

SECU electronic lock "TeamLock" ----- list of settings

name of operator	MASTER	MASTER														
code location number	C00	C01	C02	C03	C04	C05	C06	C07	C08	C09	C10	C11	C12	C13	C14	C15

storage location number of numerical codes storage location number of numerical codes storage location number of numerical codes storage location number of numerical codes

storage location number of TeamCards storage location number of TeamCards storage location number of TeamCards storage location number of TeamCards

code location number	T00	T01	T02	T03	T04	T05	T06	T07	T08	T09	T10	T11	T12	T13	T14	T15
TeamCard label with key code																
name of operator	MASTER	MASTER														

name of operator																
code location number	C16	C17	C18	C19	C20	C21	C22	C23	C24	C25	C26	C27	C28	C29	C30	C31

storage location number of numerical codes storage location number of numerical codes storage location number of numerical codes storage location number of numerical codes

storage location number of TeamCards storage location number of TeamCards storage location number of TeamCards storage location number of TeamCards

code location number	T16	T17	T18	T19	T20	T21	T22	T23	T24	T25	T26	T27	T28	T29	T30	T31
TeamCard label with key code																
name of operator																

How to set the TeamLock electronic lock to your requirements

Examples and suggestions

name of operator	authori- zation level	code location number	storage location number of numerical codes storage location number of TeamCards	code location number	authori- zation level	TeamCard label with key code	name of operator
Ripley	12	C31		T31			
		C30		T30	12	2287082	Stewart
Stone	12	C29		T29	12	3339714	Stone
		C28		T28			
Allen	6	C27		T27	6	2719562	Miller
O'Brian	6	C26		T26	6	9788610	Hill
Newman	6	C25		T25	6	9938755	Gonzalez
		C24		T24			
Dennison	5	C23		T23	7	4226109	West
Phillips	5	C22		T22	7	6009293	Keller
Owens	5	C21		T21	7	6586652	Brosinski
		C20		T20			
		C19		T19	4	9699621	Carpenter
		C18		T18	4	1886391	Anderson
		C17		T17	4	4432887	Smith
		C16		T16	4	0098677	Magee

Ripley's numerical code (C31) gives him full access authorization (authorization level 12). Ripley can assign the same code to any other lock.

Stewart's TeamCard (T30) gives him full access authorization (authorization level 12). If necessary, this TeamCard may also be assigned to additional locks.

Stone, having full access authorization, can either use his numerical code (C29, authorization level 12) or his TeamCard (T29, authorization level 12).

Allen, O'Brian, Newman, Miller, Hill and Gonzales belong to **work team 1**. No one can open the lock by himself, because no one has full access authorisation. The lock has been assigned with authorisation level 6 for all members of this team. This means that, to open the lock, any two team members have to key in their opening secrets one after the other, so that their part authorisations add up to a full access authorisation (6 plus 6 equals 12) in compliance with the general dual-custody principle. As opening secrets, some of the team members have a numerical code (C25, C26, C27), the others have a TeamCard (T25, T26, T27). It is not possible for a member of work team no. 1 to team up with a member of work team no. 2 and use their opening secrets together in order to comply with the dual-custody principle, because their authorisation levels do not add up to give the total of 12 (6 plus 5 does not equal 12; 6 plus 7 does not equal 12).

Dennison, Phillips, Owens, West, Keller and Brosinski make up **work team 2**. No one can open the lock by himself, because no one has full access authorisation. The owners of a numerical code (C21, C22 and C23) have been identified to the lock with an authorisation level of 5. The TeamCard owners have been assigned an authorisation level of 7. The lock can only be opened jointly by someone holding a numerical code and someone with a TeamCard (both belonging to work team no. 2), since the full access authorisation (12) is the total of the two part authorisations 5 and 7, thus complying with the dual-custody principle. It is not possible for a member of work team no. 1 to team up with a member of work team no. 2 and use their opening secrets together to comply with the dual-custody principle, because their authorisation levels do not add up to exactly 12 (6 plus 5 does not equal 12; 6 plus 7 does not equal 12).

Carpenter, Anderson, Smith and Magee make up **work team 3**. All four have a TeamCard (T19, T18, T17 and T16), but no one can open the lock by himself, because the authorisation levels for all members of this team have been assigned the number 4. This means that, to open the lock, any three team members have to use their TeamCards (in any order) to open the lock according to the triple-custody principle (4 plus 4 plus 4 equals 12). It is not possible to mix these TeamCards with any of the opening secrets of the other teams, because their authorisation levels would not add up to give 12.

Fisher	11	C15		T15			
Green	11	C14		T14			
Hildebrand	11	C13		T13			
Martin	11	C12		T12			
McMurphy	11	C11		T11			
		C10		T10	1	3996737	Lewis
		C09		T09			
Hobbs	8	C08		T08	4	0967642	Hobbs
Herold	9	C07		T07	3	7665935	Herold
Drake	10	C06		T06	2	0096772	Drake
		C05		T05			
RESERVE	12	C04		T04			
		C03		T03			
		C02		T02			
MASTER		C01		T01			MASTER
MASTER		C00		T00			MASTER
name of operator	authori- zation level	code location number	storage location number of numerical codes storage location number of TeamCards	code location number	authori- zation level	TeamCard label with key code	name of operator

Fisher, Green, Hildebrand, Martin, MacMurphy and Lewis make up **work team 4**. The first five members of the team have a numerical code (C15, C14, C13, C12 and C11) whose authorisation levels only add up to the full authorisation level of 12 if used jointly with the TeamCard (T10) of Lewis. This allows Lewis to supervise the opening activities of his staff, because each member can only open the lock jointly with him. As this forces him to frequently accompany a member of his staff to the lock, he is given a TeamCard secret which enables him to complete his part of the opening procedure much quicker.

Hobbs, Herold and Drake each have a numerical code and a TeamCard (C08 and T08, C07 and T07, C06 and T06). To open the lock, each has to use his own numerical code as well as his TeamCard. Only the two secrets combined will add up to exactly 12. Hobbs for example, therefore, cannot use his own numerical code plus Herold's TeamCard. Each has his own combination of a mental and a material partial opening secret. This allows the company's security concept to provide for all members' TeamCards to be collected and stored in a safe until the beginning of the next working period, thus making it impossible for the lock to be opened after a member of the team is forced to give away his numerical code (blackmail prevention).

This numerical code bears the full access authorisation. It is not assigned to any one user, but was taken as a reserve code and is securely deposited in a different location. Its purpose is to prevent the lock having to be opened forcefully in the rare event that none of the other regular opening secrets are available anymore.