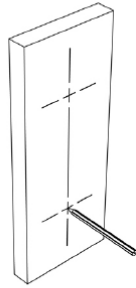


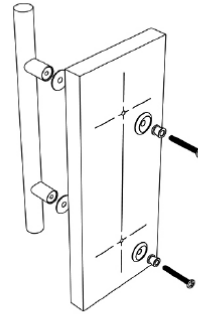
PULL HANDLE FITTING INSTRUCTIONS 7119/7120/**WINDSOR** 7121/7122/7123/7124/7063/7125/7126/7127

BACK TO BACK FIXING



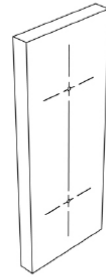
1

Mark fixing position on door. Ensure adequate space is provided for clearance of knuckles on door jamb.



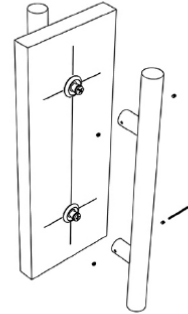
3

Mount outside handle by bolting through door (feet on leg ends are optional). Include the brass mounting bush for inside handle. (only use neoprene sleeves and washers for glass doors)



2

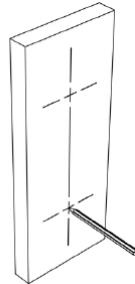
Drill holes for through bolts. (For glass doors, allow for neoprene sleeves)



4

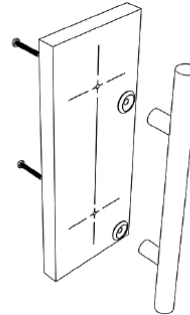
Fix inside handle over brass mounting bush and fasten with grub screws.

SINGLE HANDLE REAR FIX



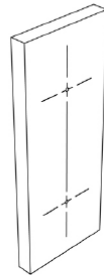
1

Mark fixing position on door. Ensure adequate space is provided for clearance of knuckles on door jamb.



3

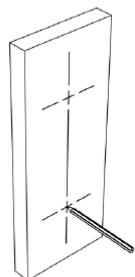
Mount handle by bolting through door.



2

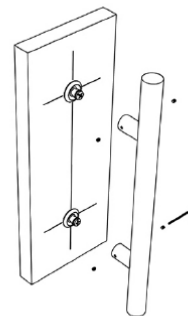
Drill holes for through bolts.

SINGLE HANDLE FACE FIX



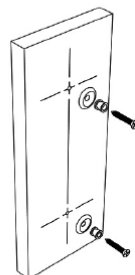
1

Mark fixing position on door. Ensure adequate space is provided for clearance of knuckles on door jamb.



3

Fix handle over brass mounting bush and fasten with grub screws.



2

Screw mounting bases to face of door using large screws supplied.

NOTE:

Face fixing is not recommended on Cedar or other soft timber doors.

©WINDSOR BRASS
25/06/2010

STAINLESS STEEL CARE & MAINTENANCE

To aid the longevity and appearance of this quality Windsor Stainless Steel product, we recommend periodic cleaning with the application of a metal polish such as “Blue Magic”.

Atmospheric conditions, salt deposits, caustic agents, cement or dust from construction site all have the potential to cause discolouration to the surface.

If this occurs do not be concerned. Discolouration is simply particles clinging to the surface of the Stainless Steel. The product can be revived by following the above maintenance procedure and repeating regularly.

This small amount of routine care can only preserve the elegance of your Windsor Stainless Steel Hardware.