

“PULSE * 120” – SG-1A

ELECTRONIC PRIVATE AUTOMATIC BRANCH EXCHANGE

CONSOLE OPERATION AND TESTS

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1. SCOPE

1.01 This section describes the method of operating the attendant console associated with the PULSE 120 Electronic Private Automatic Branch Exchange (EPABX). The operations should be performed as tests on completion of the PULSE EPABX cabinet and console installation. The tests ensure that the installation meets the applicable operating requirements before it is handed over to the customer.

2. OPERATION TESTS

2.01 Satisfactory completion of the operation tests confirms the following assumptions:

- (a) that the apparatus has been properly installed in accordance with the applicable instructions.

(b) that all apparatus items installed and subject to test are functioning correctly.

2.02 In the event that any of the operations cannot be completed as described:

- (a) verify that the operation is applicable to the installation, i.e., that the feature or facility being tested is included in the installation.

- (b) ensure that the apparatus items which provide the feature or facility under test are correctly installed.

- (c) refer to Section 553-5011-503 for information concerning fault-finding and repair.

PRETEST REQUIREMENTS

2.03 Ensure that the requirements described below are met before proceeding with the operation tests.

2.04 The cabinet and console installation must be completed as described in the installation instructions, Section 553-5011-200 to 553-5011-206, except that:

- (a) The console may be plugged directly into the cabinet at the connector panel in the base of the cabinet, using double-ended connector cables (A25B) 10 feet in length, instead of being wired through the cross-connection terminal.

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SECTION 553-5011-300

(b) Two to ten station sets may be connected temporarily for use during the test procedure by:

(1) connecting jumpers from the terminal blocks at the cross-connection terminal to the station sets,

or

(2) disconnecting P070 (lines (2)10 to (2)29) from the connector panel and connecting it to a single-ended connector cable with jumpers to the station sets from the unterminated end of the cable.

(In either case, note the station line (extension) numbers selected for use during the test procedure.)

2.05 Ensure that the appropriate commercial power is available at the assigned power outlet.

2.06 Perform the operation tests applicable to the installation in accordance with the operating procedures. Tests should be performed from all five loop keys.

2.07 For Hotel/Motel applications, the two to ten station sets connected temporarily for use during the test procedure [2.04 (b)], must be system lines 210 to 219. These correspond to dialed numbers (room numbers) 750 to 759 in non-seven-plus dialing, or 7750 to 7759 in seven-plus (7+) dialing. For complete tables correlating system numbers to room numbers, see Section 553-5011-207.

3. OPERATING PROCEDURES

3.01 All the available attendant operating features are listed in Part 4. Before starting any operating procedure, confirm that the feature is included in the system and identify the appropriate table.

3.02 A headset or handset must be installed before the console can be operated.

3.03 The following symbols are used in the tables to signify the state described:

M Operate key momentarily

○ Lamp steadily lighted

⊙ Lamp steadily lighted, incoming Central Office (CO) call

⊙ Lamp steadily lighted, dial zero incoming call

⊙ Lamp steadily lighted, attendant intercept incoming call

⊙ Lamp steadily lighted, call originated by fully restricted EPABX Station

⊙ Lamp steadily lighted, incoming recall

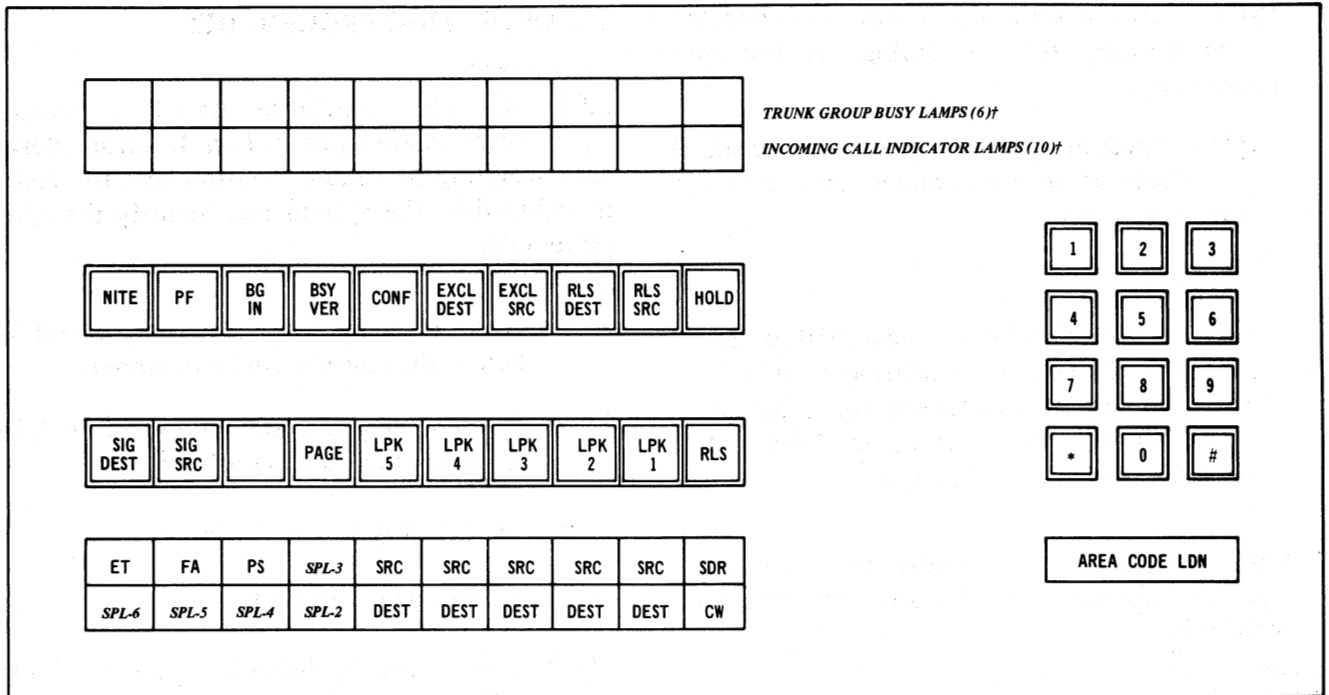
⊙ Lamp "winking" (approximately 1.75 s ON, 0.25 s OFF)

⊙ Lamp ON/OFF at 60 ipm

⊙ Lamp ON/OFF at 120 ipm

○ Lamp steadily lighted after momentary operation of key

3.04 The position of the controls referred to in this section is shown in Fig. 1.



† ASSIGNED IN ACCORDANCE WITH CUSTOMER REQUIREMENTS

Fig. 1(a) – Layout of Attendant Console (Top)

