DEADBOLTS

DEADBOLT LOCK KEY-THUMBTURN



Cod.RD101CP / RD101CP-AS / SD01CP Installation guide

Unscaled format

TOOLS REQUIRED FOR REMODELING OR **NEW CONSTRUCTION:**

- philips head screwdriver
- 2" hole saw
- 1" drill
- chisel

TOOLS REQUIRED FOR REPLACEMENT:

1 philips head screwdriver

FOLLOW STEPS 6,7,8,9,10 FOR DO IT YOURSELF REPLACEMENT, FOLLOWING REMOVAL OF EXISTING LOCK.

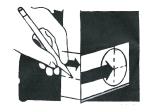
INSTRUCTION FOR ADJUSTABLE DEADBOLT



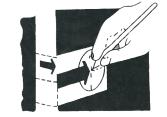
TO CHANGE 2-3/8" TO 2-3/4" Thumb press the end of the latch, with the Adjustable Slot facing toward yourself, turn the body of the latch clockwise and make sure that THE PIN DROP INTO THE SECONDARY SLOT, THEN PULL TO THE SIDE. Twist the body of the latch counter clock wise TILL THE PIN DROP INTO THE UPPER PRIMARY SLOT.

60mm (2-3/8") 70mm (2-3/4")

1. MARKDOOR



A. Fold and apply template to high edge of door bevel and mark center of door edge as indicated on template at the desired height from the floor.



B. Mark center hole on door face through guide on template. For either 2 3/8", 2 3/4" bakset..



A. Drill thru door face as marked for lockset: It is recommended that holes be drilled from both sides to prevent splitting. Hole size is 2" for standard installations.





B. Drill 1" hole in center of door edge thru to 2" hole for latch

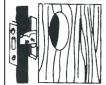
3. INSTALL LATCH



A. Insert latch in hole, keeping it parallel to face of door. Mark outline and remove latch.



B. Chisel 1/8" deep or until latch face is flush with door edge.



B. Install deadbolt latch in "up" position into hole as shown on latch. Insert and tighten screws.

4. INSTALL STRIKE

2. DRILL HOLES

A. Close door against door stop. Insert edge of template against the flat side of latch bolt, and mark template at edge of door, jamb to locate strike opening. Move 3/8" toward door stop to locate center line for screws and 1" hole. This will insure the proper location of the strike.



B. Chisel 1/16" deep for strike matching 1" hole in door jamb. Insert and tighten screws.



Name of lock component

