



Bulldog^{GTO} PEDESTRIAN GATE LOCK

Installation Manual

Thank you for purchasing the GTO Bulldog Pedestrian Gate Lock. Be sure to read the directions carefully and completely.

Features

- One year* of operation with 4 x AA alkaline batteries (no transformer or solar panel is required)
- Accepts either standard alkaline or rechargeable batteries
- Built-in charger circuit for rechargeable batteries (must use with transformer or solar panel)
- Accepts door bell push button for easy exit from inside property
- Up to 25 programmable entry codes (permanent and temporary codes)
- Temporary codes can be programmed to automatically expire (1 to 7 days)
- Daylight sensor that automatically turns on backlight when button is pressed in low light conditions
- Automatically disables the unit after 20 key presses for 40 seconds to discourage unauthorized entry
- Programmable lock-hold time from 1-9 seconds (default at 3 seconds)
Note: Longer lock hold time will reduce battery life when using alkaline batteries

* Based on typical usage of 10 times/ day with 3 seconds lock-hold time with fresh batteries.

Limited One Year Warranty

Gates That Open, LLC gate opener accessories are warranted by the manufacturer against defects in workmanship for a period of one (1) year from the date of purchase, provided recommended installation procedures have been followed.

In the case of product failure due to defective material or manufacturer workmanship within the one (1) year warranty period, the accessory will be repaired or replaced (at the manufacturer's option) at no charge to the customer, if returned freight prepaid to Gates That Open, LLC, 3121 Hartsfield Rd., Tallahassee, FL 32303. **IMPORTANT:** Call 850/575-4144 or fax 850/575-8950 for a Return Goods Authorization (RGA) number before returning goods to factory. Products received at the factory without an RGA will not be accepted. Replacement or repaired parts are covered by this warranty for the remainder of the one (1) year warranty period or six (6) months, whichever is greater. Gates That Open, LLC will pay the shipping charges for return to the owner of items repaired.

The manufacturer will not be responsible for any charges or damages incurred in the removal of the defective parts for repair, or for the reinstallation of those parts after repair. This warranty shall be considered void if damage to the product(s) was due to improper installation or use, connection to an improper power source, tampering, or if damage was caused by electrical power surge or lightning, wind, fire, flood, insects, or other natural agent.

After the one (1) year warranty period, Gates That Open, LLC or one of its authorized service centers will make any necessary repairs for a nominal fee. Call GTO at 850/575-4144 for more information. This warranty gives you specific legal rights, and you may also have other rights which may vary from state to state. This warranty is in lieu of all other warranties, expressed or implied. **NOTE:** Verification of the warranty period requires copies of receipts or other proof of purchase. Please retain those records.



Before You Start

Materials you *will* need before you begin the installation.

- For all installations use mounting hardware (not included) no greater than 5/16" diameter. Note: for a more secure installation, we suggest you use lock washers and/or lock nuts on all mounting hardware.
- For most **IRON and ALUMINUM TUBE** gates (see *Illustration C, page 6*) use bolts, washers, and nuts to mount both the lock and the receiver.
- For most **CHAIN LINK** gates (see *Illustration D, page 6*) use U-Bolts and saddles to mount the lock, and use bolts, washers, and nuts to mount the receiver.

Other materials you *may* need before you begin the installation:

- If mounting Bulldog lock on brick columns, walls, or other applications with limited space between gate and post use the Column Mount Lock Receiver.
- Use PVC conduit for protection of low voltage wire connecting the control box to battery charger and entry control (see *Illustration A, page 5*).
- The push button is included with your Bulldog Gate Lock for entry control. However, other devices (card readers, keypads) with normally open (n/o) contacts may be used. Transmitters are not compatible with this product.

The installation has two parts ...

- **Mounting The Lock**
- **Mounting The Keypad**

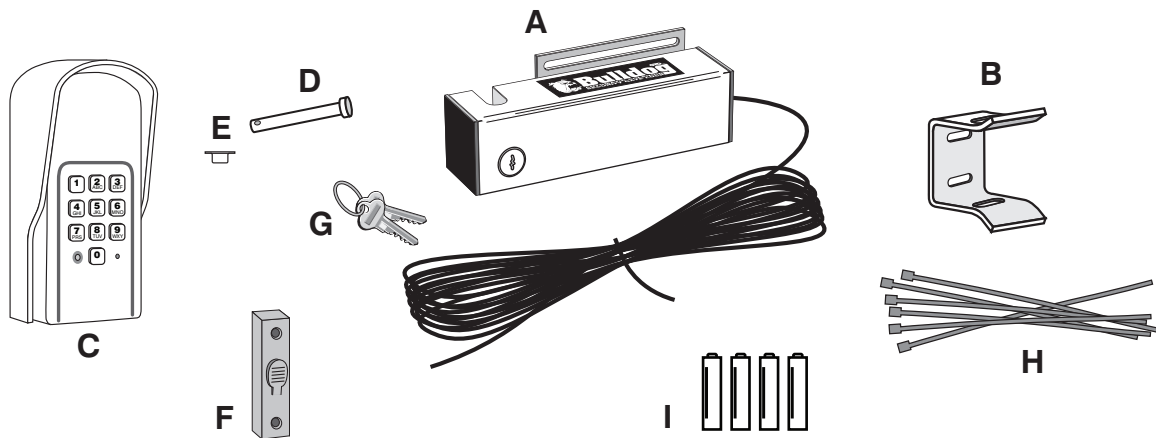
Once you have the necessary wire and mounting hardware, you are ready to begin the installation.

