

Mortise Cylinder



Application

Compatible with residential and commercial door locksets. Interfaces with locksets of major brands (see available cams). Can retrofit a 'Jumbo' cylinder with an adaptor ring.

Operation

360° rotation by operating key or thumbturn.

Materials

Body and plug: Brass.

Cam: Steel.

Pins: Nickel Silver & Stainless Steel.

Available Finishes

See table in page C490v1.

Cylinder Mechanism

Mul-T-Lock unique, high precision up to 10 telescopic pin tumbler system. Pick and drill resistant for high security needs.

Keys

Reversible Nickel Silver key with plastic key head and coloured insert. Also available in all-Nickel Silver.

Key Security

Orders for keys marked "do not duplicate" should only be made upon presentation of a key card.

Cylinder Options

Classic, Interactive (patented).

'3 IN 1' (changeable combination).

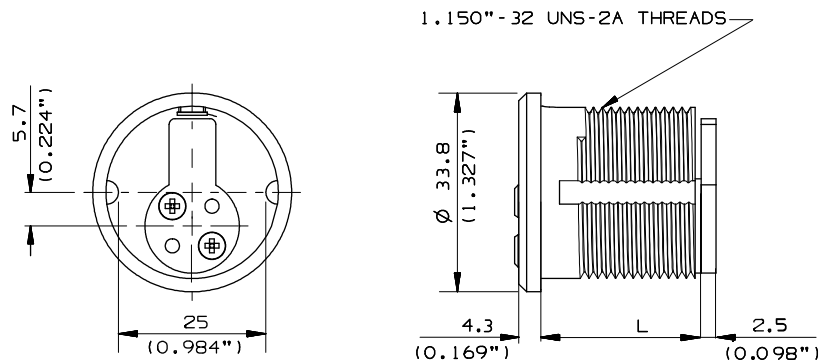
Keyed different, Keyed alike,

Master keyed.

Variety of cams.

Standards

UL437, ISI 950.



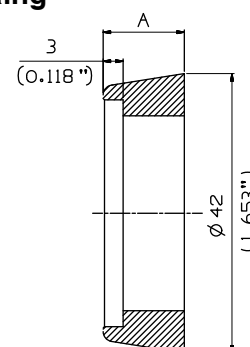
Cylinder	L	
	mm	Inch
1*	25.4	1
1 1/8	26.8	1.055
1 1/4	30	1.181
1 3/8	33.2	1.307
1 1/2	36.4	1.433
1 3/4	42.8	1.685
2	49.3	1.940

* Product with 4 chambers, not UL Listed.

Spacer Ring

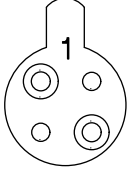
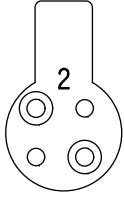
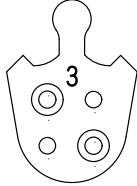
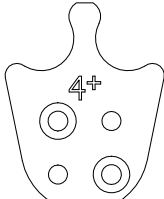
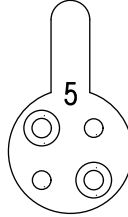
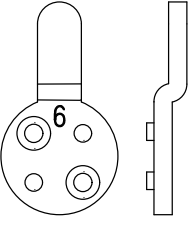
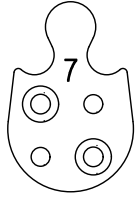
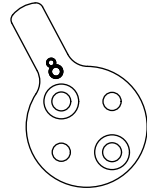
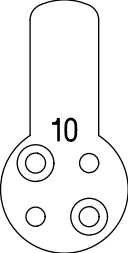
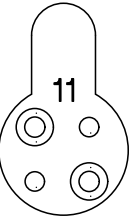
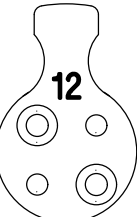
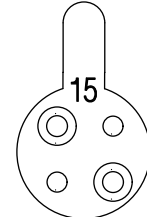
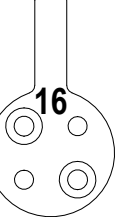
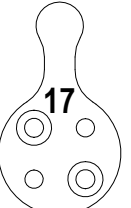
A	
mm	Inch
5.7*	0.224*
8.9	0.350
12.2	0.480
15.5	0.610

* Supplied as standard



Mortise Cylinder

Cams - Options Available

 <p>"Adams Rite" type 85000020</p>	 <p>"Yale" standard type 85000014</p>	 <p>"Russwin" type 85000019</p>	 <p>"Falcon" type 85000025</p>
 <p>"Lockwood" type 85000054</p>	 <p>"Segal" type 860010008</p>	 <p>"Schlage" type 85000057</p>	 <p>"Sargent Offset" type 85000082</p>
 <p>"Jumbo" type 85000112 (Required adaptor ring P/N 85000157)</p>	 <p>"Baldwin" type 85000117</p>	 <p>"Yale" type 85000165</p>	 <p>"Vingcard" type 85000167</p>
 <p>"Yale" type A-04 85000185</p>	 <p>"Yale" type 2160 85000186</p>		

