

Title: Beam Break Sensor
Objective: Verify device is installed using acceptable standards and practices, communicates properly with the IDS, and provides proper protection of assets and meets or exceeds the contract performance specification.
Applicability: Active Infrared Sensors, Photoelectric Sensors.
Notes: <ol style="list-style-type: none"> 1. Real-time voice communications between the workstation operator and the field technician is required. 2. Make penetration attempts using methods and locations that minimize the chance of detection. 3. The field technician may need tools and a stepladder to perform the sensor tamper test. 4. Perform the intrusion test with the associated zone in the SECURE state. 5. Enable sensor motion test lights for conducting these tests. Deactivate after testing is completed. 6. Line Supervision, Power Fail, and Tamper Tests (tamper test each cover on the beam tower/array) need to be performed in addition to these procedures.

Steps	Actions	Expected Results
<u>1.0</u>	<u>Intrusion Test – Beam Cross</u>	
1.1	Stand outside of the detection beams and ensure that the detection path is clear.	No alarms are received at the workstation.
1.2	Attempt to pass through the detection area.	An intrusion alarm is received at the workstation.
1.3	Stand clear of the sensor detection pattern.	
1.4	Clear the intrusion alarm at the workstation.	The active alarm queue is empty.
<u>2.0</u>	<u>Beam Test</u>	
2.1	Block only one beam on the sensor tower/array.	An intrusion alarm is received at the workstation.
2.2	Clear the intrusion alarm at the workstation.	The active alarm queue is empty.
2.3	Repeat for each individual beam on the sensor tower/array.	
<u>3.0</u>	<u>Intrusion Test – Post Climb</u>	
3.1	Stand outside of the detection beams and ensure that the detection path is clear.	No alarms are received at the workstation.
3.2	Attempt to climb the post (do not climb over the top).	An intrusion alarm is received at the workstation.
3.4	Clear the intrusion alarm at the workstation.	The active alarm queue is empty.