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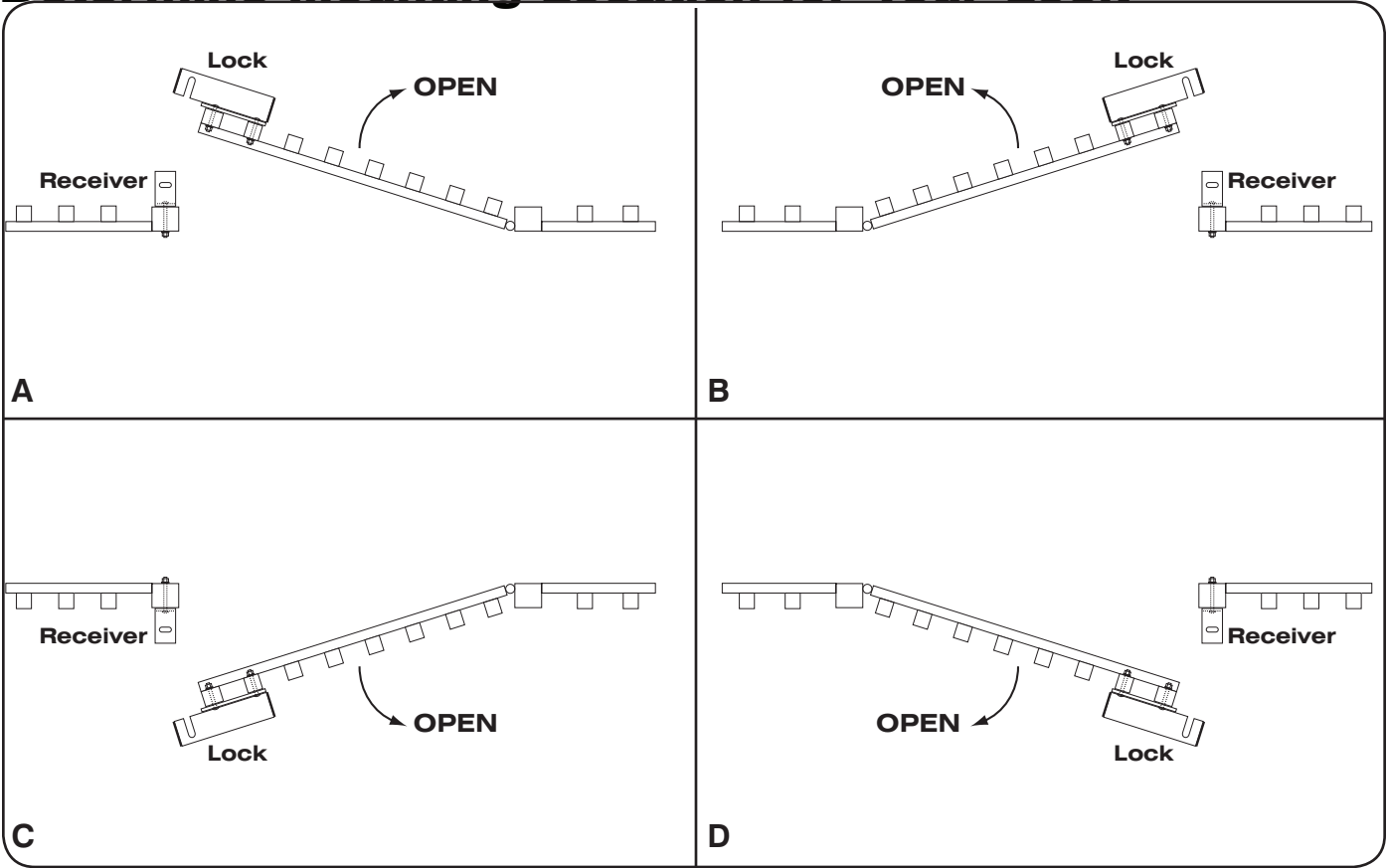
PLEASE NOTE ... due to the variety of possible mounting applications, no mounting hardware for the lock is provided. All necessary mounting hardware can be obtained at a local hardware store; all other hardware is provided. If you need assistance please call GTO® Technical Service at 800-543-1236.

