

**CZ-1001 (Zinc)
Mortise Key Cylinder**

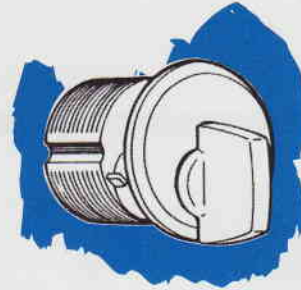
- 1" Length 5 pin Cylinder
1-5/32" diameter
- AR MS-Type cam
- Keyway available:
Schlage "C", Yale "8"
- Core face and Key US 26D
- Cylinder ring 3/16" standard,
5/32" and 7/32" optional
- Finishes Available:
AL - Anodized Satin Aluminum
BK - Anodized Black
DU - Anodized Bronze



Specify: Keyway
Cylinder ring type
KA-2 or KA-(quantity)
Finish

**TZ-3001 (Zinc)
Mortise Thumbturn
Cylinder**

- 1" Length Cylinder
1-5/32" diameter
- AR MS-Type cam
- Thumbturn US 26D
- Cylinder ring 3/16" standard,
5/32" and 7/32" optional
- Finishes Available:
AL - Anodized Satin Aluminum
BK - Anodized Black
DU - Anodized Bronze



Specify: Cylinder ring type
Finish

**DC-2001 (Zinc)
Mortise Dummy Cylinder**

- 7/8" Length Cylinder
1-5/32" diameter
- No Keyway or cam
- Cylinder ring 3/16" standard,
5/32" and 7/32" optional
- Finishes Available:
AL - Anodized Satin Aluminum
BK - Anodized Black
DU - Anodized Bronze



Specify: Cylinder ring type
Finish

**CG-4043
Cylinder Guard**

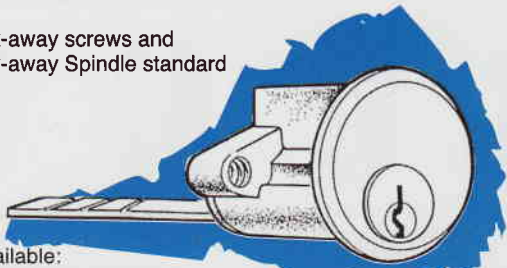
- Hardened steel security ring
- Free-spinning beveled collar
- For standard face 5 pin
Mortise key cylinder
- For use on Aluminum Door
- Furnished with retaining
clip and two spacers
- Finishes Available:
AL - Baked Satin Aluminum Paint
BK - Baked Black Paint
DU - Baked Storefront Bronze Paint



Specify: Finish

**RZ-1003 (Zinc)
Rim Cylinder**

- 5 pin Cylinder
- Core face and Key US 26D
- Schlage "C" Keyway
- Low profile Cylinder ring and
adaptor plate standard
- 1-7/8" Break-away screws and
1-1/4" Break-away Spindle standard
- Finishes Available:
AL - Anodized Satin Aluminum
BK - Anodized Black
DU - Anodized Bronze



Specify: Finish

**LI-4089
Lock Indicator Set**

- For use with DH-1820 and
DT-1850 type Deadlocks
- LOCKED in red and OPEN in
green letters on white background
- Includes adhesive backed HS-4089
Header Sign THIS DOOR MUST
REMAIN UNLOCKED DURING
BUSINESS HOURS
- Finishes Available:
AL - Baked Satin Aluminum Paint
BK - Baked Black Paint
DU - Baked Storefront Bronze Paint



Specify: Finish