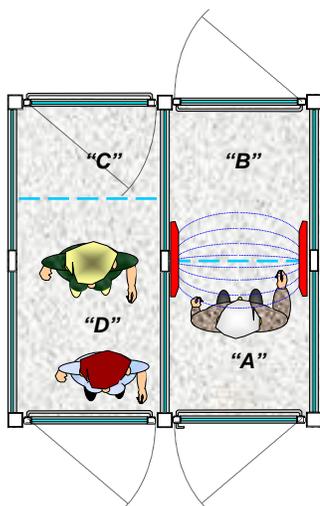# *Typical Weapons Control Scenario*

Normal Entry

☐ *If the system is not busy or occupied the user may enter the structure through the "A" door or outside entry door. Note: This door is always unlocked if the system is empty or occupied prior to entry into the facility.*

☐ *The user proceeds to walking through the Weapons Detector. The Detector scans for weapons, whose sensitivity is programmed at start-up. If no weapon is detected, a green prompt will light, the "A" door will lock and "B" door will unlock, allowing passage.*

☐ *If the user decides not to continue through the "B" interior entry lane door, he or she may turn around and leave through the "A" exterior entry door at any time.*

Weapon Detected During Entry

☐ *Enter the structure through the "A" door*

☐ *Walk though the Weapons Detector. If a weapon or large quantity of metal is detected, the red display will light and an alarm will sound.*

☐ *You may:*

☐ *Deposit metal object into the optional Inspection Tray (Requires a camera and monitor if visibility is encumbered) and step back through the Weapons Detector and try again, or*

☐ *Leave the Entry Lane through the unlocked "A" entry door, or*

☐ *Through an optional intercom, the user may request assistance from the operator who may in turn authorize an override and allow passage through the "B" interior door.*

Two Person Entry

☐ *The first person enters the "A" door and steps through the Weapons Detector followed by a second person. The interior "B" door will remain locked until the second person successfully passes through the weapons detector and is standing with the first person.*

☐ *If anyone remains in the "A" zone and does not pass through the detector, the "B" door will not allow entry.*

Normal Exit

☐ *If the Exit Lane is not in use, an optional green prompt will be lit, indicating free passage out of the system.*

☐ *Open the unlocked exit "C" door and walk towards the "D" Exit door. An optional interior green prompt will light allowing passage out of the "D" door.*

☐ *If the occupant needs to re-enter the building, they must re-enter through the Entry Lane.*

In Use Exit

☐ *If the system is occupied (C>D), the optional red prompt will be lit.*

☐ *If occupied, simply wait for the occupant to exit.*

☐ *If trouble prevents the Normal Exit process then the operator at the console can disable the locks through a switch mounted on the console.*

☐ *If the above actions are not possible, the user may press the emergency release switch, (optional), adjacent to the exit door. This switch will provide an immediate release of the locks. This action will also set a local alarm.*

Assistance Request

☐ *If a user requires assistance entering the building the System is provided with an Assistance Request Switch (mounted adjacent to the Entry Lane exterior "A" door). This button when pressed alerts administrative or security personnel to come to the aid of the requestor.*

☐ *An intercom is provided inside the portal to request assistance while inside the Entry Lane.*

Manual Override

All Weapons Control Systems can be provided with an optional key switch (mounted outside the Entry Lane "A" door). This switch is connected to the System's emergency relay such that when the key switch is activated, all doors will unlock. This function is designed to allow authorized persons to enter the building even if the Entry Lane lockdown button on the operator's console has inadvertently been left on.