Parts Identification

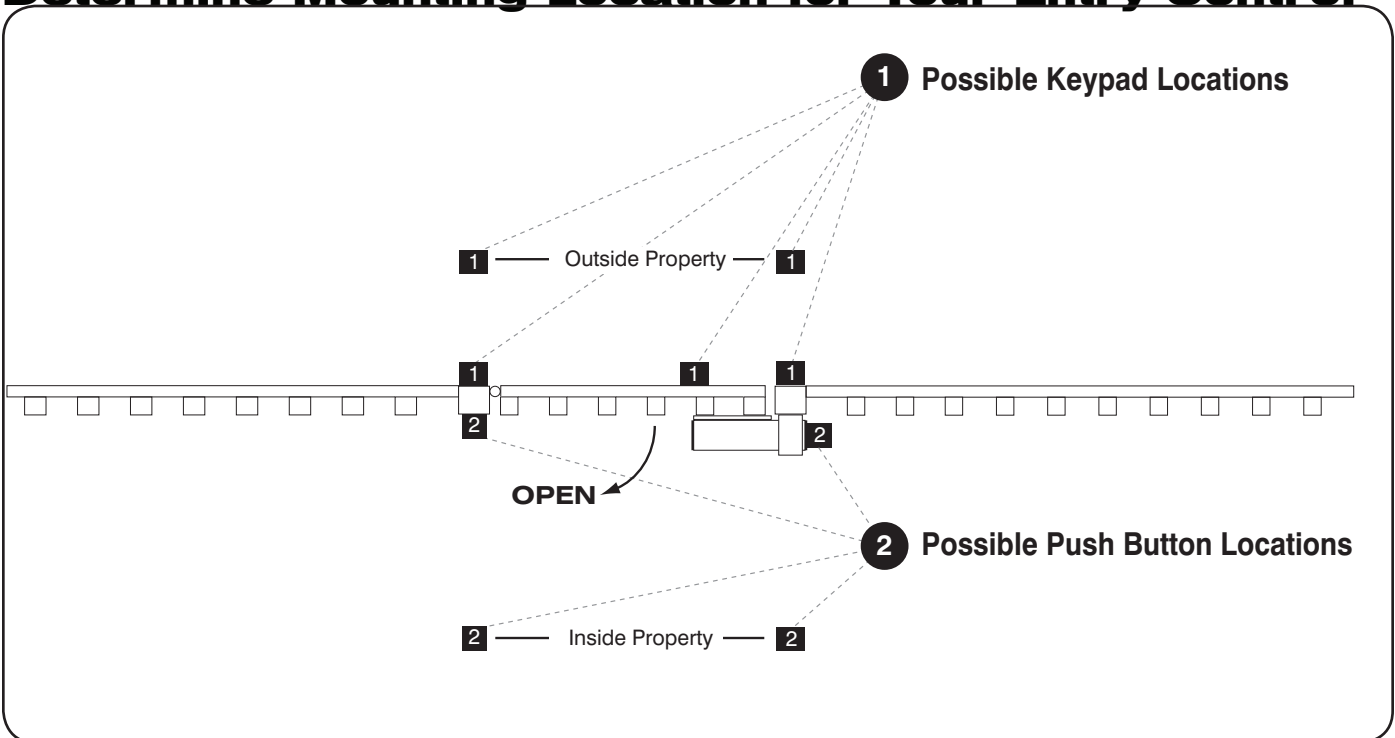


- A Lock w/ 20' of 16 Gauge Low Voltage Wire**
- B Lock Receiver**
- C Keypad**
- D Clevis Pin**
- E Locking Cap**
- F Push Button Entry Control and mounting screws**
- G Manual Release Keys**
- H (6) 8" Ty-wraps**
- I (4) AA Batteries**

Determine Mounting Location for Your Lock



Determine Mounting Location for Your Entry Control



Mounting The Lock

- Step 1:** With the gate in the closed position, determine the best location for the lock and lock receiver. Attach the lock to a solid surface or cross member to provide stability.
- Step 2:** Hold receiver and lock together (with receiver pin hole and lock slot aligned) against the gate post, mark their positions to drill receiver holes (see *Illustration B and C, page 3*). The receiver must be mounted with carriage bolts, not U-bolts, to allow lock to seat properly. Fasten the receiver to the gate post.
- Step 3:** Recheck the lock position and alignment and mark position to drill lock holes on gate supports. U-bolts and saddles can be used to mount lock on chain link gate supports. Secure the lock to the gate. Install clevis pin and locking cap by placing clevis pin through the slots in the lock receiver and hammering the clevis pin into the locking cap (see *Illustration B.*) Check and adjust alignment if necessary.
- Step 4:** Determine the position for the entry control (i.e. push button, keypad, etc.). The entry control must be located within 10 ft. of the control box (see *Illustration A*), unless monitored and operated by an attendant at a nearby site (ex. guard house). When the entry control is activated, the locking pin retracts for 1-9 seconds (default is 3 seconds), allowing the gate to be opened (see *instructions for adjusting timer on page 5*). If the gate is not opened during this time, the pin will return to the locked position.

