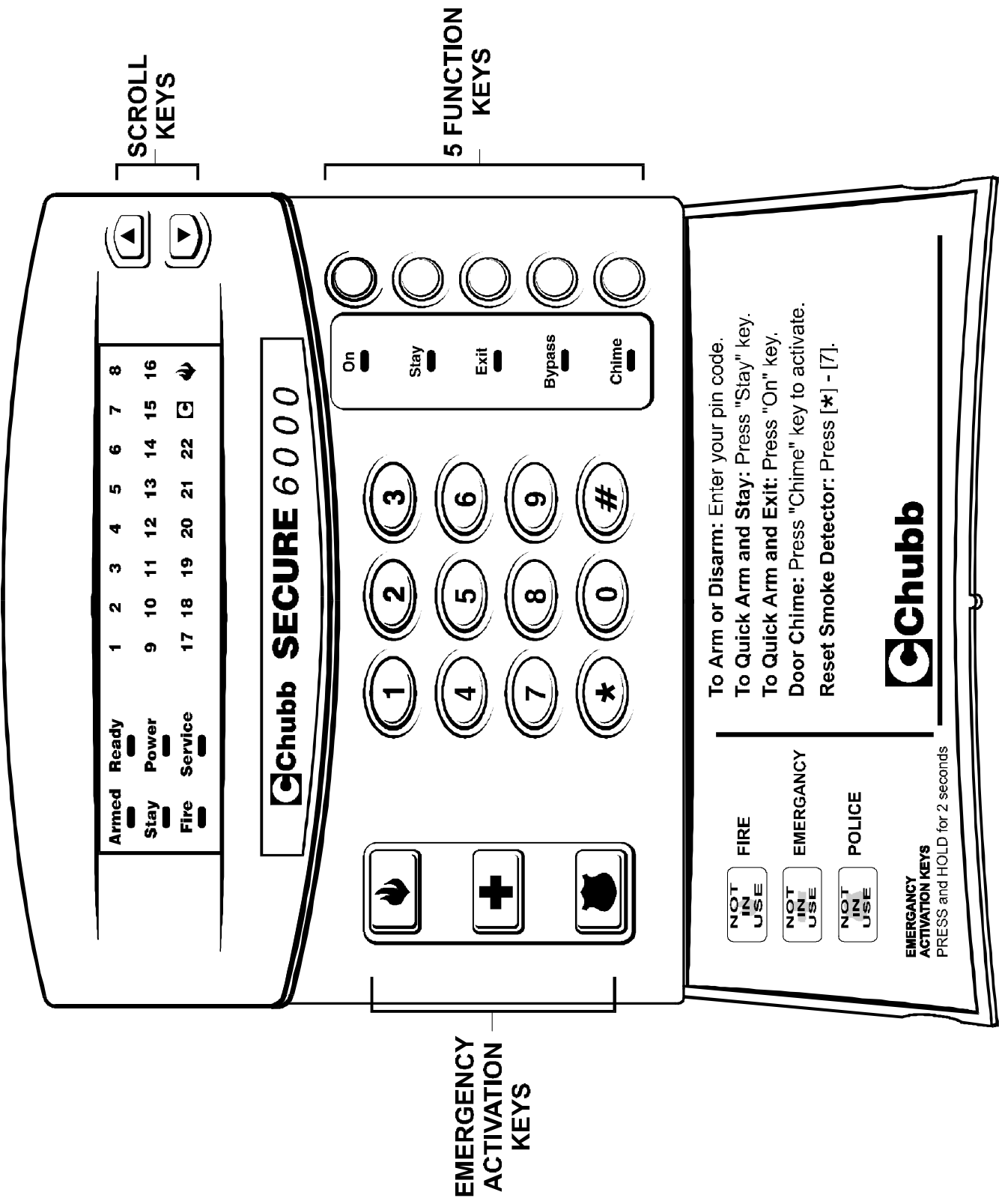
Perimeter: The outer edge of the protected area.

Quick Arm: An option that allows you to turn on (ARM) the security system by pressing either the [ON] or [STAY] key on the code pad control (for ARMING only) as programmed by the installing company.

Stay Arm: A mode used to arm the perimeter and unused areas of an occupied premises.

Universal Arming (Uni Arm): When enabled, your alarm system can automatically determine whether to arm in the Full mode or in the pre-set Stay mode by looking to see if you exit your premises or stay inside after arming your system. NOTE: This feature can be used in conjunction with "Quick Arm".

