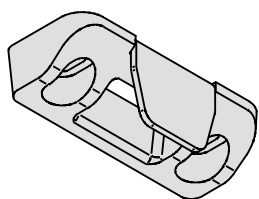


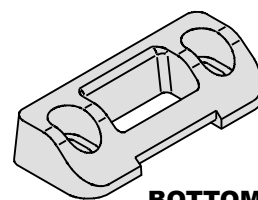
INSTALLATION INSTRUCTIONS

METAL DOOR STRIKE FOR PUSH BAR PANIC BOLT DEVICE & EMERGENCY PUSH PAD BOLT DEVICE



**TOP STRIKE
& TRIP PLATE**

THESE STRIKES ARE FOR USE ON METAL DOORSETS FOR BOTH SINGLE AND DOUBLE DOOR APPLICATIONS. THEY SHOULD BE USED AS A REPLACEMENT FOR THE TOP AND BOTTOM KEEPERS SUPPLIED WITH BOLT DEVICES WHERE FACE FIXING IS REQUIRED. FOR CONCRETED FLOORS USE THE STANDARD BOTTOM KEEPER



**BOTTOM
STRIKE**

THESE INSTRUCTIONS ARE SUPPLEMENTARY, AND ARE TO BE READ IN CONJUNCTION WITH THOSE PROVIDED WITH BOLT DEVICES.

WHEN FITTING STANDARD BOTTOM KEEPER FOLLOW INSTRUCTIONS SUPPLIED WITH STANDARD DEVICE TO ENSURE CORRECT TUBE CUT OFF LENGTH, BOLT ADJUSTMENT AND BOTTOM SHOOT GUIDE POSITION.

INSTALLATION

- 2) Accurately measure dimensions 'A' & 'B', deduct the amounts shown and cut Top and Bottom Shoots to length.

See Diagram 2

- 3) Drive Knurled Shoot Plugs into cut end of Shoots. Support uncut end of Shoots on block of wood to prevent damage.

See Diagram 3

- 6) Fully depress Push Bar Lever or Push Pad and adjust Square Top Shoot End Plug to give 18-19mm clearance to underside face of soffit. Ensure that tapered flat faces the door.

See Diagram 6

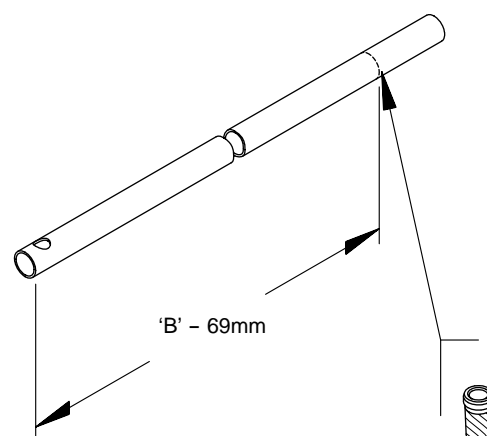


Diagram 3

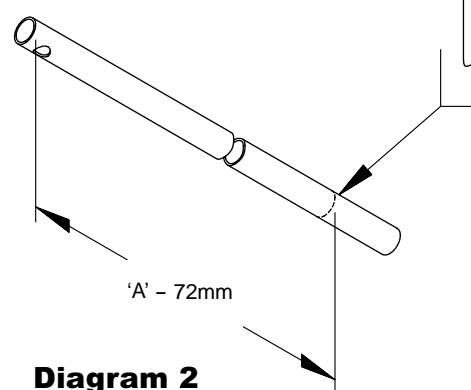


Diagram 2

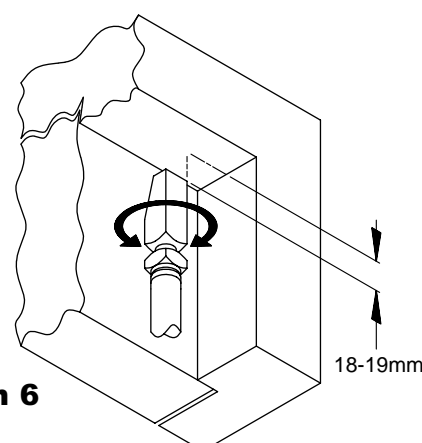


Diagram 6

- 7) Likewise adjust Square Bottom Shoot End Plug to give 21-22mm clearance to finished floor level or threshold.

See Diagram 7

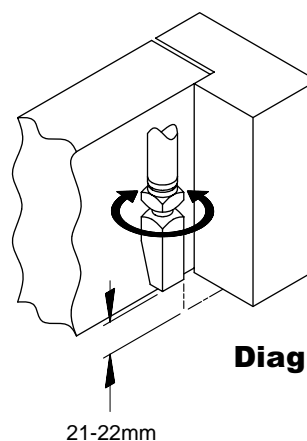


Diagram 7

- 8) Position and secure Bottom Shoot Guide. Locate Top Tripper on Square Top Shoot End Plug, depress Push Bar Lever or Push Pad fully on Bolt Box and hold. Engage Trip Lever in groove and push Top Tripper upwards to limit of groove and secure to door.

See Diagram 8

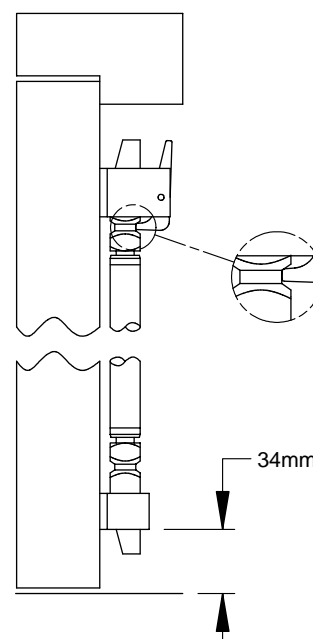


Diagram 8

- 9) a) Position and securely fix Top Strike and Trip Plate to underside face of soffit ensuring tapered flat of Top Shoot End Plug is in contact and centered in recessed face of Strike.
b) Likewise securely fix Bottom Strike to floor or threshold.

See Diagram 9