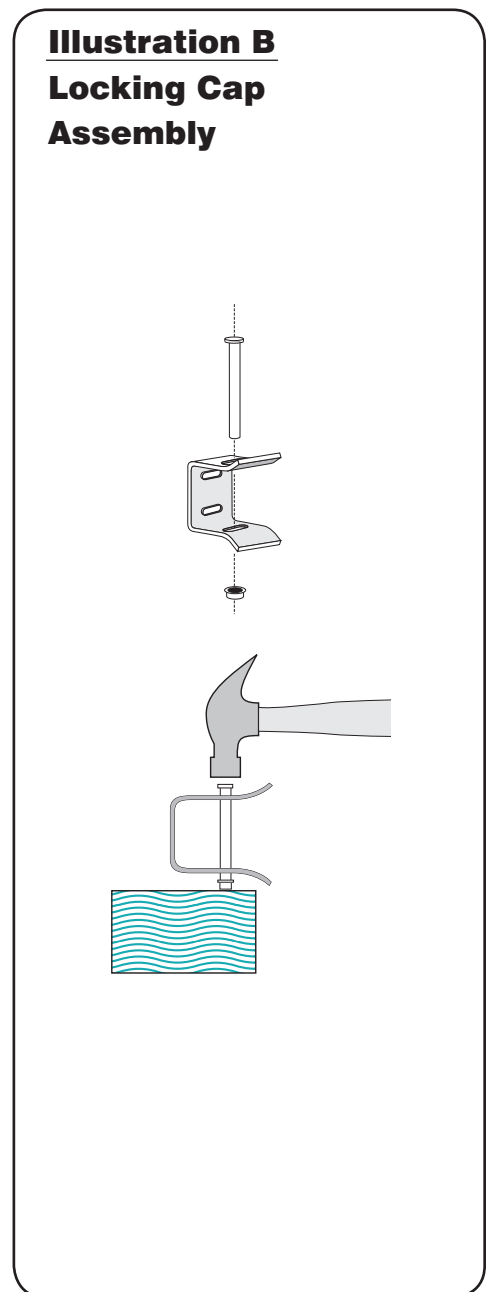
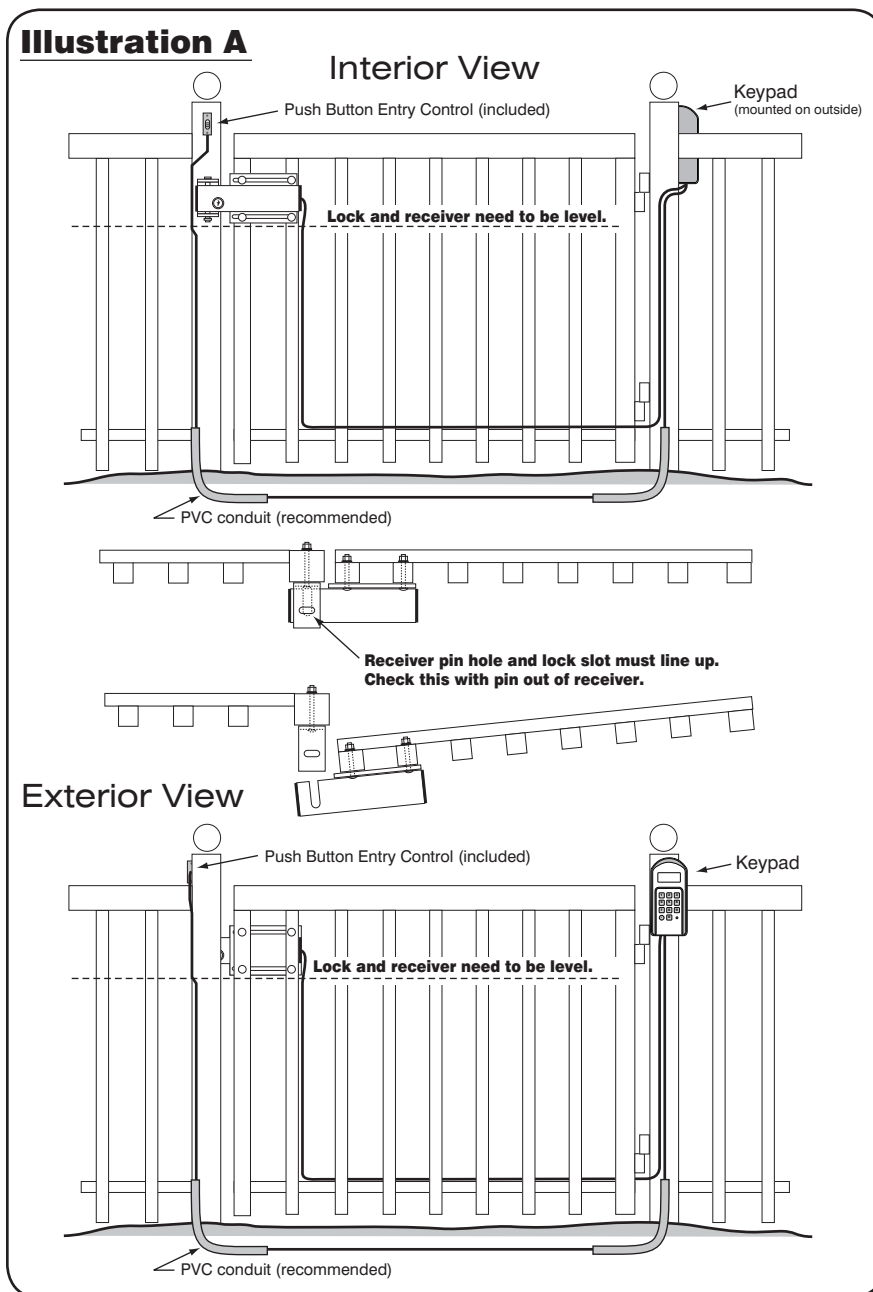


Illustration C

Iron or Aluminum Tube Fence and Gate Installation

Remember to check the alignment and mark positions before drilling holes in fence post and gate.