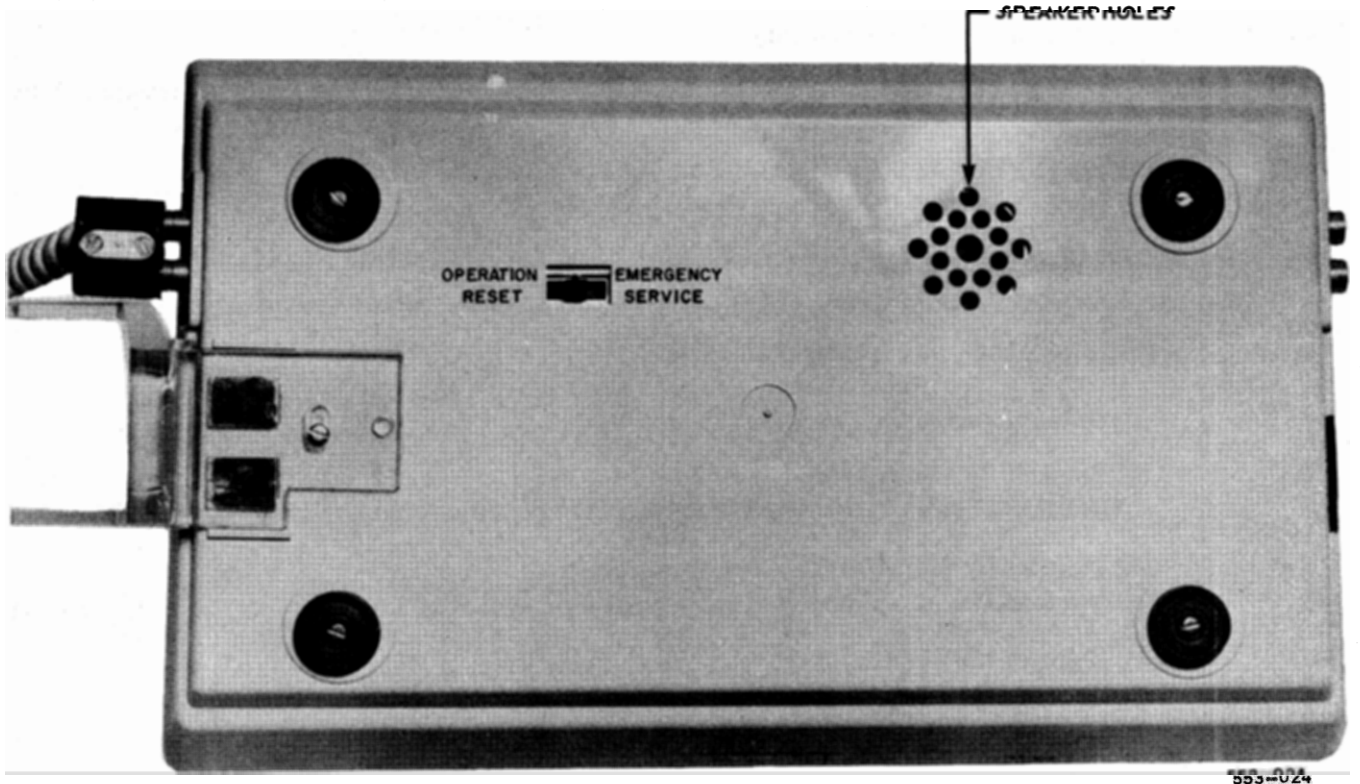


Fig. 1(b) – Layout of Attendant Console (Bottom)

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Note: Tables A to AI assume that console has no busy-lamp-field.

**TABLE A
POWER FAIL TRANSFER/RESET**

STEP	ACTION	CONSOLE OPERATING CONTROLS AND INDICATORS																			REMARKS							
		LAMP FIELD		KEYS (ILLUMINATING*)													LAMP FIELD											
		CCT GP BSY	INCOM. CALL	* NITE	* PF	* BG IN	* BSY VER	* CONF	* EXCL DEST	* EXCL SRC	RLS DEST	RLS SRC	HOLD	SIG DEST	SIG SRC	* PAGE	* RLS	* LPK(S)	SRC(S)	DEST(S)		SDR	ET	FA	CW	PS		
1	Start condition (Main power switch on power shelf no. 2 to ON).																											System in power fail transfer mode, with commercial power applied. <i>Note:</i> Major alarm lamp on power shelf 2 is also illuminated.
2	Depress PF key, LPK 1-5 then depress RLS key or depress RESET pushbutton on power shelf no. 2, LPK 1-5 then depress RLS key on console.				M																							Major alarm lamp extinguished when PF Key or RESET button is depressed. Console idle, ready for operation.
3	Operate switch under console to EMERGENCY SERVICE.																											System in power fail transfer mode, with commercial power applied.
4	Depress PF key, LPK 1-5 and any illuminated loop key, then depress RLS or depress RESET pushbutton on power shelf no. 2, LPK 1-5 then depress RLS key on console. <i>Note:</i> If attendant does not press RLS, all calls to the console will appear on the CW lamp.				M																							Major alarm lamp extinguished when PF Key or RESET button is depressed. Console idle, ready for operation. <i>Note:</i> Minor Alarm (MA) lamp is tested by removal of fuse F6 on power shelf no. 2.

**TABLE B
MASTER RESET**

STEP	ACTION	CONSOLE OPERATING CONTROLS AND INDICATORS																REMARKS								
		LAMP FIELD		KEYS (ILLUMINATING*)											LAMP FIELD											
		CCT GP BSY	INCOM. CALL	NITE *	PF *	BG IN *	BSY VER *	CONF *	EXCL DEST *	EXCL SRC *	RLS DEST	RLS SRC	HOLD	SIG DEST	SIG SRC	PAGE *	RLS *		LPK(5) *	SRC(5)	DEST(5)	SDR	ET	FA	CW	PS
1	Start condition															○										Console may be idle or busy.
2	Operate switch on underside of the console to RESET and hold.																									All EPABX calls disconnected, no console indications, EPABX will not process calls.
3	Release RESET switch. Depress LPK1-5 and RLS key.															○ M										Console returns to idle condition, normal EPABX call processing resumes.
																										<p><i>Note 1:</i> For use only in the event of serious system malfunction, excluding power supply failure.</p> <p><i>Note 2:</i> If the RLS key is not depressed as in Step 3, all calls to the attendant queue instead of appearing on console loops.</p>

TABLE C
SECURITY

STEP	ACTION	CONSOLE OPERATING CONTROLS AND INDICATORS																			REMARKS							
		LAMP FIELD		KEYS (ILLUMINATING*)													LAMP FIELD											
		CCT GP BSY	INCOM. CALL	* NITE	* PF	* BG IN	* BSY VER	* CONF	* EXCL DEST	* EXCL SRC	RLS DEST	RLS SRC	HOLD	SIG DEST	SIG SRC	* PAGE	* RLS	* LPK(5)	SRC(5)	DEST(5)		SDR	ET	FA	CW	PS		
1	Start condition																											
2	Signal from incoming trunk call.		(CO)																(60)									Tone ringer sounds on console.
3	Attendant answers.		(CO)															(M)	(O)									Ringer silenced, calling party requests station number.
4	Attendant dials station line number.		(CO)						(O)									(O)	(O)	(W)								
5	Called station answers.		(CO)						(O)									(O)	(O)	(O)								Conversation established between attendant and called station. Trunk excluded from the attendant-station connection until attendant releases.
6	Attendant releases. <i>Note:</i> If secrecy feature is provided, the EXCL SRC key will be illuminated on all incoming and outgoing trunk calls when the attendant connects a trunk call through to an EPABX station.															(M)												Conversation established between trunk and station.

**TABLE D
CONSOLE TO STATION CALL**

STEP	ACTION	CONSOLE OPERATING CONTROLS AND INDICATORS																REMARKS									
		LAMP FIELD		KEYS (ILLUMINATING*)											LAMP FIELD												
		CCT GP BSY	INCOM. CALL	* NITE	* PF	* BG IN	* BSY VER	* CONF	* EXCL DEST	* EXCL SRC	RLS DEST	RLS SRC	HOLD	SIG DEST	SIG SRC	* PAGE	* RLS		* LPK(S)	SRC(S)	DEST(S)	SDR	ET	FA	CW	PS	
1	Start condition															<input type="radio"/>											Console idle, loop free.
2	Attendant selects loop 1.																<input type="radio"/>	M									Loop seized by the attendant.
3	Attendant dials selected station number.																<input type="radio"/>		<input type="radio"/>	W							Ringng applied to called station, ringng tone in headset.
4	Called station answers.																<input type="radio"/>		<input type="radio"/>								Ringng and ringng tone silenced. Talking connection established.
5	Depress RLS key.															<input type="radio"/>	M										Attendant released from loop 1. Console idle, loop free and called station receives dial tone.
6	Called station goes on-hook.															<input type="radio"/>											Station idle.
7	Repeat Steps 1 through 6 for loops 2, 3, 4 and 5.																										

**TABLE E
CONSOLE TO CO TRUNK CALL**

STEP	ACTION	CONSOLE OPERATING CONTROLS AND INDICATORS																				REMARKS								
		LAMP FIELD		KEYS (ILLUMINATING*)														LAMP FIELD												
		CCT GP BSY	INCOM. CALL	*	*	*	*	*	*	*	*	*	RLS DEST	RLS SRC	HOLD	SIG DEST	SIG SRC	PAGE	*	*	*		SRC(S)	DEST(S)	SDR	ET	FA	CW	PS	
1	Start condition																													Console idle, loop(s) free.
2	Attendant enters loop.																													
3	Attendant dials "9".																													CO dial tone heard by attendant.
4	Attendant dials CO number and depresses octothorp (#) key.																													SDR lamp flashes, extinguished when pulsing complete. If DIGITONE sender is used, SDR lamp remains steadily lit until # key is depressed. Attendant hears ringing tone.
5	Called party answers.																													Ring tone silenced. 2-way talking connection established.
6	Attendant and called party release.																													Console idle, loop(s) free.

