

ENFORCER®
SK-1322-SPQ
Weatherproof
Keypad with
Proximity
Reader



ENFORCER SK-1322-SPQ Weatherproof Keypad with Proximity Reader Installation Guide

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ENFORCER SK-1322-SPQ Weatherproof Keypad with Proximity Reader



Product Information

Specifications

- **Operating voltage:** 12~24 VAC/VDC
- **Current draw:** 64mA@12VDC (Standby), 92mA@12VDC (1 Relay active), 120mA@12VDC (2 Relays active)
- **Relay Outputs:** 1A@30VDC, Form C, NO/NC/COM
- **Egress:** N.O. Ground, N.C. Ground Optical
- **Keypad LED life:** 60,000 hours (over 6.8 years)
- **Proximity reader:** 125kHz, Distance: 2' (5cm)
- **Operating temperature:** 9 oz (240g)

Product Usage Instructions

Installation

1. Ensure the power is disconnected before servicing the keypad.

2. Mount the keypad at least 5' (15m) from mechanically operated doors or gates to prevent accidents.
3. Properly ground the keypad using a minimum 22AWG wire connected to the uninsulated chassis ground wire.
4. All wiring and programming should be done by a professional installer to reduce the risk of improper installation.

Basic Keypad Functions

- The keypad includes a tamper alarm, a backlit keypad for night use, and supports up to 1,010 users. Refer to the manual for basic functions.

Optical Tamper

- The optical tamper on the rear triggers an alarm if light is detected. for details on programming the optical tamper.

FAQ

Q: How many users does the keypad support?

A: The keypad supports up to 1,010 users.

Q: What is the distance range of the proximity reader?

A: The proximity reader has a distance range of 2' (5cm).

Q: How long is the LED life on the keypad?

A: The LED life is rated for 60,000 hours (over 6.8 years).

- ENFORCER SK-1322-SPQ Weatherproof Keypad with Proximity Reader is a dual-output access control keypad that supports up to 1,010 users and can be mounted in a standard single-gang back box.
- It includes a tamper alarm and a backlit keypad for ease of use at night or in dark areas.
- 12~24 VAC/VDC operation
- 1,010 User codes
- 2 Form C relays, each rated 1A@30VDC
- Each relay output time is programmable from 1~99 seconds or toggle
- Output #2 can be programmed for use with a doorbell
- 2 Egress inputs for exiting the premises without keying in the code
- Backlit keys for easy nighttime use
- Can be mounted to a single-gang back box
- Door sensor input for anti-tailgating operation
- All features are programmed directly from the keypad – no need for an external programmer
- EEPROM memory protects programmed information in case of power loss
- Optical tamper for added security
- The circuitry is fully sealed with epoxy for outdoor use
- IP65 weatherproof rating, ABS plastic housing

- Built-in proximity card reader

Parts List

- **1x** Keypad
- **4x** Mounting screws
- **1x** Security screw
- **1x** Mounting template
- **2x** Diodes
- **1x** Manual
- **4x** Screw anchors
- **1x** Star wrench
- **2x** Metal oxide varistors (MOV)

Specifications

Operating voltage		12~24 VAC/VDC
Curre nt dra w	Standby	64mA@12VDC
	1 Relay active	92mA@12VDC
	2 Relays active	120mA@12VDC
Relay Outpu ts	Output #1	1A@30VDC, Form C, NO/NC/COM
	Output #2	
Egres s input s	Input #1	N.O. Ground
	Input #2	
Door sensor input		N.C. Ground
Tamper sensor		Optical
Keypad LED life		60,000 hours (over 6.8 years)
Proximity reader	Frequ ency	125kHz
	Distan ce	2' (5cm)
Operating temperature		-4°~122° F (-20°~50° C)
Dimensions		215/16"x41/2"x7/8" (75x115x22 mm)
Weight		9-oz (240g)

Accessories

- **PR-K1K1-AQ**
 - Proximity key fobs (sold in packs of 10)

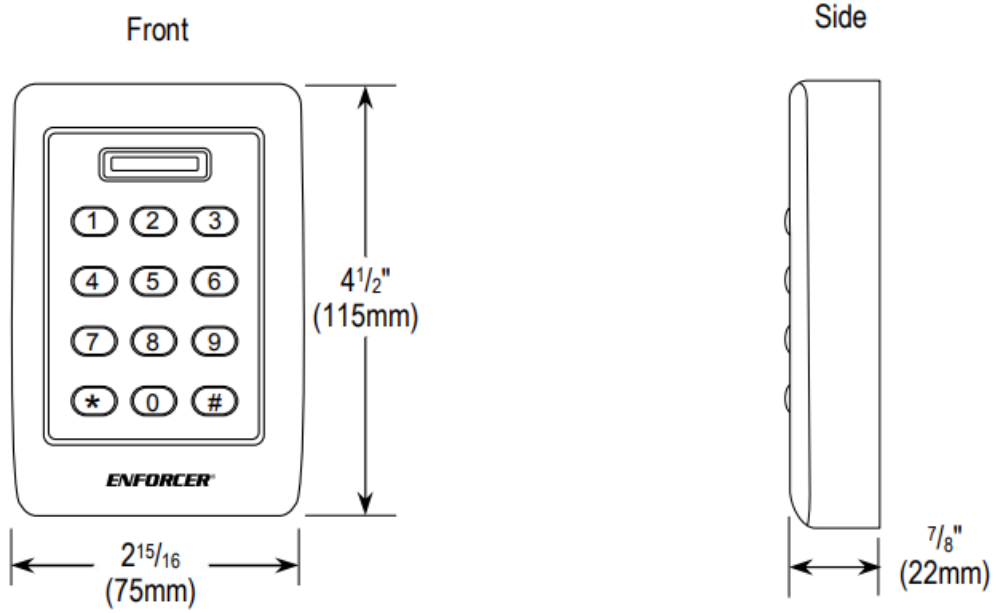


- **PR-K1S1-A**

- Proximity key card (sold in packs of 10)



