| How to Use your Single Line Telephone |  |  |  | How to Use your Single Line Telephone |  |  |  |
| :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: |
|  | Step 1 | Step 2 | Step 3 |  | Step 1 | Step 2 | Step 3 |
| TRANSFER A CALL TO ANOTHER NUMBER | Flash Hookswitch or Press Link | Dial Number | Consult Privately with Third Party, Hang Up | TRANSFER A CALL TO ANOTHER NUMBER | Flash Hookswitch or Press Link | Dial Number | Consult Privately with Third Party, Hang Up |
| CONFERENCE AN ADDITIONAL PERSON ONTO A LIVE CALL ((also used in place of transfer)) | Flash Hookswitch or Press Link | Dial Number, Wait for next party to answer. | Flash Hookswitch or Press Link - All 3 of you will be on the call. | CONFERENCE AN ADDITIONAL PERSON ONTO A LIVE CALL ((also used in place of transfer)) | Flash Hookswitch or Press Link | Dial Number, Wait for next party to answer. | Flash Hookswitch or Press Link - All 3 of you will be on the call. |
| ACTIVATE CALL FORWARD <br> (ALL CALLS) | Lift Handset, Dial \# + 1 | Dial Number to send your calls to. (i.e. 6245 for voicemail) | Hang Up. Your Calls are Now Forwarded to the Number Entered In Step 2 | ACTIVATE CALL FORWARD <br> (ALL CALLS) | Lift Handset, Dial \# + 1 | Dial Number to send your calls to. (i.e. 6245 for voicemail) | Hang Up. Your Calls are Now Forwarded to the Number Entered In Step 2 |
| DEACTIVATE CALL FORWARD | Lift Handset | Dial \# + 1 | Hang Up | DEACTIVATE CALL FORWARD | Lift Handset | Dial \# + 1 | Hang Up |
| PLACE A CALL ON HOLD | Flash Hookswitch or Press Link | Dial \# + 4 | Hang Up | PLACE A CALL ON HOLD | Flash Hookswitch or Press Link | Dial \# + 4 | Hang Up |
| RETRIEVE A CALL YOU <br> PLACED ON HOLD | Lift Handset | Resume Call | (If You Didn't Hang Up) Flash Hookswitch or Press Link to Resume the Call | RETRIEVE A CALL YOU <br> PLACED ON HOLD | Lift Handset | Resume Call | (If You Didn't Hang Up) Flash Hookswitch or Press Link to Resume the Call |
| CALL PICK UP <br> (when equipped) | Lift Handset | Dial 113 | Answer Call | CALL PICK UP <br> (when equipped) | Lift Handset | Dial 113 | Answer Call |
| TO PROGRAM SPEED CALL LIST (when equipped) | Lift Handset, Dial \# + 2, then Speedcall Entry Number (Typically $0-9$ ) | Dial Entire Number to be stored, Include Access Codes: i.e. (9)+(7digits) or $(8,1)+(10$ digits $)$ | Hang Up. This stores (Step 2) Number under the (Step 1) Speedcall Entry Number. (i.e. 0-9) | TO PROGRAM SPEED CALL LIST (when equipped) | Lift Handset, Dial \# + 2, then Speedcall Entry Number (Typically $0-9$ ) | Dial Entire Number to be stored, Include Access Codes: i.e. (9)+(7digits) or $(8,1)+(10$ digits $)$ | Hang Up. This stores (Step 2) Number under the (Step 1) Speedcall Entry Number. (i.e. 0-9) |
| TO USE SPEED CALL LIST (when equipped) | Lift Handset | Dial \# + 3 | Dial Speed Call Entry <br> Number (i.e.0-9) | TO USE SPEED CALL LIST (when equipped) | Lift Handset | Dial \# + 3 | Dial Speed Call Entry Number (i.e.0-9) |
| ACTIVATE RING AGAIN <br> (when equipped) | (Upon reaching a busy, on-campus number.) Flash Hookswitch or Press Link, Dial 111 | Hang Up. Your set will ring with a quick cadence when party is available. | Lift Handset. Your set will call the previously busy number automatically. | ACTIVATE RING AGAIN <br> (when equipped) | (Upon reaching a busy, on-campus number.) Flash Hookswitch or Press Link, Dial 111 | Hang Up. Your set will ring with a quick cadence when party is available. | Lift Handset. Your set will call the previously busy number automatically. |
| CANCEL RING AGAIN <br> (when equipped) | Lift Handset | Dial 112 | Hang Up | CANCEL RING AGAIN <br> (when equipped) | Lift Handset | Dial 112 | Hang Up |
| FEATURE DEFINITIONS |  |  |  | FEATURE DEFINITIONS |  |  |  |
| TRANSFER ( also see CONFERENCE) $)$ | Allows you to send a live call, with a single party on it, to another station.((Multi - Party calls cannot be transferred - See Conference.)) |  |  | TRANSFER ((also see CONFERENCE) $)$ | Allows you to send a live call, with a single party on it, to another |  |  |
| CONFERENCE ( (also used in place of TRANSFER)) | Allows you to add more parties to your existing call. Conference feature must be used whenever you are unable to complete a Transfer. To complete |  |  | CONFERENCE ((also used in place of TRANSFER)) | Allows you to add more parties to your existing call. Conference feature must be used whenever you are unable to complete a Transfer. To complete |  |  |
| CALL FORWARD | Allows you to program all calls for your extension to ring at another extension. Can also be used to send your calls directly to voicemail. |  |  | CALL FORWARD | Allows you to program all calls for your extension to ring at another extension. Can also be used to send your calls directly to voicemail. |  |  |
| CALL HOLD | Allows you to place a call on hold and return to the held call when you are ready. |  |  | CALL HOLD | Allows you to place a call on hold and return to the held call when you are ready. |  |  |
| CALL PICKUP | Allows you, without leaving your desk, to answer a call ringing at another nearby telephone. (Within your preset Call Pickup Group ) |  |  | CALL PICKUP | Allows you, without leaving your desk, to answer a call ringing at another nearby telephone. (Within your preset Call Pickup Group) |  |  |
| SPEED CALL | Allows you to place calls to a stored number by dialing a 1-or 2-digit code. (typically 0-9) |  |  | SPEED CALL | Allows you to place calls to a stored number by dialing a 1- or 2-digit code. <br> (typically 0-9) |  |  |
| RING AGAIN | Alerts you when a previously busy station becomes idle. (Seldom used feature with voicemail present.) |  |  | RING AGAIN | Alerts you when a previously busy station becomes idle. (Seldom used feature with voicemail present.) |  |  |