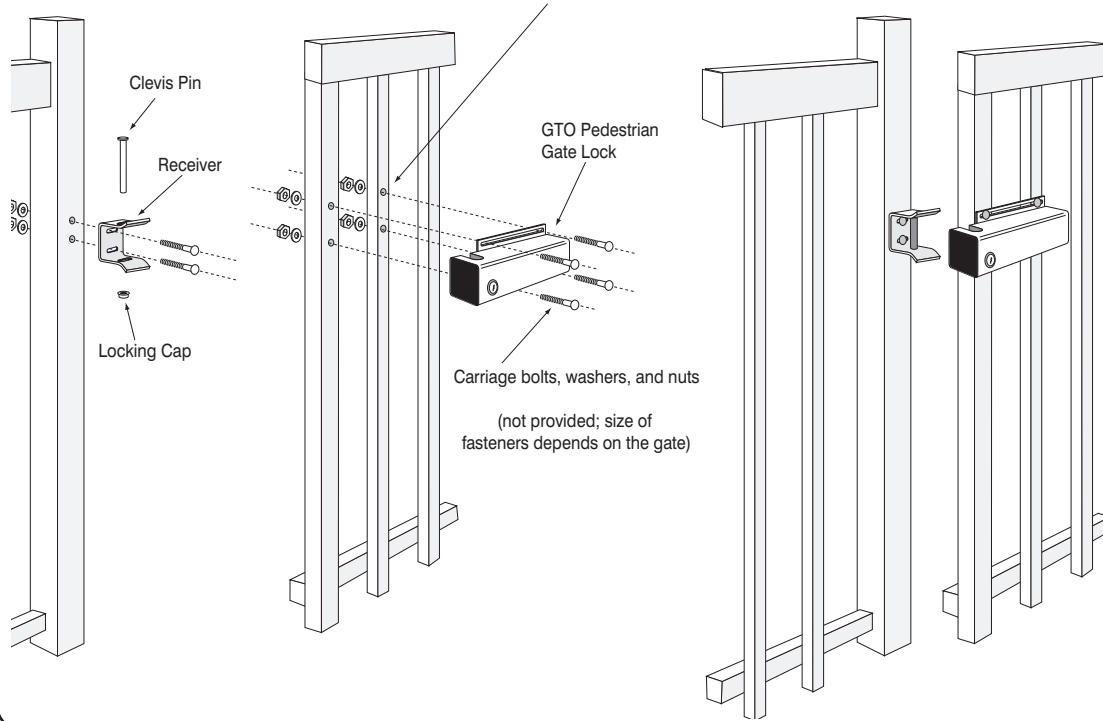
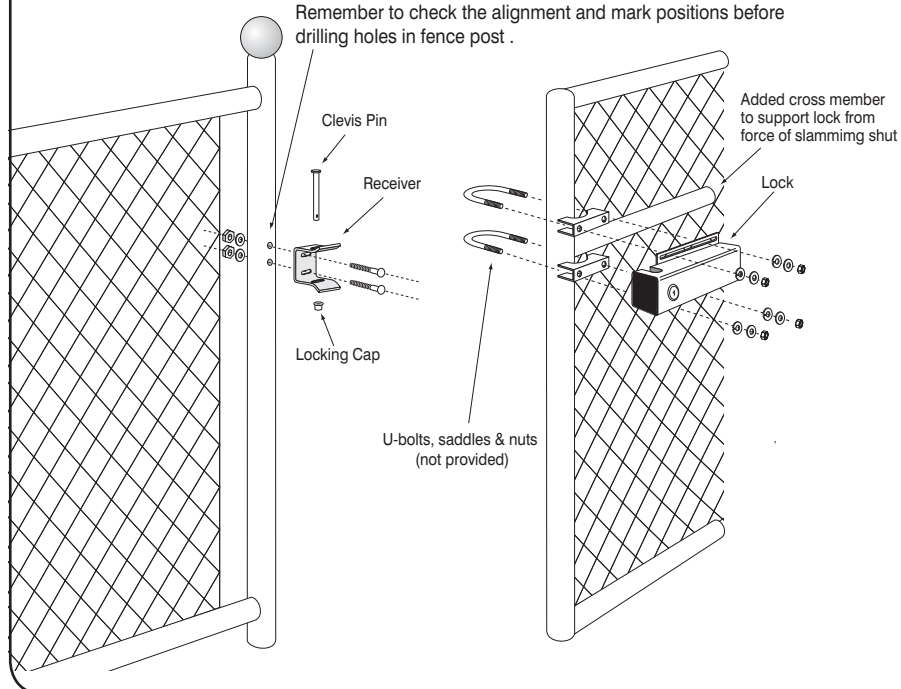