Overview



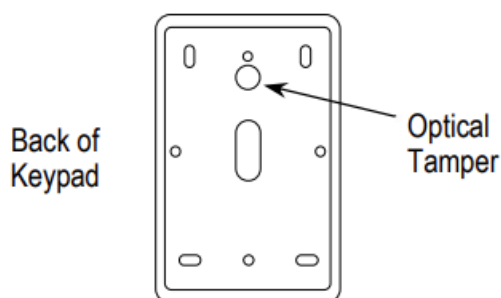
LED & Audible Indicators

LED Bar	Keypad Status
Blue	Power ON
Green (Yellow Green)	Programming mode
Dark Green	Waiting to program code/card (code+code access mode)
Red	Code/card already present
Cyan	Relay 1 activated
Magenta	Relay 2 activated
Green	Restoring factory defaults
Green flashing	Waiting for code/card entry (card+code access mode)
OFF	Power OFF / Clearing user codes

Audible Tones	Keypad Status
1 Long tone	Confirmation
1 Short tone	Key press
2 Short tones	Invalid entry
3 Short tones	User code/card denied
Constant short tones	Alarm triggered
No tone when the key is pressed	Wrong code lockout

Optical Tamper

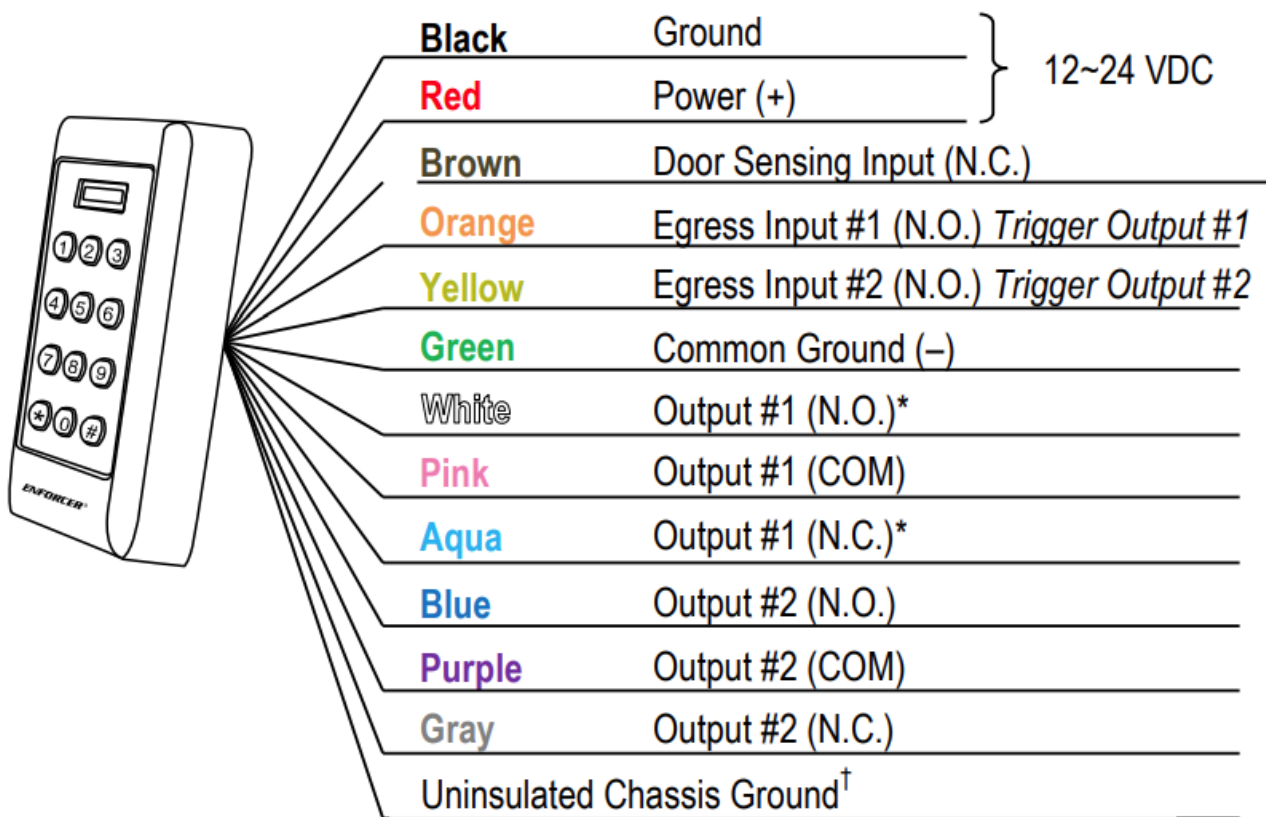
- There is an optical tamper on the rear of each unit. If the sensor detects light, the tamper alarm will sound.
- For information on how to program the optical tamper, please Programming the Optical Tamper.



