



MORTISE & RIM CYLINDERS

Features

- Mortise and rim cylinders can be supplied for Interchangeable core or with standard Non-IC cylinder.
- Multiple cam choices, including industry standard cams for Best®, Corbin/Ruswin®, Schlage®, Sargent® and others.
- Mortise cylinders available with standard or tapered face.
- Mortise cylinder is supplied with side screw for additional security.
- Rim cylinder comes standard with a horizontally mounted spindle.
- Blocking rings are available in multiple sizes and finishes.
- Multiple finishes available.
- Uniquely tailored masterkey systems backed by extensive industry experienced system sales, design and support
- 5 Year Warranty.



Specifications:

Cylinder Length Standard Mortise Cylinder 1 3/8", 1 3/4" long. Tapered Head Cylinder is 3/4" long.
Rim Cylinder 1 11/32" long. Fits doors 1 1/4" to 3" thick

Diameter Mortise and rim cylinders are 1 5/32".

Cam/Spindle Standard straight cam supplied unless ordered otherwise.
Flat spindle supplied with rim cylinders.

Rings Rings vary in size from 1/8" to 5/8" long. Specify needed ring size from the "How to Order" section below.

IC Core Housing Interchangeable 6 & 7 pin compatible with all other small format interchangeable core housings. Standard keying or Patented keying.

Non-IC Cylinder Standard "C" keyway, compatible with Schlage

Masterkeying Tailored masterkey system set-up and design. Construction cores available.

Finishes 605(Bright Brass), 606(Satin Brass), 612(Satin Bronze), 613(Dark Bronze), 625(Bright Chrome) and 626(Satin Chrome)

OAK HOW TO ORDER GUIDE – Cylinders (Mortise & Rim)

C	M	C2	R12	1	626	KE	A1-1
Series	Type	Cams & Spindles	Rings	Keying Format	Finish	Keying	Key Instructions
C = Cylinder	M=Mortise T=Tapered R=Rim K=Thumb Turn	CO = No Cam C1= Standard C2 = AR C3 = Schlage® S4 = Spindle C5 = Not in Use C6 = Sargent® C7 = Clover	R0 = No Ring R18 = 1/8" R14 = 1/4" R316 = 3/16" R38 = 3/8" R58 = 5/8" ADJ = Adjustable	0 = Non keyed 1 = SFIC 2 = Std. cylinder	605 606 612 613 625 626	LC = Less Core KE = Keyed	Place keying Instructions here