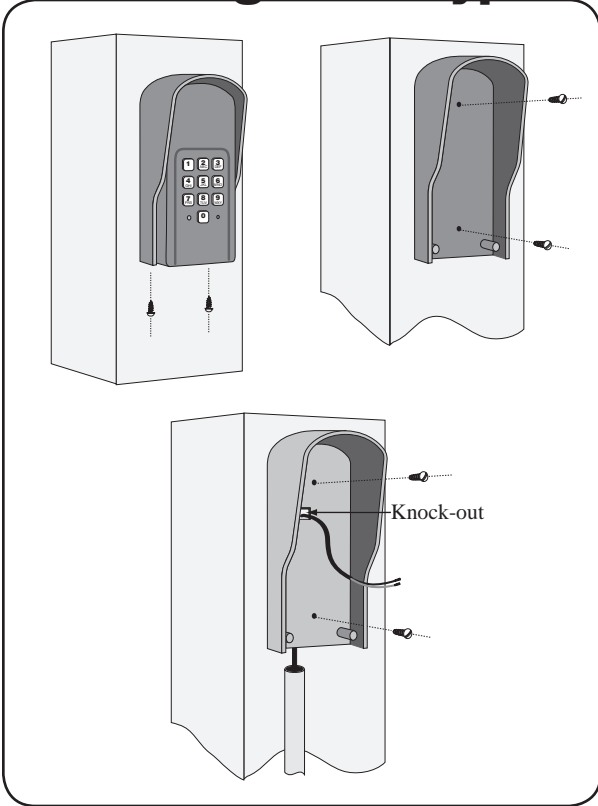
Illustration D

Chain Link Fence and Gate Installation

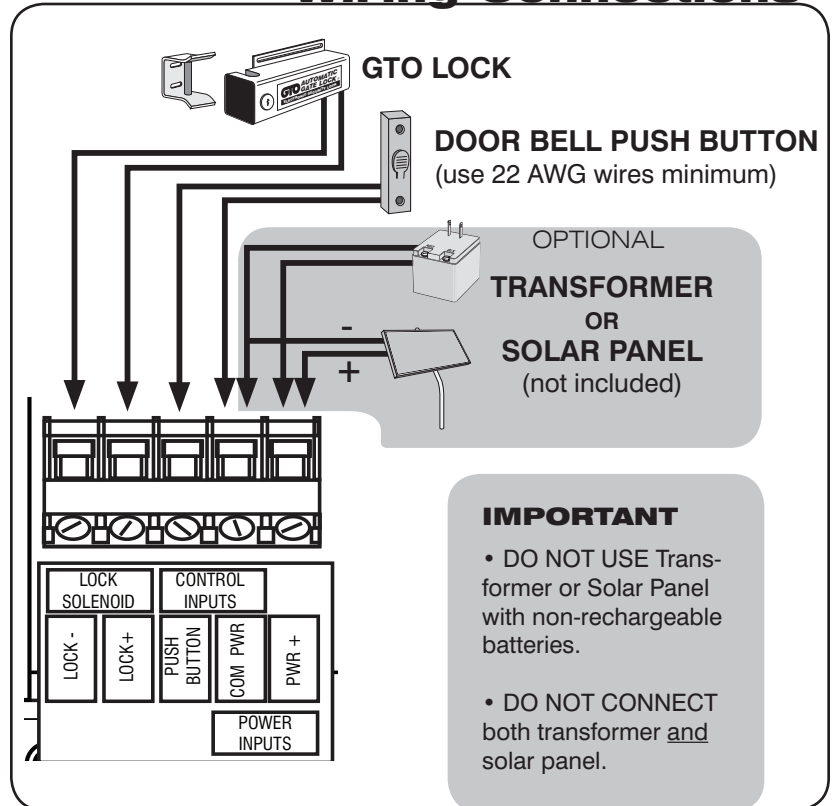
Remember to check the alignment and mark positions before drilling holes in fence post .



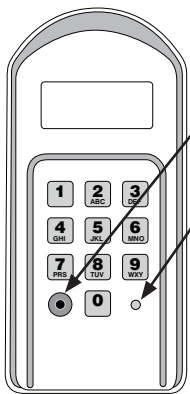
Mounting the Keypad



Wiring Connections



Keypad Description

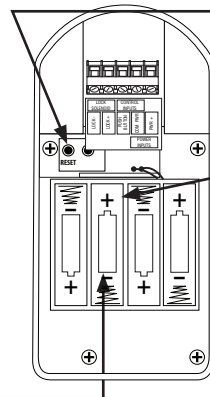


Keypad - Front

PROGRAM Button:
Used to program access codes.

STATUS Light:
This led will blink once when any key is pressed and provides visual feedback during access code programming.

Keypad - Inside



RESET Button:

Pressing this button for 2 seconds will reprogram key pad to factory settings. All codes are deleted. Default master code is 1234.

Battery Holder:

Use 4 AA batteries (standard alkaline or rechargeable) **NOTE:** 4 AA batteries are required to power the keypad.

Installing Batteries

Step 1: Remove the two screws from the bottom of the keypad and separate the keypad from its housing.

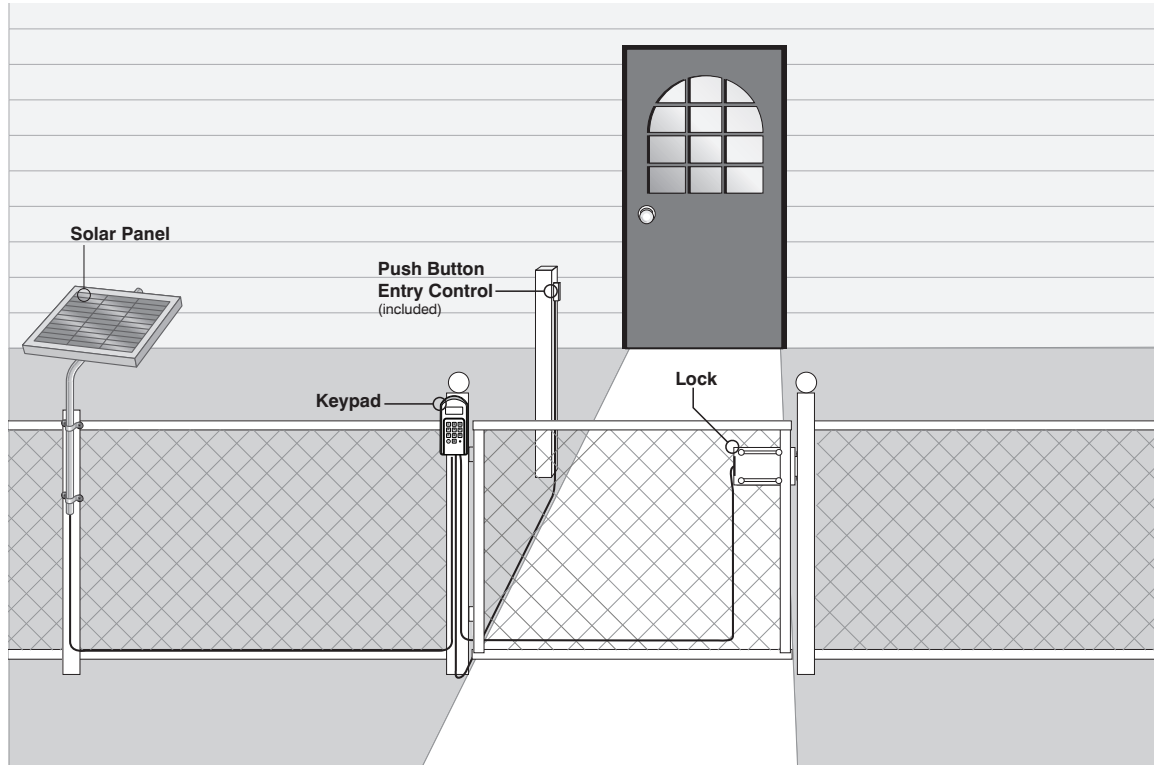
Step 2: Install 4 AA batteries as shown.