Important Notes

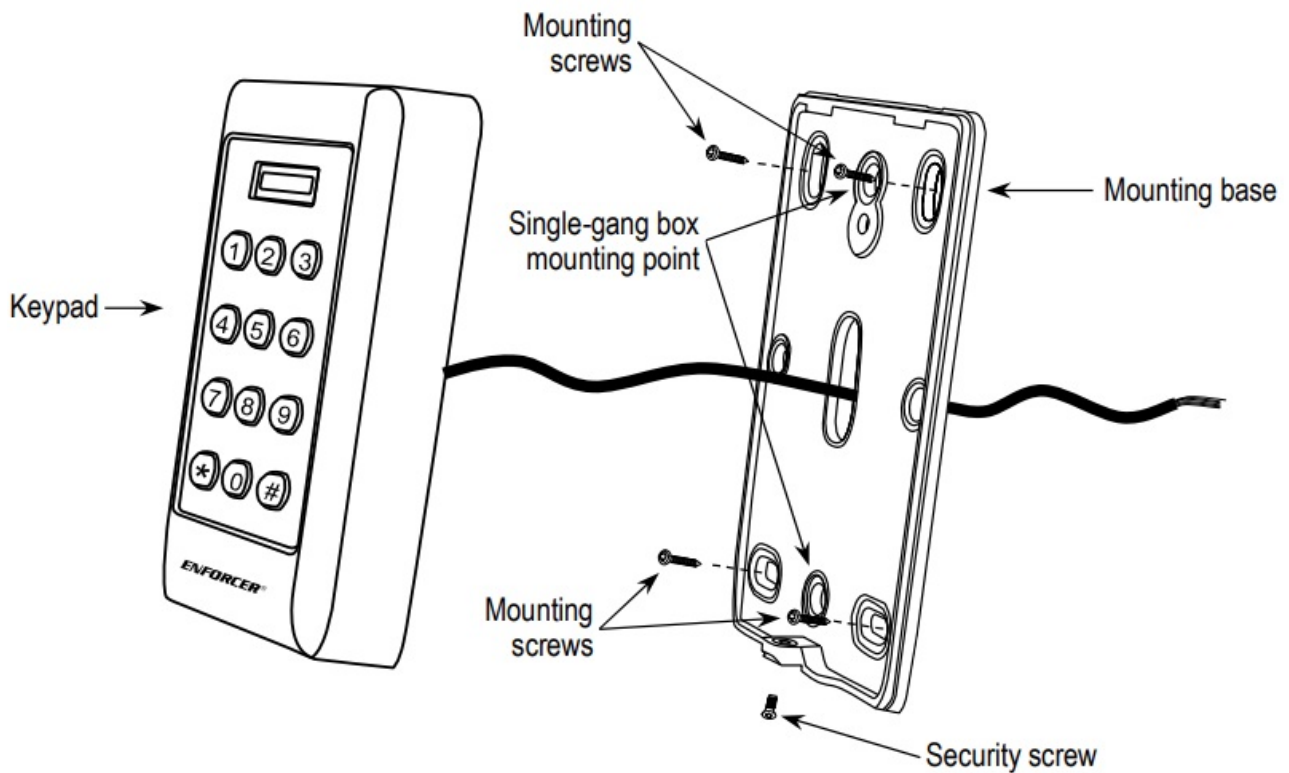
- IF USING THE KEYPAD WITH A MECHANICALLY OPERATED DOOR OR GATE, MOUNT THE KEYPAD AT LEAST 5' (15m) FROM THE DOOR OR GATE TO PREVENT USERS FROM BEING CRUSHED OR PINNED.
- FAILURE TO DO SO MAY RESULT IN SERIOUS INJURY OR DEATH.
- Always disconnect the power before servicing the keypad.
- The keypad must be properly grounded. Use a minimum 22AWG wire connected to the uninsulated chassis ground wire. Failure to do so may damage the keypad.
- All wiring and programming should be done by a professional installer to reduce the risk of improper installation.
- Basic keypad functions are located on pg. 16 of this manual. Be sure to store this manual in a safe place for future reference.
- If using VAC, use the green common ground wire for all sensor inputs.

Wiring Diagram



- **Important:** See for instructions on using the included diode/varistor.
- **Chassis Ground:** Connect a continuous wire from the uninsulated chassis ground wire to a grounding point to avoid damage from static discharge.
- A good grounding point could include a grounded metal conduit, a cold-water pipe, or a grounding rod. Use 18AWG wire for earth ground for best results. The wire used must be at least 22AWG.