TABLE F
INCOMING CO/FX TRUNK TO CONSOLE CALL: IDENTIFICATION AND RECEPTION

STEP	ACTION	CONSOLE OPERATING CONTROLS AND INDICATORS																			REMARKS					
		LAMP FIELD		KEYS (ILLUMINATING*)														LAMP FIELD								
		CCT GP BSY	INCOM CALL	* NITE	* PF	* BG IN	* BSY VER	* CONF	* EXCL DEST	* EXCL SRC	RLS DEST	RLS SRC	HOLD	SIG DEST	SIG SRC	* PAGE	* RLS	* LPK(5)	SRC(5)	DEST(5)		SDR	ET	FA	CW	PS
1	Start condition																									Console idle, loop(s) free.
2	Signal from incoming trunk call (CO1).		Ⓞ																Ⓞ							Tone ringer sounds on console.
3	Attendant answers.		Ⓞ															Ⓞ	Ⓞ							Ringer silenced, 2-way talking connection established.
4	Attendant releases incoming trunk.																Ⓞ									Repeat Steps 1 through 4 for all incoming trunks.
																										<i>Note:</i> Key illumination may differ from that shown and will depend on options provided.

TABLE G
INCOMING DID TRUNK TO CONSOLE CALL: IDENTIFICATION AND RECEPTION

STEP	ACTION	CONSOLE OPERATING CONTROLS AND INDICATORS																	REMARKS								
		LAMP FIELD		KEYS (ILLUMINATING*)													LAMP FIELD										
		CCT GP BSY	INCOM CALL	NITE *	PF *	BG IN *	BSY VER *	CONF *	EXCL DEST *	EXCL SRC *	RLS DEST	RLS SRC	HOLD	SIG DEST	SIG SRC	PAGE *	RLS *	LPK(S) *		SRC(S)	DEST(S)	SDR	ET	FA	CW	PS	
1	Start condition																○										Console idle, loop(s) free.
2	Signal from incoming trunk call (CO1).		Ⓧ																Ⓧ								Tone ringer sounds on console.
3	Attendant answers.		Ⓧ														○	○									Ringer silenced, 2-way talking connection established.
4	Attendant releases incoming trunk.																○										Repeat Steps 1 through 4 for all incoming trunks.

Note Key illumination may differ from that shown and will depend on options provided.

**TABLE H
INCOMING CO/FX CALL: EXTENDED TO IDLE STATION**

STEP	ACTION	CONSOLE OPERATING CONTROLS AND INDICATORS																		REMARKS							
		LAMP FIELD		KEYS (ILLUMINATING*)												LAMP FIELD											
		CCT GP BSY	INCOM. CALL	* NITE	* PF	* BG IN	* BSY VER	* CONF	* EXCL DEST	* EXCL SRC	RLS DEST	RLS SRC	HOLD	SIG DEST	SIG SRC	* PAGE	* RLS	* LPK(S)	SRC(S)		DEST(S)	SDR	ET	FA	CW	PS	
1	Start condition																○										Console idle loop(s) free.
2	Signal from incoming trunk call (CO1).		⊙																60								Tone ringer sounds on console.
3	Attendant answers.		⊙															○ M	○								Tone ringer silenced, 2-way conversation, calling trunk party requests EPABX station.
4	Attendant dials station number.		⊙															○	○	W							Attendant and trunk calling party hear ringing tone.
5	If called station answers before attendant releases.		⊙															○	○	○							Ringer silenced.
6	Attendant releases																○ M										Console idle, loop(s) free.
7	If attendant releases before called station answers.																○ M	○	W								Console idle, one loop occupied.
8	Called station answers.																○										Console idle, loop(s) free.
	<i>Note: Key illumination may differ from that shown in Step 5 and will depend on options provided.</i>																										

**TABLE I
INCOMING DID CALL: EXTENDED TO IDLE STATION**

STEP	ACTION	CONSOLE OPERATING CONTROLS AND INDICATORS																			REMARKS						
		LAMP FIELD		KEYS (ILLUMINATING*)													LAMP FIELD										
		CCT GP BSY	INCOM. CALL	* NITE	* PF	* BG IN	* BSY VER	* CONF	* EXCL DEST	* EXCL SRC	RLS DEST	RLS SRC	HOLD	SIG DEST	SIG SRC	* PAGE	* RLS	* LPK(5)	SRC(5)	DEST(5)		SDR	ET	FA	CW	PS	
1	Start condition																										Console idle loop(s) free.
2	Signal from incoming trunk call (DID).		(DID)																(60)								Tone ringer sounds on console.
3	Attendant answers.		(DID)															(M)									Tone ringer silenced, 2-way conversation, calling trunk party requests EPABX station.
4	Attendant dials station number.		(DID)																	(W)							Attendant and trunk calling party hear ringing tone.
5	If called station answers before attendant releases.		(DID)																								Ringer silenced.
6	Attendant releases															(M)											Console idle, loop(s) free.
7	If attendant releases before called station answers.															(M)				(W)							Console idle, one loop occupied.
8	Called station answers.																										Console idle, loop(s) free
																											<i>Note: Key illumination may differ from that shown in Step 5 and will depend on options provided.</i>

**TABLE J
INCOMING CO/FX CALL: EXTENDED TO IDLE OUTGOING CO TRUNK**

STEP	ACTION	CONSOLE OPERATING CONTROLS AND INDICATORS																			REMARKS				
		LAMP FIELD		KEYS (ILLUMINATING*)													LAMP FIELD								
		CCT GP BSY	INCOM. CALL	*	*	*	*	*	*	*	*	*	*	*	*	*	*	SRC(5)	DEST(5)	SDR		ET	FA	CW	PS
1	Start condition																								Console idle loop(s) free.
2	Signal from incoming trunk call (CO1).		(CO)																						Tone ringer sounds on console.
3	Attendant answers.		(CO)																						Tone ringer silenced, 2-way conversation, calling trunk party requests CO connection.
4	Attendant dials "9".		(CO)																						CO dial tone heard by attendant and calling party.
5	Attendant dials required CO number and depresses octothorp (#) key.		(CO)																						SDR lamp flashes, extinguished when pulsing complete. If DIGITONE sender is used, SDR lamp remains steadily lit until # key is depressed. Ringing tone heard by attendant and calling party.
6	Called party answers.		(CO)																						Ringling tone silenced, 3-way talking connection established.

TABLE J (Cont)

STEP	ACTION	CONSOLE OPERATING CONTROLS AND INDICATORS																			REMARKS					
		LAMP FIELD		KEYS (ILLUMINATING*)													LAMP FIELD									
		CCT GP BSY	INCOM. CALL	* NITE	* PF	* BG IN	* BSY VER	* CONF	* EXCL DEST	* EXCL SRC	RLS DEST	RLS SRC	HOLD	SIG DEST	SIG SRC	* PAGE	* RLS	* LPK(5)	SRC(5)	DEST(5)		SDR	ET	FA	CW	PS
7	Attendant releases															<input type="radio"/>		<input type="radio"/>	<input type="radio"/>							Console idle but trunks in loop. <i>Note:</i> For any trunk-to-trunk connection the trunks are held in the loop.
8	Source party or destination party goes on-hook. <i>Note:</i> If both trunks are loop start, enter loop by depressing LPK and proceed with Step 9 to release and idle loop.															<input type="radio"/>										Loop idle, both trunks disconnect and idle.
9	Source party and destination party on-hook.									<input type="radio"/>	<input type="radio"/>					<input type="radio"/>										Loop idle, both trunks disconnect and idle.

**TABLE K
INCOMING CO/FX CALL: EXTENDED TO BUSY STATION (NO CAMP-ON FACILITY)**

STEP	ACTION	CONSOLE OPERATING CONTROLS AND INDICATORS																				REMARKS					
		LAMP FIELD		KEYS (ILLUMINATING*)															LAMP FIELD								
		CCT GP BSY	INCOM. CALL	* NITE	* PF	* BG IN	* BSY VER	* CONF	* EXCL DEST	* EXCL SRC	RLS DEST	RLS SRC	HOLD	SIG DEST	SIG SRC	* PAGE	* RLS	* LPK(S)	SRC(S)	DEST(S)	SDR		ET	FA	CW	PS	
1	Start condition																										Console idle, loop(s) free.
2	Signal from incoming call (CO1).		⊙																60								Tone ringer sounds on console.
3	Attendant answers.		⊙															⊙ M	⊙								Tone ringer silenced 2-way conversation, calling party requests EPABX station.
4	Attendant dials busy station number.		⊙															⊙	⊙	60							Called station busy, attendant hears busy tone.
5	Attendant releases destination		⊙								M							⊙	⊙								2-way conversation, party willing to wait.
6	Attendant holds call.		⊙										M					⊙	⊙								Incoming call held on console.
7	Attendant releases.															⊙ M	⊙	⊙									Loop held busy, console idle attendant free to handle other calls.
8	Attendant returns to loop.																⊙ M	⊙									2-way conversation as in Step 3.
9	Attendant releases.															⊙ M											

**TABLE L
INCOMING CO/FX CALL: EXTENDED TO BUSY STATION (WITH CAMP-ON FACILITY)**

STEP	ACTION	CONSOLE OPERATING CONTROLS AND INDICATORS																			REMARKS						
		LAMP FIELD		KEYS (ILLUMINATING*)													LAMP FIELD										
		CCT GP BSY	INCOM. CALL	NITE *	PF *	BG IN *	BSY VER *	CONF *	EXCL DEST *	EXCL SRC *	RLS DEST	RLS SRC	HOLD	SIG DEST	SIG SRC	PAGE *	RLS *	LPK(5) *	SRC(5)	DEST(5)		SDR	ET	FA	CW	PS	
1	Without Secrecy Start condition																										Console idle, loop(s) free.
2	Signal from incoming call (CO1).		(CO)																(60)								Tone ringer sounds on console.
3	Attendant answers.		(CO)															(M)	(O)								Tone ringer silenced 2-way conversation calling trunk party requests EPABX station.
4	Attendant dials busy station number.		(CO)															(O)	(O)	(60)							Station in use. Attendant does not hear busy tone. 2-way conversation calling party wishes to camp-on.
5	Attendant releases.															(M)		(O)	(60)								Party being camped on hears warning tone. Trunk hears no tone. /
6	Called Station goes on-hook.															(O)		(O)	(w)								Ringling applied to called station, and calling trunk hears ringback tone.