User Code: A four (4) or six (6) digit entry used to arm or disarm the system.



SCROLL KEYS

5 FUNCTION KEYS

EMERGENCY ACTIVATION KEYS

Armed Ready 1 2 3 4 5 6 7 8
 Stay Power 9 10 11 12 13 14 15 16
 Fire Service 17 18 19 20 21 22

Chubb SECURE 6000

On
 Stay
 Exit
 Bypass
 Chime

1 2 3
 4 5 6
 7 8 9
 * 0 #

FIRE
 POLICE
 EMERGENCY

To Arm or Disarm: Enter your pin code.
 To Quick Arm and Stay: Press "Stay" key.
 To Quick Arm and Exit: Press "On" key.
 Door Chime: Press "Chime" key to activate.
 Reset Smoke Detector: Press [*] - [7].

NOT IN USE
 NOT IN USE
 NOT IN USE

Chubb

EMERGENCY ACTIVATION KEYS
 PRESS and HOLD for 2 seconds

Armed Light

The *armed light* is “on” when the system is armed. The *armed light* is “off” when it is disarmed. The *armed light* will flash when there has been an alarm during the previous arm cycle.

Bypass Light

The *bypass light* is “on” when any zone in this code pad’s area is bypassed. The zone(s) that is bypassed will also be illuminated. If the *bypass light* is “off”, no zones are bypassed.

Chime Light

The *chime light* is “on” when the chime feature is “on”; “off” otherwise.

Exit Light

The *exit light* is “on” during the exit delay. Please note that the light will flash during the last 10 seconds of the exit delay as a warning that the time is running out. (The user may want to restart the exit delay if the *exit light* is flashing in order to prevent an alarm. The user may then press the [Exit] key to restart the exit delay before the delay expires.)

Fire Light

A steady *fire light* means a fire zone has been faulted. A rapidly flashing *fire light* means that a fire zone is in a trouble condition.

On Light

The *on light* is “on” when the system is armed. The *on light* is “off” when it is disarmed.

Power Light

The *power light* is on if the primary power is on. The *power light* will flash if the system has a low battery condition.

Ready Light

The *ready light* is “on” when the system is ready to arm and “flashes” if ready to force arm. The *ready light* is off when the system is not ready to arm because of a zone(s) being faulted.

Stay Light

The *stay light* is “on” when the system is armed in the Stay Mode. All non bypassed zones will be delayed and follow the Stay delay time. When armed in Stay Mode, the Arm, On, and Bypass lights will also be “on”.

Zone Light

The *zone lights* are “off” when everything is normal. A *zone light* will be “on” if the zone has been bypassed. If a *zone light* is “flashing”, that zone is in alarm or has been faulted. If a *zone light* is “flashing” rapidly, it means that the zone is in a trouble condition. Trouble conditions are: **Hardwire Zone Tamper, Wireless Zone Tamper, Sensor Low Battery and Sensor Loss of Supervision**

(A combination of Alarm/Fault and Tamper/Trouble will produce a rapid “flashing” light for a short period of time, followed by a slow “flashing” light.)

- ?? Beeps for all key presses Sounds a continuous tone during the entry delay time.
- ?? Pulses when a day zone is violated while the system is disarmed.
- ?? Pulses when a fire zone has a trouble condition.
- ?? Beeps 3 times for trying to arm with the "Ready" light off, if "Force Arming" has not been selected.
- ?? Beeps for 1 second or emits a "ding-dong" sound for the "Chime" feature.
- ?? Beeps during an exit delay; beeps rapidly for the last 10 seconds of an exit delay; and beeps 1 second at the end of the exit delay.
- ?? Pulses when the armed status changes and the AC power is off.
- ?? Pulses when the armed status changes and any zone(s) is bypassed.
- ?? Pulses when the armed status changes and a low battery is detected.
- ?? Pulses when the armed status changes and a tamper condition is detected. Beeps to indicate telephone line cut, if selected.
- ?? Pulses when one or more of the following conditions are detected: zone or box tamper, low battery, AC power fail, or expander trouble.

Entering a valid code will silence the code pad sounder when it is pulsing. Please contact your local Chubb Service Branch if a trouble condition exists.