Installation

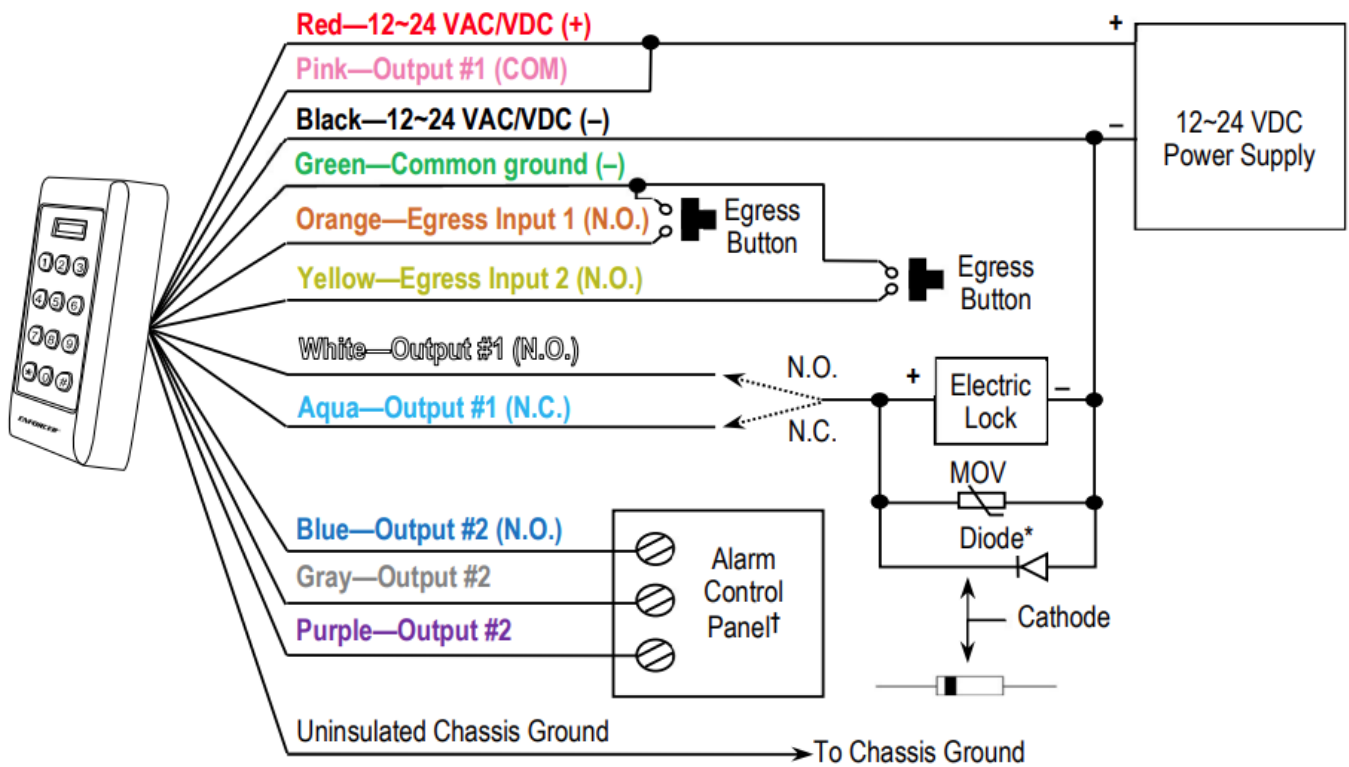


1. Find a suitable location to mount the keypad. Do not install where it will be too high or too low for most users to operate the keypad.
2. Using the included star wrench, unscrew the security screw located on the bottom of the keypad's mounting base.
3. Carefully remove the keypad from the mounting base.
4. Drill holes in the 4 designated mounting points located on the mounting base. If needed, use the included mounting template.
5. Using the 4 included mounting screws, secure the mounting base to a wall or other mounting surface. If mounting to brick or drywall, it may be necessary to use the included screw anchors.
6. If the installation is using surface wiring, mount the keypad to a single-gang box using the 2 single-gang box mounting points.
7. Connect each of the wires that will be used to operate the keypad according to the wiring diagram below. Be sure to carefully check whether a diode or MOV is needed for your installation.
8. Reattach the keypad to the mounting base.
9. Use the included star wrench to tighten the security screw and secure the keypad to the base.

Sample Wiring and Applications

Connection to Lock Device and Alarm System Arm/Disarm Control

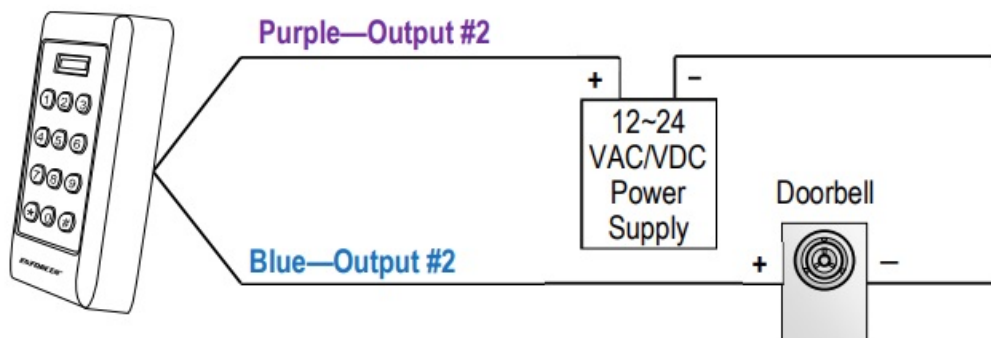
NOTE: Sample applications are based on VDC power supplies.



- To protect the relay, you must install the enclosed diode—with the cathode (striped end) toward the positive side—for DC-powered locks OR install the varistor (MOV) for AC-powered locks and for electromagnetic locks unless your lock has a diode/MOV built in (all SECO-LARM electromagnetic locks have built-in protection). A second diode and MOV are included for output 2 in case it may also be connected to a second lock.
- Failure to use these as directed will void the warranty.
- Output #2 controls the arm/disarm of the alarm control panel. Consult the alarm control panel manual for more information.