TABLE L (Cont)

STEP	ACTION	CONSOLE OPERATING CONTROLS AND INDICATORS																REMARKS										
		LAMP FIELD		KEYS (ILLUMINATING*)											LAMP FIELD													
		CCT GP BSY	INCOM. CALL	* NITE	* PF	* BG IN	* BSY VER	* CONF	* EXCL DEST	* EXCL SRC	RLS DEST	RLS SRC	HOLD	SIG DEST	SIG SRC	* PAGE	* RLS		* LPK(5)	SRC(5)	DEST(5)	SDR	ET	FA	CW	PS		
7	Called station answers. <i>Note:</i> If called station answers camp-on trunk after the timed reminder, the call will disconnect from the console. The trunk will be connected to the line, but the tone ringer on the console will sound.															<input type="radio"/>												Console idle, loop(s) free. Tone ringer is sounding for no apparent reason.
8	Attendant depresses any loop key to stop ringer.																<input type="radio"/>											
9	Attendant releases.															<input type="radio"/>												
10	With Secrecy Repeat Steps 1 through 3.																											
11	Attendant dials busy station number.		<input type="radio"/>							<input type="radio"/>								<input type="radio"/>	<input type="radio"/>	<input type="radio"/>								Station in use. Attendant does not hear busy tone. Trunk party excluded from call.
12	Attendant depresses EXCL DEST key.		<input type="radio"/>					<input type="radio"/>										<input type="radio"/>	<input type="radio"/>	<input type="radio"/>								2-way conversation between Attendant and CO party. CO party wishes to camp-on.
13	Repeat Steps 5 through 7.																											

TABLE M (Cont)

STEP	ACTION	CONSOLE OPERATING CONTROLS AND INDICATORS																				REMARKS						
		LAMP FIELD		KEYS (ILLUMINATING*)															LAMP FIELD									
		CCT GP BSY	INCOM. CALL	* NITE	* PF	* BG IN	* BSY VER	* CONF	* EXCL DEST	* EXCL SRC	RLS DEST	RLS SRC	HOLD	SIG DEST	SIG SRC	* PAGE	* RLS	* LPK(5)	SRC(5)	DEST(5)	SDR		ET	FA	CW	PS		
9	Camped-on station answers when idle.																○											2-way conversation.
10	Attendant idle.																○											Console idle, loop(s) free.
	<i>Note:</i> If called station answers camp-on trunk after the timed reminder, the call will disconnect from the console. The trunk will be connected to the line, but the tone ringer on the console will sound.																											Tone ringer is sounding for no apparent reason.
11	Attendant depresses any loop key to stop ringer.																	○ M										
12	Attendant releases.																○ M											

**TABLE N
CALL ANNOUNCED USING EXCLUSION KEYS (SPLITTING)**

STEP	ACTION	CONSOLE OPERATING CONTROLS AND INDICATORS																			REMARKS					
		LAMP FIELD		KEYS (ILLUMINATING*)													LAMP FIELD									
		CCT GP BSY	INCOM. CALL	* NITE	* PF	* BG IN	* BSY VER	* CONF	* EXCL DEST	* EXCL SRC	RLS DEST	RLS SRC	HOLD	SIG DEST	SIG SRC	* PAGE	* RLS	* LPK(S)	SRC(S)	DEST(S)		SDR	ET	FA	CW	PS
1	Start condition																									Console idle, loop(s) free.
2	Signal from incoming call (CO1).		Ⓞ																60							Tone ringer sounds on console.
3	Attendant answers.		Ⓞ															Ⓞ M	Ⓞ							Tone ringer silenced, 2-way conversation, calling trunk party requests EPABX station.
4	Attendant excludes calling party.		Ⓞ							Ⓞ M								Ⓞ	Ⓞ							Attendant wishes to announce call on split connection.
5	Attendant dials station number.		Ⓞ							Ⓞ								Ⓞ	Ⓞ	w						Attendant hears ringback tone. Trunk hears nothing.
6	Called station answers.		Ⓞ							Ⓞ								Ⓞ	Ⓞ	Ⓞ						2-way conversation attendant+ called station.
7	Attendant excludes called station.		Ⓞ							Ⓞ M								Ⓞ	Ⓞ	Ⓞ						2-way conversation, attendant/calling trunk party.
8	Attendant connects calling trunk and called station parties.		Ⓞ															Ⓞ M	Ⓞ	Ⓞ						3-way conversation.
9	Attendant releases.																Ⓞ M									Console idle, all loop(s) free.

TABLE O
CALL TRANSFER BY ATTENDANT:
ATTENDANT RECALL – COMPLETED INCOMING CO/FX CALL NOT HELD ON LOOP
(CALL TRANSFER-INDIVIDUAL NOT PROVIDED)

STEP	ACTION	CONSOLE OPERATING CONTROLS AND INDICATORS																			REMARKS						
		LAMP FIELD		KEYS (ILLUMINATING*)													LAMP FIELD										
		CCT GP BSY	INCOM. CALL	* NITE	* PF	* BG IN	* BSY VER	* CONF	* EXCL DEST	* EXCL SRC	RLS DEST	RLS SRC	HOLD	SIG DEST	SIG SRC	* PAGE	* RLS	* LPK(5)	SRC(5)	DEST(5)		SDR	ET	FA	CW	PS	
1	Start condition																										Console idle, loop(s) free.
2	Signal from incoming call (CO1).		Ⓞ																60								Tone ringer sounds on console.
3	Attendant answers.		Ⓞ															Ⓞ M	Ⓞ								Tone ringer silenced, 2-way conversation, calling trunk party requests EPABX station.
4	Attendant dials EPABX station number.		Ⓞ															Ⓞ	Ⓞ	w							Attendant and calling trunk hear ringing tone.
5	Attendant releases.		Ⓞ														Ⓞ M	Ⓞ	w								Console idle, one loop occupied.
6	EPABX station answers.																Ⓞ										Console idle, loop(s) free.
7	EPABX station flashes, and goes on-hook.		Ⓞ																120								Tone ringer sounds on console. Attendant is recalled.
8	Attendant answers.		Ⓞ															Ⓞ M	Ⓞ								Tone ringer silenced. 2-way talking connection call transfer requested.
9	Attendant dials new EPABX station number.																	Ⓞ	Ⓞ	w							Attendant hears ringback tone.
10	EPABX station answers.																	Ⓞ	Ⓞ	Ⓞ							3-way talking connection.
11	Attendant releases.																Ⓞ M										Console idle, loop(s) free.

**TABLE P
CALL TRANSFER BY ATTENDANT:
ATTENDANT RECALL – COMPLETED INCOMING CO/FX CALL HELD ON LOOP
(IGNORE THIS TEST IF SECRECY IS PROVIDED)**

STEP	ACTION	CONSOLE OPERATING CONTROLS AND INDICATORS																	REMARKS							
		LAMP FIELD		KEYS (ILLUMINATING*)											LAMP FIELD											
		CCT GP BSY	INCOM. CALL	* NITE	* PF	* BG IN	* BSY VER	* CONF	* EXCL DEST	* EXCL SRC	RLS DEST	RLS SRC	HOLD	SIG DEST	SIG SRC	* PAGE	* RLS	* LPK(S)		SRC(S)	DEST(S)	SDR	ET	FA	CW	PS
1	Start condition																									Console idle, loop(s) free.
2	Signal from incoming call (CO1).		CO																60							Tone ringer sounds on console.
3	Attendant answers.		CO															M								Tone ringer silenced 2-way conversation, calling party requests EPABX station.
4	Attendant dials EPABX station number.		CO																	W						Attendant and calling party hear ringing tone.
5	EPABX station answers		CO																							3-way conversation.
6	Attendant holds call on loop.		CO									M							W							Attendant not party to conversation.
7	Attendant releases.															M			W							Console idle, one loop held.
8	EPABX station flashes to recall the Attendant.																		W							Tone ringer sounds on console.
9	Attendant answers.																		M							Tone ringer silenced. 3-way conversation call transfer requested.
10	Attendant releases EPABX station.										M															EPABX station released.

