



**NAPCO 725 SUB-ZONE
SECURITY ALARM
INSTRUCTION OPERATIONS**

**EACH OF THESE SYSTEMS ARE INDEPENDENTLY OPERATED,
THEREFORTH, THE SYSTEM MUST BE ARMED SEPARATELY FROM
EACH KEY PAD.**

Arming the System:

Before arming the system all zones must be closed and a **GREEN** status light must be steady. Upon arming the system you have ____ seconds to leave the building through the designated exit door.

1. Enter the 4-digit pass code.
2. The **GREEN** status light will turn **RED**
3. Leave the building
4. The system is armed

TROUBLE ARMING:

- A.** A open door/window will cause the system not to arm. The **GREEN** light will be flashing. Count the number of flashes to direct you to the offending zone. Correct the zone, and proceed to arm the system.
- B.** The keypad beeps is an indication that a zone(s) are violated. Enter the 4-digit pass code to cease the beeps. Correct the open zone and proceed to arm the system.

Arming with Shunted Zones:

This process should only be done as a temporarily solution to activate the system; shunted zones are *NOT* protected. The system should be checked as soon as possible to correct the trouble zone(s).

1. Count the number of flashes from the **GREEN** status light on the keypad to find the damaged zone.
2. Press the letter 'S' followed by the damaged zone number.
3. The **YELLOW** shunt light will appear advising you that a zone has been bypassed
4. Proceed to arm the system as normal
5. A **RED** and **YELLOW** light will remain on until the system is disarmed. When the system is disarmed the shunted zones are automatically reactivated.

**WE PROTECT THE THINGS YOU TREASURE
FBN SYSTEMS INC. CENTRAL STATION
(330) 239- 1229
Page 1 of 2**

Arm Only Code:

The digit '8' will turn the alarm system on, but will *NEVER* disarm! The arming procedure is the same as above just simplified to one digit. If this is the only code you have to arm the system, remember you cannot re-enter the building.

Disarming the System:

Upon entrance of the building you have ____ seconds to disarm the system. The keypad will alert you by a buzzing sound and the **RED** status light will be lit (if zones were shunted, a **YELLOW** light will appear also).

1. Enter the 4-digit pass code
2. Buzzing will cease
3. The **RED** &/or **YELLOW** light will turn off.
4. The system is now disarmed.

Alarm Occurrence:

A **RED** flashing light indicates that an alarm had occurred. To find the offending zone count the number of **RED** flashes by pressing down the '2' digit for 2-seconds. Note the damaged zone so it can be checked for damages. If sirens are sound enter the 4-digit pass code to turn them off.

Panic Buttons:

The panic feature is activated at ALL times even if the system is turned off. By pressing and holding down the '*' and '#' keys simultaneously will activate the panic feature. Sirens are sounded and a special stress signal is sent to the Central Station. This stress signal is never verified and the local authorities will be dispatched immediately.