Connecting to a Doorbell

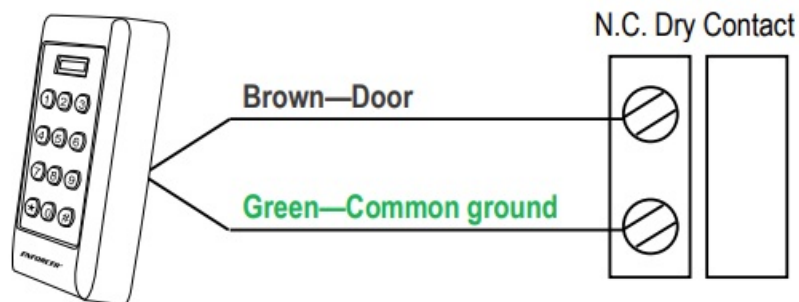
- If the keypad is connected to a doorbell, press * to activate the doorbell. The doorbell output lasts as long as the button is pressed. For instructions on programming the keypad for a doorbell, see pg. 13, Programming the Output #2 Function.



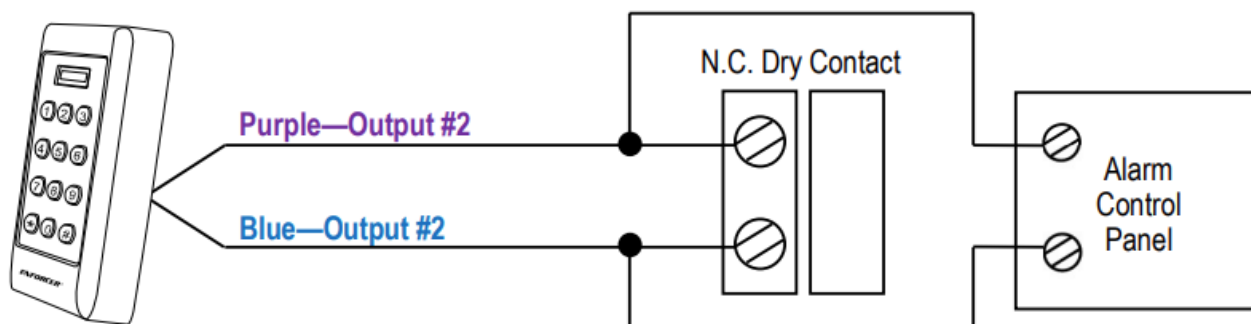
Door Sensing

- The door sensing input is used for anti-tailgating.
- When used with an N.C. magnetic contact the relay will de-energize one second after the door has been closed.

- This will bypass any existing relay timing.



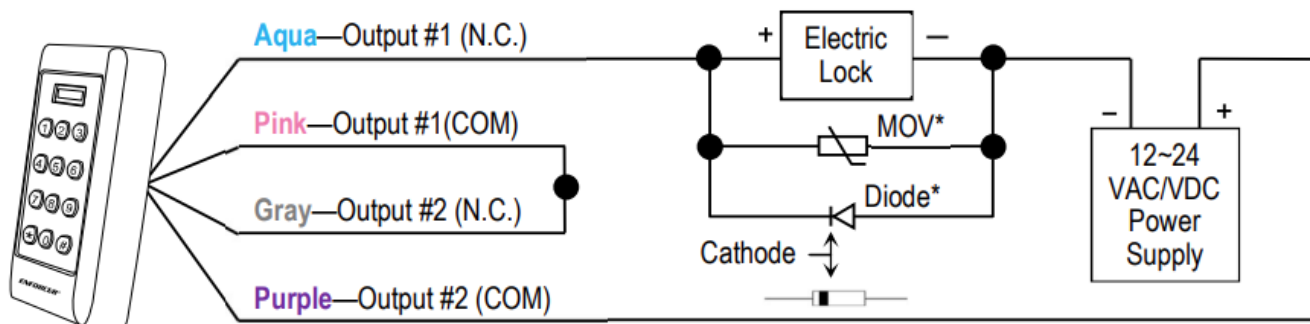
Shunting an Alarm N.C. Zone



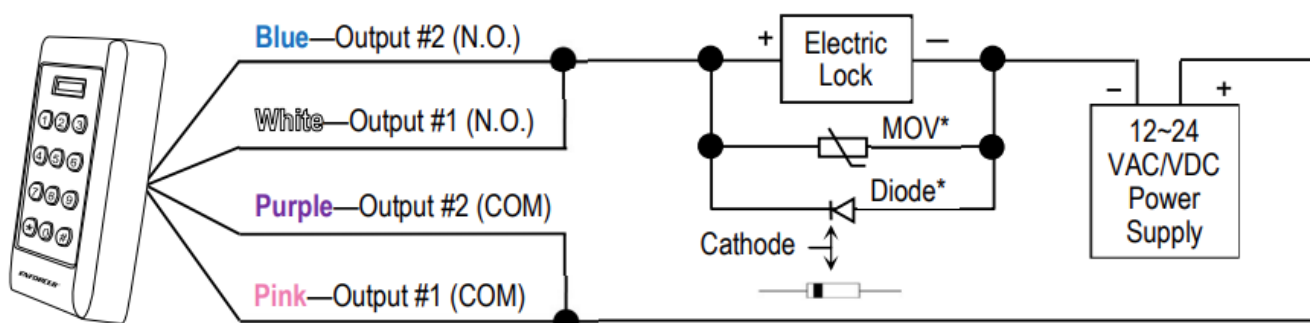
Door-Hold-Open Code

Output #1 and Output #2 can be wired together in such a way that electric lock devices remain unlocked as long as Output #2 is activated.