TABLE P (Cont)

STEP	ACTION	CONSOLE OPERATING CONTROLS AND INDICATORS																REMARKS								
		LAMP FIELD		KEYS (ILLUMINATING*)											LAMP FIELD											
		CCT GP BSY	INCOM. CALL	* NITE	* PF	* BG IN	* BSY VER	* CONF	* EXCL DEST	* EXCL SRC	RLS DEST	RLS SRC	HOLD	SIG DEST	SIG SRC	* PAGE	* RLS		* LPK(5)	SRC(5)	DEST(5)	SDR	ET	FA	CW	PS
11	Attendant dials new EPABX station number.																<input type="radio"/>	<input type="radio"/>	<input checked="" type="radio"/>							Attendant and trunk party hears ringing tone.
12	EPABX station answers.																<input type="radio"/>	<input type="radio"/>	<input type="radio"/>							3-way conversation.
13	Attendant releases.															<input type="radio"/>										Console idle, loop(s) free.

**TABLE Q
CALL TRANSFER INDIVIDUAL:
ATTENDANT RECALL – COMPLETED CO/FX CALL, NOT HELD ON LOOP**

STEP	ACTION	CONSOLE OPERATING CONTROLS AND INDICATORS																				REMARKS					
		LAMP FIELD		KEYS (ILLUMINATING*)															LAMP FIELD								
		CCT GP BSY	INCOM. CALL	* NITE	* PF	* BG IN	* BSY VER	* CONF	* EXCL DEST	* EXCL SRC	RLS DEST	RLS SRC	HOLD	SIG DEST	SIG SRC	* PAGE	* RLS	* LPK(S)	SRC(S)	DEST(S)	SDR		ET	FA	CW	PS	
1	Start condition																○										Console idle, loop(s) free
2	Signal from incoming call (CO1).		⊙																60								Tone ringer sounds on console.
3	Attendant answers.		⊙														○	○									Tone ringer silenced, 2-way conversation, calling party requests EPABX station.
4	Attendant dials EPABX station number.		⊙														○	○	W								Attendant and calling trunk party hear ringback tone.
5	Attendant releases															○	○	W									Console idle, one loop occupied.
6	EPABX station answers.															○											Console idle loop(s) free.
7	EPABX station flashes then dials "O"		⊙															120	○								Tone ringer sounds. (Appears as recall.)
8	Attendant answers dialed "O" call.		⊙														○	○	○								Tone ringer silenced, 3-way conversation.
9	Attendant releases EPABX station.		⊙														○	○									2-way conversation.

⋮

TABLE Q (Cont)

STEP	ACTION	CONSOLE OPERATING CONTROLS AND INDICATORS															REMARKS									
		LAMP FIELD		KEYS (ILLUMINATING*)											LAMP FIELD											
		CCT GP BSY	INCOM. CALL	NITE *	PF *	BG IN *	BSY VER *	CONF *	EXCL DEST *	EXCL SRC *	RLS DEST	RLS SRC	HOLD	SIG DEST	SIG SRC	PAGE *		RLS *	LPK(S) *	SRC(S)	DEST(S)	SDR	ET	FA	CW	PS
10	Attendant dials new EPABX station number.		(R)														○	○	(W)							Attendant and calling trunk party hear ringing tone.
11	Attendant releases.															○		○	(W)							Console idle, one loop occupied.
12	EPABX station answers.																○									Console idle, loop(s) free.

**TABLE R
EPABX STATION OR TIE TRUNK CALL TO CO TRUNK VIA ATTENDANT:
IDENTIFICATION, RECEPTION, COMPLETION**

STEP	ACTION	CONSOL: OPERATING CONTROLS AND INDICATORS																			REMARKS						
		LAMP FIELD		KEYS (ILLUMINATING*)														LAMP FIELD									
		CCT GP BSY	INCOM. CALL	* NITE	* PF	* BG IN	* BSY VER	* CONF	* EXCL DEST	* EXCL SRC	RLS DEST	RLS SRC	HOLD	SIG DEST	SIG SRC	* PAGE	* RLS	* LPK(5)	SRC(5)	DEST(5)		SDR	ET	FA	CW	PS	
1	Start condition																○										Console idle, all loops free.
2	EPABX station or tie trunk dials "0"		⓪																120								Tone ringer sounds.
3	Attendant answers.		⓪															○	○								Tone ringer silenced, 2-way conversation, request two consecutive CO trunk calls.
4	Attendant dials "9"		⓪															○	○	○	○						Dial tone heard by attendant and EPABX station.
5	Attendant dials first CO number and depresses octothorp (#) key.		⓪															○	○	○							SDR lamp flashes, extinguished when pulsing complete. If DIGITONE sender is used, SDR lamp remains steadily lit until # key is depressed. Attendant and EPABX station hear ringing tone.
6	Attendant depresses HOLD key.		⓪											M				○	○	○							Call held on loop.
7	Attendant releases.																○	○	○	○							Attendant released from call. Loop held by call, console idle, remaining loops free.

TABLE R (Cont)

STEP	ACTION	CONSOLE OPERATING CONTROLS AND INDICATORS																REMARKS									
		LAMP FIELD		KEYS (ILLUMINATING*)												LAMP FIELD											
		CCT GP BSY	INCOM. CALL	* NITE	* PF	* BG IN	* BSY VER	* CONF	* EXCL DEST	* EXCL SRC	RLS DEST	RLS SRC	HOLD	SIG DEST	SIG SRC	* PAGE	* RLS		* LPK(5)	SRC(5)	DEST(5)	SDR	ET	FA	CW	PS	
8	EPABX station flashes to recall attendant. <i>Note:</i> If originating end is a tie trunk ignore Steps 8 through 13. Tie trunks cannot recall the attendant.																⊙	⊙									Tone ringer sounds.
9	Attendant answers.																⊙	⊙	⊙								Tone ringer silenced, 3-way conversation, EPABX station requests completion of second call.
10	Attendant releases first trunk called party.																⊙	⊙									2-way conversation.
11	Attendant dials "9".																⊙	⊙	⊙	⊙							Dial tone heard by attendant and EPABX station.
12	Attendant dials CO number and depresses octothorp (#) key.																⊙	⊙	⊙								SDR lamp flashes, extinguished when pulsing complete. If DIGITONE sender is used, SDR lamp remains steadily lit until # key is depressed. Attendant and EPABX station hear ringing tone.
13	Called party answers and attendant releases.															⊙											Console idle, all loop(s) free.

**TABLE T
INCOMING EPABX STATION/TIE TRUNK CALL: ATTENDANT INTERCEPT**

STEP	ACTION	CONSOLE OPERATING CONTROLS AND INDICATORS																			REMARKS					
		LAMP FIELD		KEYS (ILLUMINATING*)															LAMP FIELD							
		CCT GP BSY	INCOM. CALL	NITE *	PF *	BG IN *	BSY VER *	CONF *	EXCL DEST *	EXCL SRC *	RLS DEST	RLS SRC	HOLD	SIG DEST	SIG SRC	PAGE *	RLS *	LPK(S) *	SRC(S)	DEST(S)		SDR	ET	FA	CW	PS
1	Start condition																									Console idle, all loop(s) free.
2	EPABX station/tie trunk dials unassigned station line number, call intercepted by attendant.		(AI)																(120)							Tone ringer sounds.
3	Attendant answers.		(AI)																							Ringer silenced, 2-way conversation.
4	Attendant and station release.																									Console idle, all loop(s) free.

