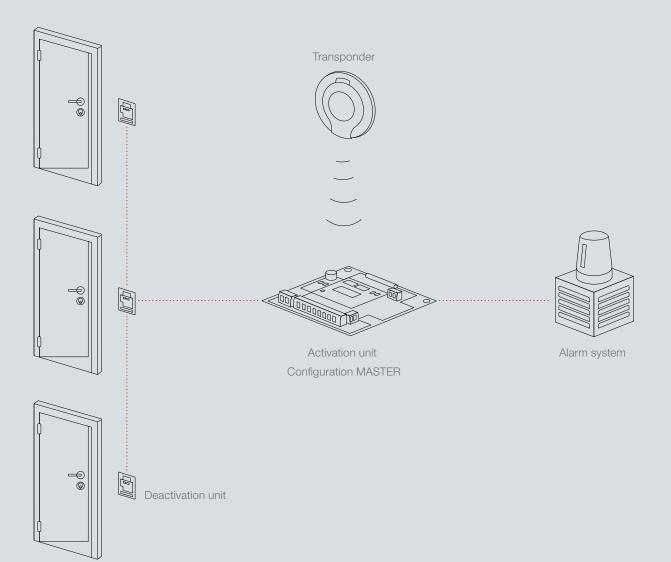




# MODE OF OPERATION VDS BLOCK LOCK

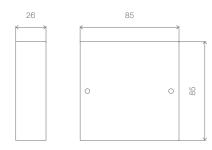


## VDS BLOCK LOCK 3066



G1

The block lock function enables users to arm and disarm alarm systems in compliance with VdS regulations using an authorised transponder in System 3060. The alarm system can only be armed if all doors within the security area are locked. As soon as the alarm system is armed, the secured doors can no longer be opened inadvertently (unavoidable). The doors can still be opened in an emergency, such as a fire.



#### Measurements indicated in mm

The block lock function is implemented, firstly, by activation units (a master plus additional slaves if required) controlled by transponders Deactivation units also prevent unintentional entry into the alarm-protected area as they deactivate locking cylinders or Smart Relays when armed, thus stopping doors from being opened.

#### **TECHNICAL SPECIFICATIONS**

- :: White ABS plastic housing
- Dimensions: 85 x 85 x 26 mm (H x W x D)
- :: Protection rating: VdS environmental class: II
- **W**dS no.: G101 160
- :: Operating voltage: 8 to 16 V DC
- :: Power consumption: < 30 mA
- Relay permanent current: max. 1 A; relay switch-on current: max. 1 A
- Relay switching current: max. 40 V AC; relay switching power: max. 30 W / 60 V A
- :: Cover contact normally open contact: 1 A / 30 V DC
- : Typical transponder read range in a VdS-compliant installation with separate antenna: about 2 cm
- :: Temperature range: -10 °C to +55 °C

### VDS BLOCK LOCK 3066

#### PRODUCT VERSIONS

Block lock activation unit as master with VdS approval up to Class C/SG6 with access control, time zone control and event logging	BS.SCHALT.VDS.M
Block lock activation unit as slave with VdS approval up to Class C/SG6 with access control, time zone control and event logging	BS.SCHALT.VDS.S
Block lock deactivation unit as slave with VdS approval up to Class C/SG6	BS.DEAK.VDS
Version with separate antenna	.AV
Aluminium sleeve for separate antenna, reduces the read range of separate antenna to 2 cm	BV10.010500