For N.C. Locking Devices



For N.O. Locking Devices



Connect the included diode—with the cathode (striped end) toward the positive side—for DC-powered locks OR the metal oxide varistor (MOV) for AC-powered locks and for electromagnetic locks unless your lock has a diode/MOV built in (all SECO-LARM electromagnetic locks have built-in protection). Failure to use these as directed will void the warranty. for details.

User Control Chart

Output #1: Toggle / Timed (____ sec.) Programmed for _____

User ID	Username	Access Code	User ID	Username	Access Code

User ID	Username	Access Code	User ID	Username	Access Code

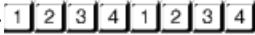
Output #2: Toggle / Timed (____ sec.) Programmed for _____

User ID	Username	Access Code	User ID	Username	Access Code

NOTE: Copy these two pages to keep records of your installations.

Programming Instructions

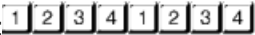
1. Codes are programmed to be 2~6 digits in length. All codes must be the same length.


2. Before inputting any of the following, enter Programming Mode by entering the Master Code twice. The default Master Code is 1234.
 - To enter Programming Mode, enter 
3. To exit Programming Mode, press the key*.
4. The keypad will exit Programming Mode if no keys are pressed for 30 seconds.

Programming Tips

- Program a new Master Code immediately.
- Take note of the keypad status LED—
- **Blue LED:** Standby Mode
- **Light Green LED:** Programming Mode
- **Dark Green LED:** Awaiting code/card entry
- If you are unsure of which mode the keypad is in, press * until the right LED is green. The keypad is now in Standby Mode. Enter the master code twice to return to Programming Mode.

First-Time Keypad Use

- Take these steps when programming the keypad for the first time.
- **A. Enter Programming Mode**
 - Enter: 
- **B. Program Code Length**
- **NOTE:** To keep the default 4-digit code length, skip to step C. Program the Master Code.
- **WARNING:** After a new code length is programmed, all user codes will be deleted, and the master code will be reset.

1. Enter Programming Mode by entering the Master Code twice. (Default Master Code is 1234).
2. Enter 
3. Enter the desired code length. This must be a number from 2~6.
4. Exit Programming Mode by pressing*.

NOTE: The Master Code will reset depending on the programmed code length.

These will be the new Master Codes after the code length is reset:

Code Length	New Master Code
2 digits	12
3 digits	123
4 digits	1234

Code Length	New Master Code
5 digits	12345
6 digits	123456

Program the Master Code

1. Enter Programming Mode by entering the Master Code twice. (Default Master Code is 1234).
2. Enter
3. Enter the new Master Code twice. The Master Code may not be the same as a user code.
 - **EXAMPLE:** If the desired new Master Code is 4321, enter:
4. Exit programming mode by pressing #

D. Program the Master Card

In addition to a Master Code, a Master Card can also be programmed. Swiping a Master Card will give direct access to Programming Mode.

1. Enter Programming Mode by entering the Master Code twice. (Default Master Code is 1234)
2. On the keypad, enter
3. If the LED is solid dark green, a Master card is already programmed. Clear it by entering **. The keypad will beep in confirmation and the LED will start flashing green.
4. Swipe a proximity card (PR-K1S1A or similar). This card is now the Master Card.
5. Exit Programming Mode by pressing #.

E. Setting the Output #1 Access Mode

Default: User card OR User Code

1. Enter Programming Mode by entering the Master Code twice.
2. Enter
3. Enter one of the following.

User Card ONLY
 Either user card OR user code (Default)
 User card AND user code

- **NOTE:** Deleting all users is recommended before changing the access mode to the user card with the user code.
 - Deleting All Users.
4. Exit Programming Mode by pressing #

Programming Output #1

Each Output #1 user can be programmed to have a user code, a user card, or both a user code and a card.*

NOTE: For all the following programming functions, the keypad must be in Programming Mode. To enter Programming Mode, enter the Master Code twice.

A. Programming User Codes

1. Enter a user ID number. (0 0 0 to 9 9 9)
2. If the LED is red, previous user data exists. Clear it by entering **. The keypad will beep in confirmation and the LED will turn green.
3. Enter a new user code.
4. To program the next user, repeat from step 1 in sections A, B, or C.
5. Exit Programming Mode by pressing #.

B. Programming User Cards

1. Enter a user ID number. (0 0 0 to 9 9 9)
2. If the LED is red, previous user data exists. Clear it by entering **. The keypad will beep in confirmation and the LED will turn green.
3. Swipe a new user card.
4. Return to Programming mode by pressing #
5. To program the next user, repeat from step 1 in sections A, B, or C.
6. Exit Programming Mode by pressing # again.

C. Programming Both User Codes and Cards

1. Enter a user ID number. (0 0 0 to 9 9 9)
2. If the LED is red, previous user data exists. Clear it by entering **. The keypad will beep in confirmation and the LED will turn green.
3. Swipe a new user card.
4. Enter a new user code.
5. To program the next user, repeat from step 1 in sections A, B, or C.
6. Exit Programming Mode by pressing #.

Programming Output #2

Each Output #2 user may only have a user code OR a user card programmed.

NOTE: For all the following programming functions, the keypad must be in Programming Mode. To enter Programming Mode, enter the Master Code twice.

A. Programming an Output #2 User Code

1. Enter * 4
2. Enter a user ID number. (0 0 to 0 9)
3. If the LED is red, previous user data exists. Clear it by entering **. The keypad will beep in confirmation and the

LED will turn green.