**TABLE V
INCOMING TRUNK/STATION CALLS WAITING**

STEP	ACTION	CONSOLE OPERATING CONTROLS AND INDICATORS																				REMARKS					
		LAMP FIELD		KEYS (ILLUMINATING*)															LAMP FIELD								
		CCT GP BSY	INCOM. CALL	*	*	*	*	*	*	*	*	*	*	*	*	*	*	SRC(S)	DEST(S)	SDR	ET		FA	CW	PS		
1	Start condition																								Console idle, all loop(s) free.		
2	EPABX station dials "0".		(D0)																						(120)	Tone ringer sounds.	
3	Attendant answers.		(D0)																						(M)	(120)	Ringer silenced, 2-way conversation with calling party.
4	Second incoming call to attendant.		(D0)																						(120)	(120)	Calling party 2 hears ringing tone.
5	(a) Attendant and EPABX station release.																								(M)		
	(b) Call waiting transfer to incoming call.		(D0)																						(120)		Tone ringer sounds on console.
6	Attendant answers.		(D0)																						(M)	(120)	Ringer silenced, 2-way conversation with calling party 2.
7	Attendant and calling party 2 release.																								(M)		Console idle, all loop(s) free.

**TABLE W
FLEXIBLE NIGHT SERVICE**

STEP	ACTION	CONSOLE OPERATING CONTROLS AND INDICATORS																				REMARKS				
		LAMP FIELD		KEYS (ILLUMINATING*)													LAMP FIELD									
		CCT GP BSY	INCOM. CALL	NITE *	PF *	BG IN *	BSY VER *	CONF *	EXCL DEST *	EXCL SRC *	RLS DEST	RLS SRC	HOLD	SIG DEST	SIG SRC	PAGE *	RLS *	LPK(5) *	SRC(5)	DEST(5)	SDR		ET	FA	CW	PS
1	Start condition																									Console idle, loop(s) free.
2	Attendant operates NITE key.			○ M													○									
3	Attendant picks up loop.			○														○ M								Attendant hears dial tone.
4	Attendant dials CO trunk location access code.			○														○	○	○						See trunk number assignment in Section 553-5001-206 (filed in EPABX.)
5	Attendant dials EPABX station number. (Attendant repeats Steps 4 and 5 to set desired night connections.)			○														○								Attendant hears dial tone. Busy station lines or trunks may be assigned to night connection.
6	Attendant releases.			○														○ M								
7	Attendant removes headset/handset plug.																									Console locked in night service condition. All calls to attendant will receive overflow tone.

TABLE W (Cont)

STEP	ACTION	CONSOLE OPERATING CONTROLS AND INDICATORS																REMARKS								
		LAMP FIELD		KEYS (ILLUMINATING*)											LAMP FIELD											
		CCT GP BSY	INCOM. CALL	NITE *	PF *	BG IN *	BSY VER *	CONF *	EXCL DEST *	EXCL SRC *	RLS DEST	RLS SRC	HOLD	SIG DEST	SIG SRC	PAGE *	RLS *		LPK(S) *	SRC(S)	DEST(S)	SDR	ET	FA	CW	PS
8	To disengage Night Connections Attendant inserts headset/handset.			○												○										
9	Attendant operates NITE key.			M												○										All night connections released.
	<i>Note:</i> Calls on incoming CO trunks not assigned to night service will not be answered unless TAFAS is provided.																									

**TABLE Y
CONSOLE TO TRUNK CALLS USING SPECIAL ACCESS CODES
(EXCLUDING PAGING AND DICTATION AND TAFAS)**

STEP	ACTION	CONSOLE OPERATING CONTROLS AND INDICATORS																REMARKS									
		LAMP FIELD		KEYS (ILLUMINATING*)											LAMP FIELD												
		CCT GP BSY	INCOM. CALL	* NITE	* PF	* BG IN	* BSY VER	* CONF	* EXCL DEST	* EXCL SRC	RLS DEST	RLS SRC	HOLD	SIG DEST	SIG SRC	* PAGE	* RLS		* LPK(5)	SRC(5)	DEST(5)	SDR	ET	FA	CW	PS	
1	Start condition																<input type="radio"/>										Console idle loop(s) free.
2	Attendant picks up loop.																<input type="radio"/>	<input type="radio"/>									
3	Attendant dials special access code (81 to 87 as assigned).																<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>							Attendant hears dial tone, from distant PBX (if applicable).
4	Attendant dials desired number and depresses octothorp (#) key.																<input type="radio"/>	<input type="radio"/>	<input type="radio"/>								SDR lamp flashes, extinguished when pulsing complete. If DIGITONE sender is used, SDR lamp remains steadily lit until # key is depressed. Attendant hears ringback tone.
5	Called party answers.																<input type="radio"/>	<input type="radio"/>	<input type="radio"/>								Ringback tone silenced 2-way conversation.
6	Attendant and called party release.															<input type="radio"/>	<input type="radio"/>	<input type="radio"/>									Console idle, all loop(s) free.

**TABLE Z(ii)
CONSOLE TO PAGING TRUNK CALLS (DIAL ACCESS)**

STEP	ACTION	CONSOLE OPERATING CONTROLS AND INDICATORS																REMARKS									
		LAMP FIELD		KEYS (ILLUMINATING*)											LAMP FIELD												
		CCT GP BSY	INCOM. CALL	NITE *	PF *	BG IN *	BSY VER *	CONF *	EXCL DEST *	EXCL SRC *	RLS DEST	RLS SRC	HOLD	SIG DEST	SIG SRC	PAGE *	RLS *		LPK(5) *	SRC(5)	DEST(5)	SDR	ET	FA	CW	PS	
1	Start condition															<input type="radio"/>											Console idle, loop(s) free.
2	Attendant picks up loop.																<input type="radio"/>	M									
3	Attendant dials paging trunk access code.																<input type="radio"/>		<input type="radio"/>	<input type="radio"/>							Attendant connected to paging facility.
4	Attendant pages desired party.																<input type="radio"/>		<input type="radio"/>								Attendant heard on loud speaker facility.
5	Attendant releases paging trunk and loop.															<input type="radio"/>	M										Paging facility released. Console idle, loop(s) free.

TABLE AA
CONSOLE TO DICTATION TRUNK CALL

STEP	ACTION	CONSOLE OPERATING CONTROLS AND INDICATORS																REMARKS									
		LAMP FIELD		KEYS (ILLUMINATING*)												LAMP FIELD											
		CCT GP BSY	INCOM. CALL	* NITE	* PF	* BG IN	* BSY VER	* CONF	* EXCL DEST	* EXCL SRC	RLS DEST	RLS SRC	HOLD	SIG DEST	SIG SRC	* PAGE	* RLS		* LPK(S)	SRC(S)	DEST(S)	SDR	ET	FA	CW	PS	
1	Start condition																<input type="radio"/>										Console idle, loop(s) free.
2	Attendant picks up loop.																<input type="radio"/>	<input type="radio"/>									
3	Attendant dials dictation trunk access code.																<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>							Attendant hears dial tone.
4	Attendant releases dictation trunk and loop.																<input type="radio"/>	<input type="radio"/>									Dictation trunk released. Console idle, loop(s) free.

**TABLE AB(i)
ATTENDANT CONFERENCE CALL
(INITIATED THROUGH CONFERENCE KEY)**

STEP	ACTION	CONSOLE OPERATING CONTROLS AND INDICATORS																				REMARKS					
		LAMP FIELD		KEYS (ILLUMINATING*)														LAMP FIELD									
		CCT GP BSY	INCOM. CALL	* NITE	* PF	* BG IN	* BSY VER	* CONF	* EXCL DEST	* EXCL SRC	RLS DEST	RLS SRC	HOLD	SIG DEST	SIG SRC	* PAGE	* RLS	* LPK(5)	SRC(5)	DEST(5)	SDR		ET	FA	CW	PS	
1	Start condition																○										Console idle, loop(s) free.
2	Attendant presses CONF key.						○ M																				Console in conference mode.
3	Attendant dials station or trunk for the conference.						○																				Attendant hears ringing tone.
4	Called party answers. If no answer depress RLS DEST key.						○																				Attendant and called party in consultation.
5	Attendant depresses CONF key.						○ M																				Station enters conference connection.
6	Attendant repeats Steps 3, 4, and 5 for <i>each</i> conference party. (Maximum of 5 conferees.)																										
7	Attendant releases on completion of Step 5 for last party.						○										○ M										Attendant exits from conference and is free to handle calls.

