GUARD TOUR

OVERVIEW

The Guard Tour feature provides the ability to define a specific route, or tour, for a guard to traverse with required check-ins at predetermined Tour Stations within a specified time interval. Guard Tour uses a real-time system to ensure a quick response if the guard is compromised or incapacitated by alerting the operator or guard at the PC to the first sign of a problem.

Guard Tour is initiated at the PC when the guard is ready to begin rounds. The guard must check-in at the predefined Tour Stations using the access system hardware in the order and time specified by Guard Tour. Check-in at each station is recorded and logged as the guard progresses. Early or late arrival at the Tour Station alerts the PC operator with an audible tone as an exception.

If the guard fails to check-in or is late to a Tour Station, an alarm message appears at the PC with the associated Tour Station. Along with the "Failed to Check-In" alarm, an optional user defined response plan (Action Message) may be displayed for the operator or security personnel to follow.

To create a Guard Tour, the user defines a Tour in the DataBase. Workstation can start or stop the Tour at any time. There are 999 possible Guard Tour definitions with each Tour having up to 99 Tour Stations. Each Tour Station is a physical location requiring an action by the guard. The guard may be required to use a Card or PIN (with or without entry), or to turn a maintained key switch. The action can be one of 13 different events and may use any combination of events in the same Tour.

Tour Station Event Types

Access Granted
Access Granted Passback Violation
Access Denied Code
Access Denied PIN
Access Denied Time Zone
Access Denied Level
Access Denied Facility
Access Denied Code Timer
Access Denied Anti-Passback
Input Alarm
Input Alarm Restoral
Input Abnormal
Input Normal