ON is used when the user is away from the premise and wants the interior protected. Listed below are the steps to arm in the ON Mode:

1. Close all protected doors and windows. Ready light will light when all protected zones and sensors are secure. NOTE: If any zones are bypassed, a sensor in that zone can be violated without affecting the ready light. The security system will not arm if the ready light is not on. If the power light is off, you have no AC power. Restore power if possible. If not, contact your installation company.

2. Enter your 4 digit user code to arm the system. The armed and exit lights will illuminate. You may now leave the building via the designated exit path.

Note: The exit light will flash rapidly for the last 10 seconds of the exit delay as a warning to the user that the exit time is about to expire.



Example shows a User code of 1234 being used to set the system to the ON Mode.

ON is used when the user is away from the premise and wants the interior protected. Listed below are the steps to arm in the ON Mode:

1. Close all protected doors and windows. Ready light will light when all protected zones and sensors are secure. NOTE: If any zones are bypassed, a sensor in that zone can be violated without affecting the ready light. The security system will not arm if the ready light is not on. If the power light is off, you have no AC power. Restore power if possible. If not, contact your installation company.

2. The [ON] key to arm the system. The armed and exit lights will illuminate. You may now leave the building via the designated exit path.

Note: The exit light will flash rapidly for the last 10 seconds of the exit delay as a warning to the user that the exit time is about to expire.



Example shows ON key being used to set the system to the ON Mode.

STAY is used when the user is inside the premise and wants protection around the perimeter. Listed below are the steps to arm in the STAY Mode:

1. Close all protected doors and windows. Ready light will light when all protected zones and sensors are secure. NOTE: If any zones are bypassed, a sensor in that zone can be violated without affecting the ready light. The security system will not arm if the ready light is not on. If the power light is off, you have no AC power. Restore power if possible. If not, contact your installation company.
2. Press the [STAY] key. The bypass light will illuminate if any zone(s) is bypassed. The light(s) corresponding to the bypassed zone(s) will illuminate, alerting the user that a zone(s) may be unprotected and can be faulted without an alarm.



Example shows PARTIAL key being used to set the system to the PARTIAL Mode.

When you enter the protected area through one of the designated Entry/Exit doors, the code pad control will sound a solid continuous tone for the duration of the entry delay time, or until you enter a valid code. After entering a valid code the red armed light will go off and the tone will stop. The security system is now DISARMED. If a valid code is not entered before the end of the entry delay, an alarm will occur. (NOTE: If the red armed light is flashing during the entry delay, the alarm system has been activated in your absence. Leave the building immediately and call your alarm company and/or the police from a safe location.)



Example shows a User code of 1234 being used to Disarm the system from the ON or STAY Mode.

If you wish to bypass one or more zones, this must be done while the system is in the disarmed state. The following steps are used for bypassing zones. Once you have Bypassed the zone(s) you may Arm the system via the **ON** or **STAY** Mode. Any bypassed zone is automatically un-bypassed when the system is disarmed. **To manually un-bypass zones, perform the bypassing procedure on a zone that is already bypassed. The corresponding light for that zone will go off when un-bypassed.**

BYPASS

1

2

3

4

0

4

0

5

BYPASS

This example shows a user bypassing zones 4 and 5.

1. Press the **[BYPASS]** key.
2. Enter a user code. (The bypass light flashes.)
3. Enter a 2-digit zone indicating the zone you wish to bypass. (Example: Press the [0]-[4] key for zone 4, press [0]-[5] for zone 5.) The corresponding light for that zone will turn on when bypassed.
4. Press the **[BYPASS]** key again.

By pressing the **[BYPASS]** key, followed by the [0][0] key, then the **[BYPASS]** key again, all zones that are designated as group bypass zones will be bypassed. Now you can arm your system in either the [ON] or [STAY] mode. Once armed pressing the **[BYPASS]** key again will toggle the bypassed zones on and off.

