



603Spartan

RF Wireless Intercom



Handsfree
wall/desk mount
option.



Cordless handset
option.



High quality
speech panel
options.

- Up to 300 yards open field range!
- Working range of 150 yards through 1 exterior concrete, brick or stone wall.
- Up to 4 handsets / indoor units per system.
- Built in voicemail feature to record missed callers at your door or gate (playback from handset).
- Intercall between handsets.



Technical Details

Outdoor Unit		Indoor Unit	
Relays	2	Power Supply	Charging Base = 5v dc. Wall Unit = 12v dc.
Construction	Marine Stainless & Powder Coated Aluminium	Volume Adjust	Yes
Keypad Relays	3	Voicemail Capacity	16
Power Supply	24v ac/dc (24v 2A dc adaptor included)	Calling Between Handsets	Yes
Current Consumption	65mA Standby, 400mA Calling		





The **603 Spartan** range is available in a variety of intercom panels. (Made from marine grade stainless steel, all black intercoms have black powder coated steel and gloss black toughened acrylic)

Each kit contains, a speech panel, power supply, install manual, transmitter, portable handset OR desktop/wall-mounted handset.



PEDESTAL MODEL – Sleek all-black panel.

603-PB-US (NON KP)

603-PBK-US

Black/steel panels with blue lighting.



ARCHITECTURAL MODELS – Stylish panels with backlighting.

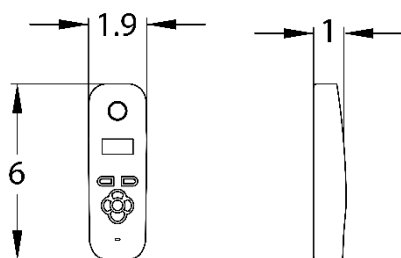
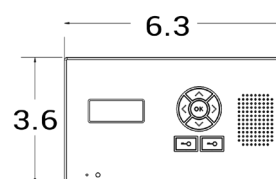
603-AB-US (NON KP)

603-ABK-US

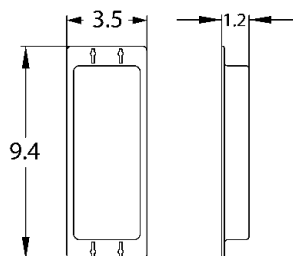
Black/steel panels with blue lighting.

For kits with the wall-mounted handsfree handset.
Add HF to product code: **603-HF-ABK-US**



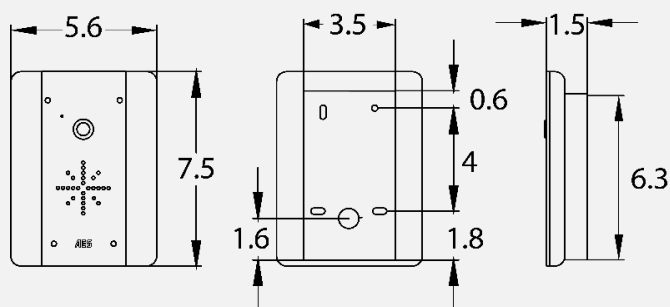
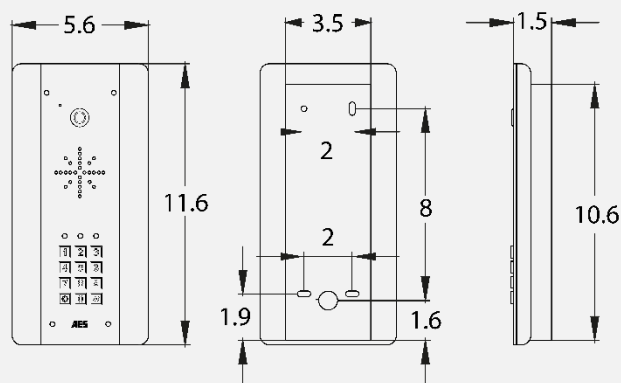
**603-EH-US****603-HF-EH-US**

Additional handsets (up to a total of 4 max per intercom, which can be a mix and match of both styles.)

**603-WIFIA-US**

Range boosting antenna which can be added to transmitter at gate and also optionally to the handsfree monitor type. One antenna can boost range by 30%. Comes with 2 metre antenna cable (RG174 with SMA male connector).

Call Panel Dimensions

603 Architectural Panel (non keypad)**603 Architectural Panel (keypad)****603 Pedestal Panel**