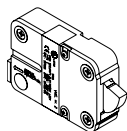
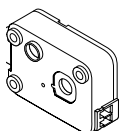


### MANAGER PROGRAMMING



Dual-handed  
Swing Bolt Lock



Dead Bolt  
Lock



3000 Entry  
(Swing Bolt  
Only)



3710 Entry  
(Swing Bolt  
Only)

#### SUGGESTED KEYPADS:



3715 Entry  
(Swing Bolt  
Only)



3035  
Entry



3750  
Entry



3190 Privat<sup>II</sup>  
(Optional)

### FEATURES

**MANAGER COMBINATION** (Factory set to 1-2-3-4-5-6)

- Add/Remove User
- Enable/Disable User

### USER COMBINATION

- Open Lock
- Change Combination

### WRONG TRY PENALTY

- Four (4) consecutive invalid combinations initiates five (5) minute delay period.

### LOW BATTERY WARNING

- Repeated LED flashing and beeping after opening indicates battery is low and needs immediate replacement.
- When battery level becomes too low to safely operate the lock, any key press will give a low battery warning, and the battery must be changed before the lock will operate.

### AUDIO AND VISUAL SIGNAL

- Double signal - two (2) LED flashes and two (2) beeps - indicates entry is valid or accepted.
- Triple signal - three (3) LED flashes and three (3) beeps - indicates invalid or not accepted.

### OPENING THE LOCK

1. Enter valid six (6) digit combination. The lock will signal a valid combination entry with a double signal.
2. Within four (4) seconds, turn the keypad to the open position (clock-wise) if using a dead bolt style lock, or turn the handle to the open position if

using a swing bolt style lock.

3. Pull door open.
4. Close the door, and check the locked status of the container with the handle of the boltworks.

- **Invalid Combination Entry** - Lock will signal three (3) times.
- **Security Considerations** - On safes using more than one lock the swing bolt must lock first.

### CHANGING MANAGER AND USER COMBINATIONS

#### ALWAYS PERFORM THIS OPERATION WITH THE DOOR OPEN

1. Enter "zero" six times.
2. Enter your existing six (6) digit combination one time.
3. Enter your **new** six (6) digit combination two times.
4. If a mistake is made wait thirty (30) seconds and repeat steps 1 - 3.
5. Test lock operation several times before closing the door.

- **Valid Combination** - Double signal after valid six (6) digit combination is entered.
- **Invalid Combination** - Triple signal indicates the old combination is still valid.

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**CAUTION:** When selecting a combination do not use birthday or other predictable data that could give correlation between the user and combination. Keep the combination secret.

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## **ADD USER (MANAGER ONLY)**

### ***ALWAYS PERFORM THIS OPERATION WITH THE DOOR OPEN***

1. Enter the Manager combination and **hold down last digit of combination** until the lock signals with two sets of double beeps.
  2. **Press 1.** Lock signals twice.
  3. Enter user combination twice. The lock signals twice after each valid entry.
  4. If a mistake is made wait thirty (30) seconds and repeat steps **1 - 3.**
- Valid Combination Entry - Double signal after valid six (6) digit combination is entered.
  - Invalid Combination Entry - Triple signal indicates the old combination is still valid.

## **DISABLE USER (MANAGER ONLY)**

### ***ALWAYS PERFORM THIS OPERATION WITH THE DOOR OPEN***

1. Enter the Manager combination and **hold down last digit of combination** until the lock signals with two sets of double beeps.
2. **Press 2.** Lock signals once.
3. User is temporarily disabled. (User combination is saved and will be valid if reinstated.)
4. If a mistake is made wait thirty (30) seconds and repeat steps 1 - 3.

## **REINSTATE USER (MANAGER ONLY)**

### ***ALWAYS PERFORM THIS OPERATION WITH THE DOOR OPEN***

1. Enter the Manager combination and **hold down last digit of combination** until the lock signals with two sets of double beeps.
2. **Press 1.** Lock signals once.
3. User is reinstated.
4. If a mistake is made wait thirty (30) seconds and repeat steps 1 - 3.

## **DELETE USER (MANAGER ONLY)**

### ***ALWAYS PERFORM THIS OPERATION WITH THE DOOR OPEN***

1. Enter Manager combination and **hold down last digit of combination** until the lock signals with two sets of double beeps.
2. **Press 3.** Lock signals once.
3. User and combination are removed from lock. (Add User feature is still available.)
4. If a mistake is made wait thirty (30) seconds and repeat steps **1 - 3.**

## **WRONG TRY PENALTY**

- Entry of four (4) consecutive invalid combinations starts a five (5) minute delay period.
  - LED flashes red at ten (10) second intervals.
- At the end of the delay period, two more consecutive invalid combinations will restart the five (5) minute delay period.

## **BATTERY LOW WARNING**

- Repeated LED flashing and beeping during an opening indicates that the battery is low and needs immediate replacement.
- Uses one (1) 9-Volt alkaline battery only. (Example: Duracell™ or Energizer™ alkaline batteries.) It is recommended that batteries be replaced at least once annually.
- **Lock contains a non-volatile memory; even with the batteries removed the lock will retain all programming.**

**For battery replacement instructions, see input unit's "User Operation" Guide.**

Mounting instructions available at [www.kaba-mas.com](http://www.kaba-mas.com).