BYPASS

1

2

3

4

0

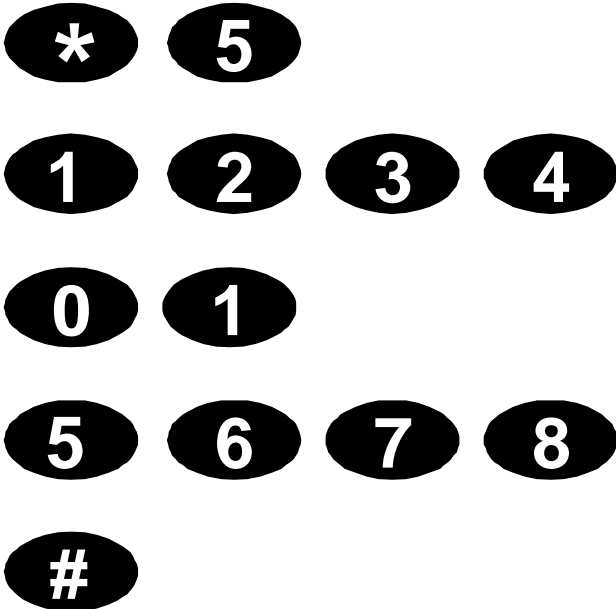
0

BYPASS

1. Press the **[BYPASS]** key.
2. Enter a user code. (The bypass light flashes.)
3. Press the [0]-[0] keys. The group bypass zone lights will turn on when bypassed.
4. Press the **[BYPASS]** key again.

CHANGING / ADDING USER CODES

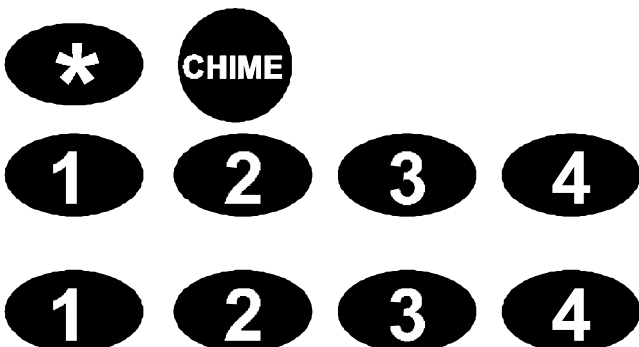
User Codes are 4 digits long and must all be different to each other. A master Code must be used to Change and Add user codes. The default master code is user code one [01] with a code of [1234]. Any user code can be assigned as a master code (See User Code Authorisation). Note the system must be disarmed before user codes can be changed or added.



Example shows user one [01] code change.

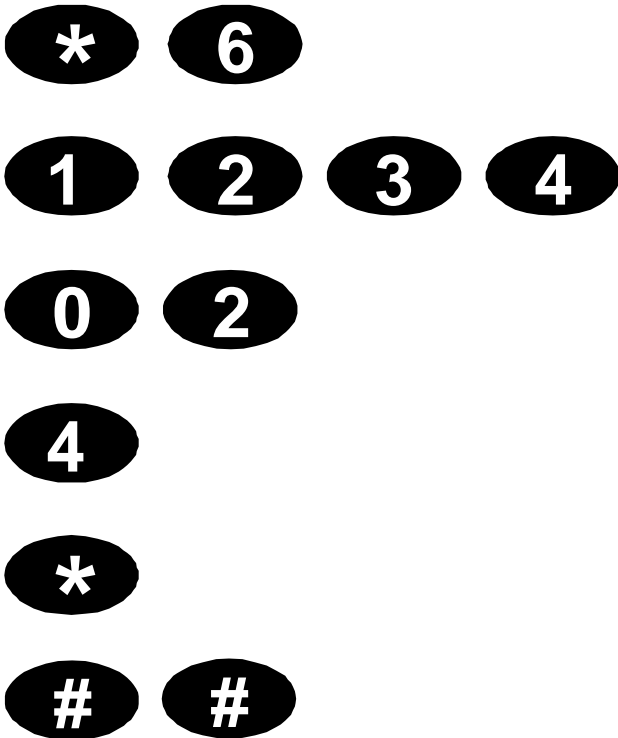
1. Enter function five [*5].
2. Enter an existing master code.
3. Enter the user code to add or change.
4. Enter the new four-digit user code. **Repeat steps 3 and 4 for additional user codes.**
5. Enter [#] when completed.

Walk test is used to test the functionality of your entire zones, and should be performed regularly. When in walk test mode the code chime sounder will sound each time a zone is activated, while each activated zone will display on the code pad for the duration of the walk test period. Once you have activated all zones we can exit the walk test mode. During walk test the system will not report to the control room.



1. Enter [*] [CHIME].
2. Enter a master code. The system is now in walk test mode.
3. Enter a master code to exit walk test. If no master code is entered walk test mode will automatically exit in 15 minutes.

Any User Code can be assigned a master code so that code can change or add other codes and have access to other functions available on this system.



Example shows user two [02] code change.