4. Enter a new user code.
5. To program the next user, repeat from step 2 in section A or B.
6. Return to Programming Mode by pressing #.
7. Exit Programming Mode by pressing again.

B. Programming an Output #2 User Card

1. Enter .
2. Enter a user ID number (to .
3. If the LED is red, previous user data exists. Clear it by entering **. The keypad will beep in confirmation and the LED will turn green.
4. Swipe a new user card.
5. To program the next user, repeat from step 2 in section A or B.
6. Return to Programming Mode by pressing #.
7. Exit Programming Mode by pressing # again.

Deleting or Changing Users and Cards

Deleting or Changing the Master Card

Step 1

Enter:

Step 2

Delete the existing Master Card by entering:

Step 3

Swipe a new Master Card or

Exit Programming Mode by entering .

Deleting or Changing an Output #1 User

Step 1

Enter a user ID number:

to

Step 2

Delete the existing Master Card by

entering:

Step 3

Swipe a new Master Card

or

Enter a new user code

or

Return to Programming Mode by entering .

NOTES

- This option deletes Output #1 users one at a time.
- To delete all users, see pg. 14. *Deleting All Users*.

Deleting or Changing an Output #2 User

Step 1

Enter:

Step 2

Enter a user ID number:

to

Step 3

Delete existing user by entering:

Step 4

Swipe a new user card

or

Enter a new user code

or

Return to Programming Mode by entering .

NOTES

- This option deletes Output #2 users one at a time.
- To delete all users, see pg. 14. *Deleting All Users*.

Additional Programming

Programming the Output #1 Timer

Default: 1 Second

Step 1

Enter:

Step 2

For toggle mode, enter:

or

For timed output, enter:

to

NOTE: 01 to 99 is the number of seconds Output #1 will activate.

Programming the Output #2 Function

Output #2 can be activated via or through user codes. Use the following steps to program its function.

Default: User codes

Step 1

Enter:

Step 2

For user codes, enter:

or

For doorbell, enter:

NOTE: When Output #2 is programmed for the doorbell, press to activate the doorbell. Doorbell output lasts for the time the button is held.

Programming the Output #2 Timer

Default: 1 Second

Step 1

Enter

Step 2

For toggle mode, enter:

or

For timed output, enter:

to

NOTE: 01 to 99 is the number of seconds Output #2 will activate.

Programming the Optical Tamper

Default: OFF

Step 1

Enter:

Step 2

To turn optical tamper OFF,

enter:

or

To turn optical tamper ON, enter:

Resetting the Keypad

NOTE: Resetting the keypad will cause some or all programmed data to be lost. Do not perform either of these steps unless it is necessary.

Deleting all users

- Enter
- **IMPORTANT:** Once the key entry is made, all user codes and user cards will be deleted, and the keypad will return to Programming Mode. The Master Code and all other programming settings will remain the same.
- To restore factory settings, see Restore Factory Settings below.

Restore Factory Settings

- Enter
- **IMPORTANT:** Once a key entry is made, the keypad will return to factory default settings. No user information will be retained, and the Master Code will be 1234. Output #1 Access Mode will be set to user codes or user cards.

Manually Resetting the Master Code

- If the Master Code has been forgotten or does not work, the following steps can be taken to reset the Master

Code:

1. Disconnect power from the keypad.
2. Hold down the# key.
3. While holding the# key, reconnect the power.
4. After 3 seconds, the keypad will beep to confirm a successful reset.

NOTES:

- Manually resetting the Master Code only resets the Master Code. It will not affect the Master Card, User Code, or any other saved data. To delete the Master Card, see pg. 12, Deleting or Changing the Master Card.
- The Master Code will reset depending on the programmed code length.

These will be the new Master Codes after the code length is reset:

Code Length	New Master Code
2 digits	12
3 digits	123
4 digits	1234

Code Length	New Master Code
5 digits	12345
6 digits	123456

Factory Defaults

Code Length	4 digits
Master Code	1234
Output #1 Access Mode	User codes <u>OR</u> user cards
Output #1 User Codes	None
Output #2 User Codes	None
Output #1 Timer	1 second
Output #2 Timer	1 second
Output #2 Function	User codes
Tamper Alarm	OFF

Using the Keypad

For programming instructions, Programming Instructions.

Entering a User Code

- To activate either Output #1 or Output #2, enter the user code directly into the keypad.
- Do not enter the user ID number. The user ID number is only used during Programming Mode.
- **EXAMPLE:** If a user code for Output #1 is **4321**, enter **4321** to trigger Output #1.

Using a User Card

- To activate either Output #1 or Output #2 with a user card, hold the user card in front of the keypad. The keypad will beep once the user card has been read.

Wrong Code Lockout

- If a wrong code is entered or an invalid card is swiped 5 consecutive times, the keypad will go into lockout for 1 minute. During this time, no codes can be entered and no cards can be swiped.
- Pushing buttons or swiping cards during lockout will extend the lockout time.

