

### Features

- ▶ Loop Powered
- ▶ Single Loop Address - addressed via the TCH-B100 Hand Held Programmer
- ▶ Variable Sound Output  
90 ~ 102dB(A) ( $\pm 2$ dB(A)) output at 1 metre
- ▶ Fits Hochiki Standard or Isolator Base
- ▶ Weatherproof Kit available
- ▶ 51 User-Selectable Tones (all tones EN54-3 compatible)
- ▶ Also available in white
- ▶ Approved by LPCB & VdS



### Description

Model CHQ-WS2 is an addressable loop powered Wall Sounder innovatively designed to provide a range of tones and volumes with a maximum output of up to 102dB(A) ( $\pm 2$ dB(A)) with low current consumption. The unit is designed to fit to the Standard Base (YBO-R/3(RED)) or the Isolator Base (YBO-R/SCI(RED)). The sounder is IP rated to IP21 for internal use but it can be made weatherproof by utilising the WS2-WPK Weatherproof Kit, which consists of a specialised back box and gasket set.

Also incorporates an auto shutdown mode\* which allows the user to set a fixed time within which the sounder will operate, before automatically silencing itself, ideal for minimising noise pollution.

Specification	
Ordering Codes	CHQ-WS2 / CHQ-WS2(WHT) WS2-WPK (Weatherproof Kit)
Operating Voltage	17 ~ 41Vd.c.
Quiescent Current (typ)	150 $\mu$ A (with YBO-R/3(RED)) 200 $\mu$ A (with YBO-R/SCI(RED))
Sounding Current (typ)	2mA (90dB(A) ( $\pm 2$ dB(A)) @ 1m) ~ 8mA (102dB(A) ( $\pm 2$ dB(A)) @ 1m)
Sound Output (at 1 metre)	90 ~ 102dB(A) ( $\pm 2$ dB(A)) @ 24Vd.c. or above
Number of Tones	51
Tone Frequency Range	300Hz ~ 2850Hz
Operating Temperature Range	-10°C to +50°C
Storage Temperature Range	-30°C to +70°C
Maximum Humidity	95%RH - Non Condensing (at 40°C)
Colour/Case Material	Red or White/ PC ABS
Ingress Protection Rating	IP21 (IP65 with WS2-WPK)
Weight (g)/Dimensions (mm)	152 / H112 x W112 x D67
Base Fixing Centres (mm)	48 ~ 74

\*Dependent on control panel compatibility.

**Note: Although the TCH-B100 Hand Held Programmer will allow addresses between 128 and 254 to be programmed into the CHQ-WS2, addresses 1 to 127 ONLY should be used.**