1. Enter function six [*6].
2. Enter an existing master code.
3. Enter the user code to have changed to a master code.
4. Enter the four-[4] key. **Repeat steps 3 and 4 for additional user codes.**
5. Enter [*] to save changes.
6. Enter [#][#] when completed.

The door chime is turned on or off by pressing the [CHIME] key while the system is in the disarmed state. If the chime is on, the chime light will be illuminated. If the chime is off, the chime light will be off. Each press of the [CHIME] key will toggle the chime feature on/off and produce a momentary ding-dong sound.

CHIME

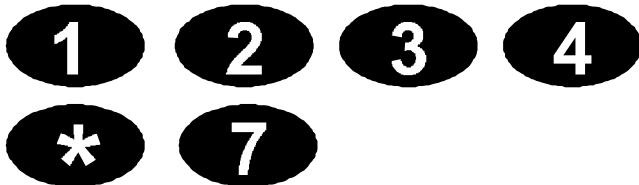
Press the [CHIME] key to turn on or turn off the chime feature.

Whenever an alarm activation occurs on you system all zones that were in alarm during that activation will be held in memory. The last alarm activation can be reviewed via the function listed below.



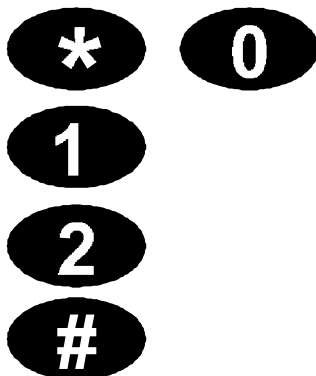
The ALARM MEMORY feature will flash those zones that created alarms and will light steady those zones that were bypassed during the last alarm.

To reset Smoke Detectors, Zone Troubles and Zone Tamper the Reset Latched Alarms function must be used. Note: If the code pad begins beeping, the reset did not execute properly. Enter your code to silence the code pad. Wait a few minutes and repeat the reset function to attempt another reset. If the code pad still beeps after repeated attempts, please contact your installer.



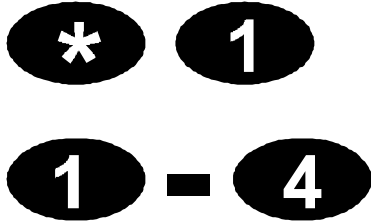
1. Enter you code to silence the code pad sounder.
2. Enter the reset function.

Each code pad can have its sounder tone frequency adjusted to your individual requirements. Follow the steps bellow to adjust the code pad sounder.



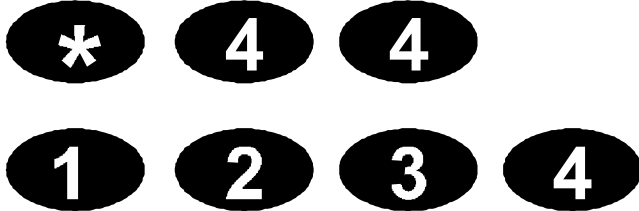
1. Enter [*] [0] to start the code pad tone adjustment. The code pad sounder will sound at the current set frequency.
2. Enter the one [1] key to raise the tone or the two [2] key to lower the tone.
3. Enter [#] to exit and save the selected code pad tone.

In a multi-area system it is possible to control more than one area from the one code pad by switching area views. To change the current code pad area view, follow the key sequence show below. Note that once an area view is accessed the code pad will revert to the default area view after 10 seconds unless a key is pressed, in which case it will only switch back 60 seconds from the last key press.



1. Enter [*] [1] to access the change area function.
2. Enter an area number from 1 through to 4 to select the area to view.

The system sirens and communicator should be tested regularly. The key sequence below is used to perform the siren and communicator test.



1. Enter keys [*] [4] [4] to initiate the test option
2. Enter the 4 digit user code to turn of the sirens.

The **service light** will be “on” if the security system requires service. If the *service light* is “on”, press the [*] key followed by the [2] key to determine the service condition. One or more zone lights will illuminate indicating what service(s) is required. Call your local Chubb Service Branch immediately for these problems. Below is a listing of what each light means in a service condition.