Troubleshooting












The keypad will not accept user codes or user cards	<ul style="list-style-type: none"> Make sure the Output #1 Access Mode is programmed to accept user codes. (See pg. 11, <i>Setting the Output #1 Access Mode</i>) If an incorrect card or code has been entered, the keypad may be in Wrong Code Lockout. Wait 1 minute. (See pg. 15, <i>Wrong Code Lockout</i>)
The keypad will not program new user codes or user cards	<ul style="list-style-type: none"> Before inputting new code or card, check the LED. If it is red, previous user data exists. Press [*][*] to delete.
The keypad will not program a new Master Card	<ul style="list-style-type: none"> Before inputting new code or card, check the left LED. If it is red, previous user data exists. Press [*][*] to delete.
Programming option will not work	<ul style="list-style-type: none"> Before inputting new code or card, check the LED. If it is solid green, a Master Card is already programmed. Press to delete.
Output #2 will not activate	<ul style="list-style-type: none"> It is likely the keypad is not in the correct mode. Press [#] until the LED turns Blue to put the keypad in Standby Mode. Enter Programming Mode and begin again.
Egress input is not working	<ul style="list-style-type: none"> Check that the egress device is wired correctly. (See pg. 4, <i>Wiring Diagram</i>)
Relay output will not stop	<ul style="list-style-type: none"> Make sure that the output is not set for toggle mode. (See pg. 13, <i>Programming the Output #1 Timer</i> and <i>Programming the Output #2 Timer</i>)


Quick Reference Guide

NOTE: For complete programming instructions, please see Programming Instructions.

Operation Function	Action
Enter an Output #1 user code	Directly enter on the keypad
Enter an Output #2 user code	Directly enter on the keypad
Ring doorbell	Press#(if programmed)
Enter Programming Mode	Enter the master code twice
Exit Programming Mode	Press#
Reset or restore the keypad	Please see the full instructions on
Program the proximity reader	Please see the full instructions on

The following functions are performed after entering Programming Mode.

Operation Function	Step 1	Step 2	Step 3
Change the master code	Enter  3	Enter the new Master Code twice	
Program a new Output #1 user code	Enter a 3-digit user ID (from 000~999)	Enter a user code.	
Program a new Output #2 user code*	Enter  4	Enter a 2-digit user ID (from 00~09)	Enter a new user code.
Deleting an Output #1 user*	Enter a 3-digit user ID (from 000~999)	Enter  	
Deleting an Output #2 user*	Enter  4	Enter a 2-digit user ID (from 00~09)	Enter  
Set Output #1 timer	Enter  1	Enter number of seconds (from 00~99)	
Set Output #2 timer	Enter  5	Enter number of seconds (from 00~99)	
Set Output #2 function	Enter  2	Enter: 01 for user codes 02 for doorbell	
Set tamper alarm	Enter  6	Enter: 01 for OFF 02 for ON	

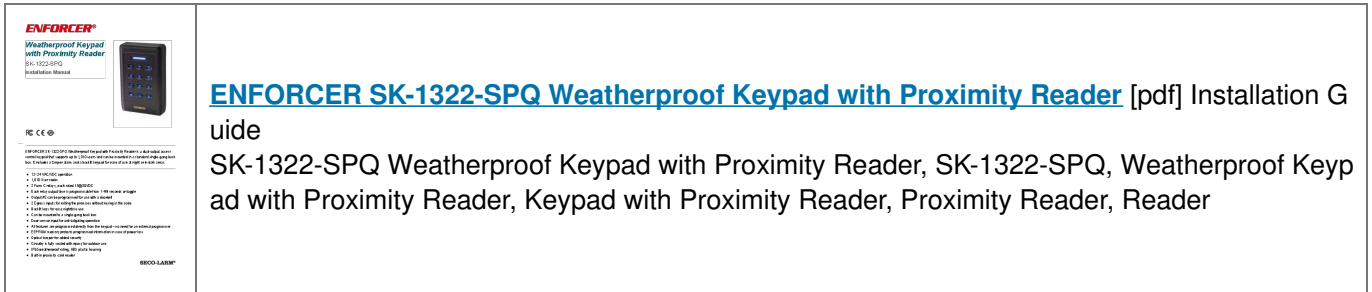
*After programming these functions, press  to return to Programming Mode.

- **IMPORTANT WARNING:** For a weather-resistant installation, ensure that the unit is installed in a waterproof back box and that the faceplate and faceplate screws are properly sealed.
- Incorrect mounting may lead to exposure to rain or moisture inside which could cause a dangerous electric shock, damage the device, and void the warranty. Users and installers are responsible for ensuring that this product is properly installed and sealed.
- **IMPORTANT:** Users and installers of this product are responsible for ensuring that the installation and configuration of this product comply with all national, state, and local laws and codes.
- SECO-LARM will not be held responsible for the use of this product in violation of any current laws or codes.
- **California Proposition 65 Warning:** These products may contain chemicals which are known to the State of California to cause cancer and birth defects or other reproductive harm.
- For more information, go to www.P65Warnings.ca.gov.

WARRANTY

- This SECO-LARM product is warranted against defects in material and workmanship while used in normal service for one (1) year from the date of sale to the original customer.
- SECO-LARM's obligation is limited to the repair or replacement of any defective part if the unit is returned, transportation prepaid, to SECO-LARM.
- This Warranty is void if the damage is caused by or attributed to acts of God, physical or electrical misuse or abuse, neglect, repair or alteration, improper or abnormal usage, or faulty installation, or if, for any other reason, SECO-LARM determines that such equipment is not operating properly as a result of causes other than defects in material and workmanship.
- The sole obligation of SECO-LARM and the purchaser's exclusive remedy shall be limited to the replacement or repair only, at SECO-LARM's option.

- In no event shall SECO-LARM be liable for any special, collateral, or consequential personal or property damage of any kind to the purchaser or anyone else.
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