Alternate Power Options

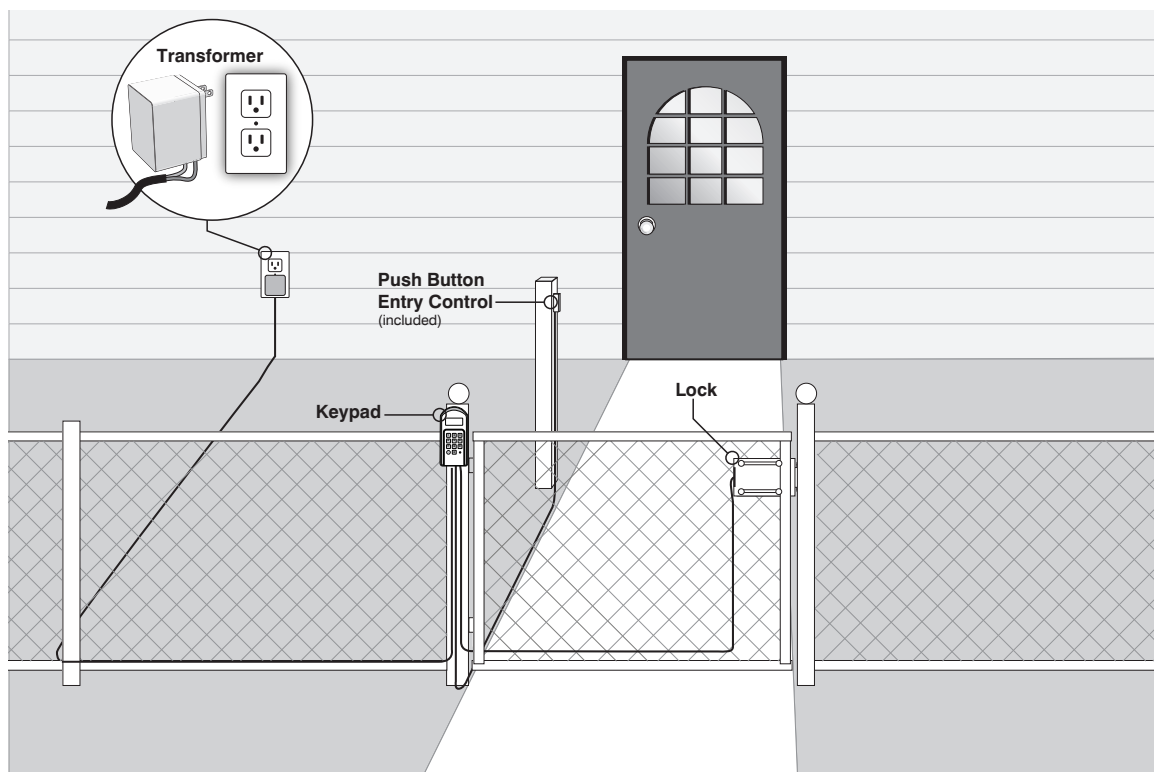
When Using rechargeable nickel-metal hydride (NiMH) batteries:

- Transformer or solar panel (not included) can be used to charge the battery. The control board has a trickle charge circuit to charge the batteries.
- Highly recommended for heavy usage.

Typical Installation with Optional Solar Panel



Typical Installation with Optional Transformer



Programming the Keypad

Programming Interface:

- All codes are four (4) digits in length.
- Entry code is a four (4) digit code needed to activate the gate.
- Master Code is needed to add, remove or reset entry codes.
- Master Code also functions as the entry code under normal operation.
- Factory default Master Code is 1234.
- STATUS light should blink and beeper should beep (once) whenever any button is pressed.
- If more than 10 seconds elapsed between key presses the unit returns to normal (idle) operating mode.
- Keypad can only enter program mode from sleep mode (keypad is turned OFF).
- Keypad will beep three times before going into sleep mode.

Program New Master Code:

- Press and release PROGRAM button.
- Enter the old Master Code then press and release PROGRAM button.
- Enter 0, 6 then press and release PROGRAM button
- Enter the new Master Code then press and release PROGRAM button.
- Enter the new Master Code then press and release PROGRAM button again for confirmation.
- Beeper beeps 3 times to confirm that the new Master Code is accepted.

NOTE: If the Master Code is not a matched pair or error occurs (i.e. if the entry code is NOT a 4-digit code) the STATUS light will flash rapidly and the beeper will sound for 2 seconds before returning to normal operation with old Master Code.

Example: Key press sequence to change old Master Code from 1 2 3 4 to 3 1 2 1

⓪ 1 2 3 4 ⓪ 0 6 ⓪ 3 1 2 1 ⓪ 3 1 2 1 ⓪

The round black dot is the 'PROGRAM' button.

Program (Add) New Entry Code:

- Press and release PROGRAM button.
- Enter the Master Code then press and release PROGRAM button.
- Enter 0, 2 then press and release PROGRAM button.
NOTE: If memory is full (all 25 locations are already programmed) the STATUS light will flash rapidly and the beeper will sound for 2 seconds before returning to normal operation, without saving.
- Enter the new Entry Code then press and release PROGRAM button.
- Beeper beeps 3 times to confirm that the new Entry Code is accepted.
NOTE: If the code is NOT 4-digits in length or an error condition has occurred, the STATUS light will flash rapidly and the beeper will sound for 2 seconds before returning to normal operation, without saving.