1. Enter keys [*] [2] and use the table below to identify the service condition.

1	<p>SYSTEM FAULT - Press the [1] key. The <i>zone light(s)</i> that is illuminated corresponds to the system fault(s) below:</p> <table border="1" style="width: 100%; border-collapse: collapse;"> <tr> <td style="width: 50%; padding: 5px;"> <p>1 Over Current Fault</p> <p>2 Siren Trouble</p> <p>3 Box Tamper</p> <p>4 Expander Power</p> </td> <td style="width: 50%; padding: 5px;"> <p>5 Expander Low Battery</p> <p>6 Expander Box Tamper</p> <p>7 Expander Trouble</p> <p>8 Reserved</p> </td> </tr> </table> <p>Note: Faults 1 & 2 are global in nature and will affect all areas of a multi-area system. Press the [#] key to return to the 1 of 8 <i>service lights</i>.</p>	<p>1 Over Current Fault</p> <p>2 Siren Trouble</p> <p>3 Box Tamper</p> <p>4 Expander Power</p>	<p>5 Expander Low Battery</p> <p>6 Expander Box Tamper</p> <p>7 Expander Trouble</p> <p>8 Reserved</p>
<p>1 Over Current Fault</p> <p>2 Siren Trouble</p> <p>3 Box Tamper</p> <p>4 Expander Power</p>	<p>5 Expander Low Battery</p> <p>6 Expander Box Tamper</p> <p>7 Expander Trouble</p> <p>8 Reserved</p>		
2	<p>ZONE TAMPER - Press the [2] key and the <i>zone light(s)</i> will illuminate showing the zone(s) that is tampered. Press the [#] key to return to the 1 of 8 <i>service lights</i>.</p>		
3	<p>ZONE LOW BATTERY - Press the [3] key. The <i>zone light(s)</i> will illuminate showing which zone(s) has a low battery. This only applies to wireless zones. Press the [#] key to return to the 1 of 8 <i>service lights</i>.</p>		
4	<p>ZONE LOSS OF SUPERVISION - Press the [4] key and the <i>zone light(s)</i> will illuminate showing which zone(s) has loss of supervision. This only applies to wireless zones. Press [#] key to return to the 1 of 8 <i>service lights</i>.</p>		
5	<p>ZONE TROUBLE - Press the [5] key and the <i>zone light(s)</i> will illuminate showing which zone(s) has a trouble condition. Press the [#] key to return to the 1 of 8 <i>service lights</i>.</p>		
6	<p>TELEPHONE LINE TROUBLE/LINE CUT - This light will illuminate when there is telephone line trouble or the telephone line has been cut. The <i>service light</i> will remain lit until the telephone trouble clears and a user code is entered. Note: This fault is global in nature and will affect all areas of a multi-area system.</p>		
7	<p>FAILURE TO COMMUNICATE - This light will illuminate when there is a failure to communicate between your system and the central station. Note: This fault is global in nature and will affect all areas of a multi-area system.</p>		
8	<p>LOSS OF SYSTEM TIME - This light will illuminate when there has been a loss of power and your system clock needs to be reset. Instructions are on page 15. Note: This fault is global in nature and will affect all areas of a multi-area system.</p>		
Exit	<p>To exit the Service Light Mode - press the [#] key.</p>		

Manufactured equipment is warranted to be free from defects in material and workmanship for a period of twenty four (24) months from the date of manufacture as indicated by the date stamp and/or serial number on the product.

Product warranty may be extended to 5 years (60 months) at the time of purchase by taking out a Chubb Maintenance Program covering the security system.

Defective units returned by the buyer at his own expense during this period will be repaired (or replaced at the option of the manufacturer) with an equivalent piece of re-manufactured and tested equipment.

The repaired or replaced equipment is then warranted for the balance of the initial warranty period or for thirty (30) days, whichever is longer.

The repair or replacement of the product during the warranty period will be without charge provided that the equipment had not been subjected to electrical or physical misuse or to unauthorised repair or modification.

The foregoing warranty is in lieu of all other warranties, express or implied, including, but not limited to, merchantability or fitness for a particular purpose.

The purchaser's exclusive remedy with respect to any and all losses or damages resulting from any cause whatsoever, shall be repair or replacement as specified above.

Manufacturer shall in no event be liable for any consequential or incidental damages, however occasioned, whether by negligence or otherwise.

No suit or action shall be brought against manufacturer more than one (1) year after the accrual of the cause of action therefore.

No agent, employee or representative of the Manufacturer nor any other person is authorised to modify this warranty in any respect, This warranty gives you specific legal rights and you may also have other rights which vary from State to State.