**TABLE AB(ii)
ATTENDANT CONFERENCE CALL
(INITIATED THROUGH LOOP KEY)**

STEP	ACTION	CONSOLE OPERATING CONTROLS AND INDICATORS																				REMARKS						
		LAMP FIELD		KEYS (ILLUMINATING*)													LAMP FIELD											
		CCT GP BSY	INCOM. CALL	* NITE	* PF	* BG IN	* BSY VER	* CONF	* EXCL DEST	* EXCL SRC	RLS DEST	RLS SRC	HOLD	SIG DEST	SIG SRC	* PAGE	* RLS	* LPK(5)	SRC(5)	DEST(5)	SDR		ET	FA	CW	PS		
1	Start condition																○											Console idle, loop(s) free.
2	Signal from incoming trunk call.		○ CO																○ 60									Tone ringer sounds on console.
3	Attendant answers.		○ CO															○ M	○									Ringer silenced, 2-way conversation. Trunk party requests conference call.
4	Attendant dials station for the conference.		○ CO															○	○	○ W								Attendant and trunk party hear ringing tone. Called station rings.
5	Station answers.		○ CO															○	○	○								Ringing tone and ringing silenced, 3-way conversation.
6	Attendant depresses CONF Key.		○ CO					○ W M																				Trunk party and station enter conference connection.

TABLE AB(ii) (Cont)

STEP	ACTION	CONSOLE OPERATING CONTROLS AND INDICATORS																				REMARKS				
		LAMP FIELD		KEYS (ILLUMINATING*)															LAMP FIELD							
		CCT GP BSY	INCOM. CALL	NITE *	PF *	BG IN *	BSY VER *	CONF *	EXCL DEST *	EXCL SRC *	RLS DEST	RLS SRC	HOLD	SIG DEST	SIG SRC	PAGE *	RLS *	LPK(5) *	SRC(5)	DEST(5)	SDR		ET	FA	CW	PS
7	Attendant may now repeat Steps 3, 4, 5 in Table Z(i) to add other stations or trunks into the conference connection.																									
<p>Notes: Idling of Conference Connection</p> <ol style="list-style-type: none"> The attendant may force a disconnection of the conference connection at any time by depressing the CONF Key for approx. 5 seconds until the key lamp is extinguished. Normally the conference connection disconnects and idles after the last conference goes on-hook. If the conference involves a trunk which does not provide disconnect information the conference connection will not idle and must be released by depressing the CONF Key for 5 seconds. 																										

**TABLE AC(i)
BARGE-IN (TRUNK IDLE)**

STEP	ACTION	CONSOLE OPERATING CONTROLS AND INDICATORS																REMARKS									
		LAMP FIELD		KEYS (ILLUMINATING*)											LAMP FIELD												
		CCT GP BSY	INCOM. CALL	NITE *	PF *	BG IN *	BSY VER *	CONF *	EXCL DEST *	EXCL SRC *	RLS DEST	RLS SRC	HOLD	SIG DEST	SIG SRC	PAGE *	RLS *		LPK(S) *	SRC(S)	DEST(S)	SDR	ET	FA	CW	PS	
1	Start condition																<input type="radio"/>										Console idle, loop(s) free.
2	Attendant picks up loop.																	<input type="radio"/>									Loop seized.
3	Attendant depresses BG IN key.					<input type="radio"/>												<input type="radio"/>									
4	Attendant dials desired trunk using trunk location access code.					<input type="radio"/>												<input type="radio"/>		<input type="radio"/>							Trunk idle. Attendant hears CO dial tone.
5	Attendant depresses RLS key.																<input type="radio"/>										Console idle, loop(s) free.

TABLE AC(ii)
BARGE-IN (TRUNK BUSY)

STEP	ACTION	CONSOLE OPERATING CONTROLS AND INDICATORS																			REMARKS							
		LAMP FIELD		KEYS (ILLUMINATING*)															LAMP FIELD									
		CCT GP BSY	INCOM. CALL	* NITE	* PF	* BG IN	* BSY VER	* CONF	* EXCL DEST	* EXCL SRC	RLS DEST	RLS SRC	HOLD	SIG DEST	SIG SRC	* PAGE	* RLS	* LPK(S)	SRC(S)	DEST(S)		SDR	ET	FA	CW	PS		
1	Start condition																<input type="radio"/>											Console idle, loop(s) free.
2	Attendant picks up loop.																<input type="radio"/>	<input type="radio"/>										Loop seized.
3	Attendant depresses BG IN key.					<input type="radio"/>												<input type="radio"/>										
4	Attendant dials desired trunk using trunk location access code.					<input type="radio"/>												<input type="radio"/>	<input type="radio"/>	<input type="radio"/>								Attendant barges into an established CO to station call. Warning tone heard every 4 seconds by trunk and EPABX parties. 3-way talking connection, trunk-station-attendant.
5	Attendant releases																<input type="radio"/>											Console idle, loop(s) free.

**TABLE AD(i)
BUSY VERIFICATION OF EPABX STATION: STATION IDLE**

STEP	ACTION	CONSOLE OPERATING CONTROLS AND INDICATORS																			REMARKS							
		LAMP FIELD		KEYS (ILLUMINATING*)														LAMP FIELD										
		CCT GP BSY	INCOM. CALL	* NITE	* PF	* BG IN	* BSY VER	* CONF	* EXCL DEST	* EXCL SRC	RLS DEST	RLS SRC	HOLD	SIG DEST	SIG SRC	* PAGE	* RLS	* LPK(S)	SRC(S)	DEST(S)		SDR	ET	FA	CW	PS		
1	Start condition																<input type="radio"/>											Console idle, loop(s) free.
2	Attendant picks up loop.																	<input type="radio"/>										
3	Attendant depresses BSY VER key.					<input type="radio"/>												<input type="radio"/>										
4	Attendant dials desired EPABX station.					<input type="radio"/>												<input type="radio"/>		<input type="radio"/>								Station idle indication, no ringing applied to EPABX station.
5	Attendant depresses SIG DEST key.					<input type="radio"/>							M					<input type="radio"/>		<input type="radio"/>								Station ringing.
6	EPABX station answers.					<input type="radio"/>												<input type="radio"/>		<input type="radio"/>								2-way conversation.
7	Attendant, EPABX station release.																<input type="radio"/>											Console idle, loop(s) free.

**TABLE AE
LOCKOUT**

STEP	ACTION	CONSOLE OPERATING CONTROLS AND INDICATORS																			REMARKS					
		LAMP FIELD		KEYS (ILLUMINATING*)													LAMP FIELD									
		CCT GP BSY	INCOM. CALL	NITE *	PF *	BG IN *	BSY VER *	CONF *	EXCL DEST *	EXCL SRC *	RLS DEST	RLS SRC	HOLD	SIG DEST	SIG SRC	PAGE *	RLS *	LPK(S) *	SRC(S)	DEST(S)		SDR	ET	FA	CW	PS
1	Start condition																○									Console idle loop(s) free.
2	Signal from incoming trunk call.		Ⓞ																60							Tone ringer sounds on console.
3	Attendant answers.		Ⓞ															○ M	○							Ringer silenced. 2-way conversation established, calls request station connection.
4	Attendant dials station line number.		Ⓞ															○	○	W						
5	Attendant holds connection called.		Ⓞ									M						○	○	W						
6	Station answers.		Ⓞ															○	○	○						
7	Attendant attempts to reenter connection.																	○ W M	○	○						Attendant fails to reenter or release connection. This indicates that the lockout feature is operational

TABLE AE (Cont)

STEP	ACTION	CONSOLE OPERATING CONTROLS AND INDICATORS																REMARKS								
		LAMP FIELD		KEYS (ILLUMINATING*)											LAMP FIELD											
		CCT GP BSY	INCOM. CALL	NITE *	PF *	BG IN *	BSY VER *	CONF *	EXCL DEST *	EXCL SRC *	RLS DEST	RLS SRC	HOLD	SIG DEST	SIG SRC	PAGE *	RLS *		LPK(5) *	SRC(5)	DEST(5)	SDR	ET	FA	CW	PS
8	Trunk party and called station disconnect by going on-hook.															○										Console idle, loop free

**TABLE AF
ATTENDANT DIALING: INCOMING EPABX STATION CALL**

STEP	ACTION	CONSOLE OPERATING CONTROLS AND INDICATORS																		REMARKS						
		LAMP FIELD		KEYS (ILLUMINATING*)													LAMP FIELD									
		CCT GP BSY	INCOM. CALL	NITE *	PF *	BG IN *	BSY VER *	CONF *	EXCL DEST *	EXCL SRC *	RLS DEST	RLS SRC	HOLD	SIG DEST	SIG SRC	PAGE *	RLS *	LPK(S) *	SRC(S)		DEST(S)	SDR	ET	FA	CW	PS
1	Start condition.																									Console idle, loop(s) free.
2	Incoming call from EPABX station.		(DO)																(120)							Tone ringer sounds.
3	Attendant answers.		(DO)																(M)	(O)						Tone ringer silenced 2-way conversation request for attendant trunk dialing service.
4	Station releases.		(DO)																(O)							All calls to originating station receive busy tone except Attendant calls.
5	Attendant dials requested CO, station, or trunk number.		(DO)																(O)		(W)					
6	Distant party answers.		(DO)																(O)		(O)					
7	Attendant signals originating station.		(DO)											M					(O)	(W)	(O)					
8	Attendant releases.																		(O)	(W)	(O)					
9	Originating station answers.																		(O)							