Example: Key press sequence to add '3456' as a new entry code. (1234 is the Master Code)

⓪ 1 2 3 4 ⓪ 0 2 ⓪ 3 4 5 6 ⓪

The round black dot is the 'PROGRAM' button.

Delete An Entry Code:

- Press and release PROGRAM button.
- Enter the Master Code then press and release PROGRAM button.
- Enter 0, 3 then press and release PROGRAM button.
- Enter the Entry Code to be deleted then press and release PROGRAM button.
- Beeper beeps 3 times to confirm that the new Entry Code is deleted.

NOTE: If no matching code is found or the code is NOT 4-digit in length then an error condition has occurred, the STATUS light will flash rapidly and the beeper will sound for 2 seconds before returning to normal operation, without saving.

Example: Key press sequence to delete entry code '3456' from memory. (1234 is the Master Code)

⓪ 1 2 3 4 ⓪ 0 3 ⓪ 3 4 5 6 ⓪

The round black dot is the 'PROGRAM' button.

Program (Add) New Temporary Entry Code:

- Press and release PROGRAM button.
- Enter the Master Code then press and release PROGRAM button.
- Enter 8, and any number between 1 thru 7 then press and release the PROGRAM button. The second number indicates the number of days after which the code will be automatically removed from memory
NOTE: If memory is full (all 25 locations are already programmed) or an invalid entry is detected then an error condition has occurred, the STATUS light will flash rapidly and the beeper will sound for 2 seconds before returning to normal operation, without saving.
- Enter the new Entry Code then press and release PROGRAM button.
- Beeper beeps 3 times to confirm that the new Entry Code is accepted.
NOTE: If the code is NOT 4-digit in length or an error condition has occurred, the STATUS light will flash rapidly and the beeper will sound for 2 seconds before returning to normal operation, without saving.

Example: Key press sequence to add "3456" as a new entry code that will remain valid for 2-days only. (1234 is the Master Code)

⓪ 1 2 3 4 ⓪ 8 2 ⓪ 3 4 5 6 ⓪

The round black dot is the 'PROGRAM' button.

Example: Key press sequence to add "3456" as a new entry code that will remain valid for 7-days only. (1234 is the Master Code)

⓪ 1 2 3 4 ⓪ 8 7 ⓪ 3 4 5 6 ⓪

The round black dot is the 'PROGRAM' button.

Delete ALL Entry Codes:

- Press and release PROGRAM button.
- Enter the Master Code then press and release PROGRAM button.
- Enter 0, 7 then press and release PROGRAM button.
- Beeper beeps 3 times to confirm that the All Entry Codes are deleted.

Example: Key press sequence to delete all entry codes from memory. (for example if 3121 is the Master Code)

⓪ 3 1 2 1 ⓪ 0 7 ⓪

The round black dot is the 'PROGRAM' button.

Program Lock-Hold Time:

- Press & release PROGRAM button.
- Enter the Master Code then press & release the PROGRAM button.
- Enter '0', '4' then press & release the PROGRAM button.
- Enter any number between 1-9 and press & release the PROGRAM button. This number is the number of seconds the lock will hold (unlock) for once it is activated.

Example: Key press sequence to program the lock to hold for 5 seconds (1234 is the Master Code)

⓪ 1 2 3 4 ⓪ 0 4 ⓪ 5 ⓪

Normal Keypad Operation:

- If the user enters a 4-digit code that is matched to one of the 25 stored codes. The STATUS light should blink and the beeper should beep twice to confirm that a matched code is entered. The lock is pulled for 3 sec (factory default).
- No more than 20 key presses are allowed to obtain the 4-digit entry code.

Example:

1234 is one of the codes stored in one of the memory location.

The user can enter 'x1234' or 'xxxxxxxxxxxxxx1234' and the gate should be activated (x is any key). If more than 20 key presses is entered without matching one of the codes then the unit's STATUS light should be flashing rapidly and no entry will be accepted for the next 40 seconds. The user must not enter any code for at least 40 seconds before the unit returns to normal operation; otherwise it remains in this 'lock-down' mode.

Low Battery Indication Summary:

| | |
|-----------------------|--------------------------------------|
| Low Battery Indicator | Beeps twice when any key is pressed. |
| Battery OK | Beeps once when any key is pressed. |

Keying Indication Summary:

| | Keying Error Alert Indication | Keying accepted confirmation Indication |
|------------------------------|--|--|
| Master Code Setting | Speaker: continuous Beep for 2 seconds STATUS light: rapid flashing | Speaker: Beep – Beep – Beep STATUS light: no light, no flashing |
| Permanent Entry Code | Speaker: continuous Beep for 2 seconds STATUS light: rapid flashing | Speaker: Beep – Beep – Beep STATUS light: no light, no flashing |
| Temporary Entry Code Setting | Speaker: continuous Beep for 2 seconds STATUS light: rapid flashing | Speaker: Beep – Beep – Beep STATUS light: no light, no flashing |
| Entry Code Matching | Speaker: continuous Beep for 2 seconds STATUS light: rapid flashing | Speaker: Beep – Beep – Beep (after non-matching 20 keying) STATUS light: no light, no flashing |

If you have any questions or concerns, please contact our Technical Service Department at 1-800-543-1236 or 850-575-4144.

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