**TABLE AG
FULLY RESTRICTED EPABX STATION/TIE TRUNK
ATTENDANT INTERCEPT – OUTGOING CO TRUNK CALL**

STEP	ACTION	CONSOLE OPERATING CONTROLS AND INDICATORS																	REMARKS							
		LAMP FIELD		KEYS (ILLUMINATING*)											LAMP FIELD											
		CCT GP BSY	INCOM. CALL	* NITE	* PF	* BG IN	* BSY VER	* CONF	* EXCL DEST	* EXCL SRC	RLS DEST	RLS SRC	HOLD	SIG DEST	SIG SRC	* PAGE	* RLS	* LPK(S)		SRC(S)	DEST(S)	SDR	ET	FA	CW	PS
1	Start condition																									Console idle all loop(s) free.
2	Fully restricted EPABX station/tie trunk dials "9" or "0".		(FR)															(120)								Tone ringer on console sounds.
3	Attendant answers.		(FR)														(M)	(O)								Ringer silenced, 2-way conversation.
4	Station/tie trunk requests CO number.		(FR)														(O)	(O)								
5	Attendant dials "9".		(FR)														(O)	(O)								Attendant hears overflow tone.
6	Attendant releases overflow tone.																(O)	(O)								2-way conversation.
7	Attendant and station/tie trunk release.																(M)	(O)								Console idle, all loop(s) free.

**TABLE AH
BUSY-LAMP-FIELD, LAMP VERIFICATION**

STEP	ACTION	CONSOLE OPERATING CONTROLS AND INDICATORS																				REMARKS				
		LAMP FIELD		KEYS (ILLUMINATING*)															LAMP FIELD							
		CCT GP BSY	INCOM. CALL	NITE *	PF *	BG IN *	BSY VER *	CONF *	EXCL DEST *	EXCL SRC *	RLS DEST	RLS SRC	HOLD	SIG DEST	SIG SRC	PAGE *	RLS *	LPK(S) *	SRC(S)	DEST(S)	SDR		ET	FA	CW	PS
1	Start condition																									
2	Operate 1011 handset switch to off-hook condition.																									
3	At cross-connecting terminal, connect handset clips to station line (2)10.																									<input type="radio"/>
4	Repeat action 3 for all station lines in consecutive order starting at station line (2)11.																									<input type="radio"/>

TABLE AI(i)
 CALL FORWARD REQUESTS

STEP	ACTION	CONSOLE OPERATING CONTROLS AND INDICATORS																				REMARKS				
		LAMP FIELD		KEYS (ILLUMINATING*)														LAMP FIELD								
		CCT GP BSY	INCOM. CALL	*	*	*	*	*	*	*	*	*	*	*	*	*	*	SRC(S)	DEST(S)	SDR	ET		FA	CW	PS	
1	Start condition																									Console idle, all loops free.
2	Attendant selects loop 1																									Loop seized by the attendant
3	Attendant dials access code 43																									
4	Attendant dials station number whose calls are to be forwarded																									
5	Attendant dials station number to which the calls for the station dialed in Step 4 are to be forwarded																									Attendant hears a burst of miscellaneous tone
6	Attendant releases																									Console idle, all loops free

TABLE AI(ii)
CALL PROCESSING

STEP	ACTION	CONSOLE OPERATING CONTROLS AND INDICATORS																			REMARKS						
		LAMP FIELD		KEYS (ILLUMINATING*)													LAMP FIELD										
		CCT GP BSY	INCOM. CALL	* NITE	* PF	* BG IN	* BSY VER	* CONF	* EXCL DEST	* EXCL SRC	RLS DEST	RLS SRC	HOLD	SIG DEST	SIG SRC	* PAGE	* RLS	* LPK(5)	SRC(5)	DEST(5)		SDR	ET	FA	CW	PS	
1	Start condition																○										Console idle, all loops free
2	Attendant selects loop 1																	○ M									Loop seized by the attendant
3	Attendant dials same station number as in Step 4 of Table AI(i)																	○		○ W							Ringin applied to station number dialed in Step 5 of Table AI(i), ringin tone in headset
4	Called station answers																	○		○							Ringin and ringin tone silenced. Talking correction established
5	Depress RLS key																○ M										Attendant released from loop 1. Console idle, all loops free and called station receives dial tone
6	Called station goes on-hook																○										Station idle

TABLE AI(iii)

CALL FORWARD CANCELLATION (ONE STATION)

STEP	ACTION	CONSOLE OPERATING CONTROLS AND INDICATORS																			REMARKS						
		LAMP FIELD		KEYS (ILLUMINATING*)													LAMP FIELD										
		CCT GP BSY	INCOM. CALL	* NITE	* PF	* BG IN	* BSY VER	* CONF	* EXCL DEST	* EXCL SRC	RLS DEST	RLS SRC	HOLD	SIG DEST	SIG SRC	* PAGE	* RLS	* LPK(S)	SRC(S)	DEST(S)		SDR	ET	FA	CW	PS	
1	Start condition																○										Console idle, all loops free
2	Attendant selects loop 1																	○ M									Loop seized by the attendant
3	Attendant dials access Code 44																	○									
4	Attendant dials station number whose call forward request is to be cancelled. (Same number as dialed in Step 4 of Table AI(i))																	○									Attendant hears a burst of miscellaneous tone
5	Attendant releases																○ M										Console idle, all loops free
6	Attendant selects loop 1																	○ M									Loop seized by the attendant
7	Attendant dials same station number as in Step 4 of Table AI(i)																	○									Ringng applied to station dialed, ringing tone in headset

TABLE AI(iii) (cont)

CALL FORWARD CANCELLATION (ONE STATION)

STEP	ACTION	CONSOLE OPERATING CONTROLS AND INDICATORS																REMARKS								
		LAMP FIELD		KEYS (ILLUMINATING*)											LAMP FIELD											
		CCT GP BSY	INCOM. CALL	NITE *	PF *	BG IN *	BSY VER *	CONF *	EXCL DEST *	EXCL SRC *	RLS DEST	RLS SRC	HOLD	SIG DEST	SIG SRC	PAGE *	RLS *		LPK(S) *	SRC(S)	DEST(S)	SDR	ET	FA	CW	PS
8	Called station answers																<input type="radio"/>		<input type="radio"/>							Ring and ringing tone silenced. Talking connection established
9	Depress RLS key															<input type="radio"/>	M									Attendant released from loop 1. Console idle, all loops free and called station receives dial tone
10	Called station goes on hook																								Station idle	

TABLE AI(iv)

CALL FORWARD CANCELLATION (ALL STATIONS)

STEP	ACTION	CONSOLE OPERATING CONTROLS AND INDICATORS																			REMARKS						
		LAMP FIELD		KEYS (ILLUMINATING*)														LAMP FIELD									
		CCT GP BSY	INCOM. CALL	* NITE	* PF	* BG IN	* BSY VER	* CONF	* EXCL DEST	* EXCL SRC	RLS DEST	RLS SRC	HOLD	SIG DEST	SIG SRC	* PAGE	* RLS	* LPK(S)	SRC(S)	DEST(S)		SDR	ET	FA	CW	PS	
1	Start condition																<input type="radio"/>										Console idle, all loops free
2	Repeat Steps 2 to 6 of Table AI(i)																										
3	Repeat Steps 2 to 6 of Table AI(ii)																										
4	Attendant selects loop 1																	<input type="radio"/>									Loop seized by attendant
5	Attendant dials access code 44																	<input type="radio"/>									
6	Attendant depresses RLS SRC and RLS destination keys simultaneously																	<input type="radio"/>									Attendant hears a burst of miscellaneous tone

TABLE AI(iv) (cont)

CALL FORWARD CANCELLATION (ALL STATIONS)

STEP	ACTION	CONSOLE OPERATING CONTROLS AND INDICATORS																	REMARKS							
		LAMP FIELD		KEYS (ILLUMINATING*)												LAMP FIELD										
		CCT GP BSY	INCOM. CALL	NITE *	PF *	BG IN *	BSY VER *	CONF *	EXCL DEST *	EXCL SRC *	RLS DEST	RLS SRC	HOLD	SIG DEST	SIG SRC	PAGE *	RLS *	LPK(S) *		SRC(S)	DEST(S)	SDR	ET	FA	CW	PS
7	Attendant releases															⊗										Console idle, all loops free
8	Repeat Steps 7 to 10 of Table AI(iii)																									