

HSL double bit retrofit Basquill bolt lock

Article No.: HSL C301

Bolt lock with additional bar locking for particularly secure detention rooms. In the standard version, the lock has a mechanical external visual indicator on the key-operated side.



Properties

- Designed for high-security detention rooms (BGH)
- Drive bolt locking optionally without, in extended or retracted deadbolt position
- Simple operation with HSL double bit key (1-turn)
- Locking can be changed without a changeover key
- Drive bolt rods are not included in the scope of delivery

Functional description

The HSL double bit key is inserted into the lock.

The deadbolt is locked with the key by turning it once (180°). The drive bolts are retracted by turning the lever upwards by 45°.

The door can be opened.

The door is closed.

The deadbolt rods are extended downwards by turning the lever 45°. The deadbolt is pre-locked with the key by turning it once (180°).

The door is completely locked.

Changing the keyed action

The lock can be changed to a different keyed action when unlocked (deadbolt retracted). This requires a key for the current keyed action and a key for the future keyed action.



Places of use

- Holding room door
- Detention door
- Specially secured detention room door

Technical specifications

| Material | Stainless steel |
|---------------------------|-----------------|
| | |
| Surface | Matt |
| | |
| Face plate dimension [mm] | 330 x 30 x 4 |
| Material forend | Stainless steel |
| Material deadbolt | Stainless steel |
| Material lock housing | Stainless steel |
| Lock mechanism | HSL double bit |
| Levers | 7 |
| Stroke [mm] | 16 |
| Recodability | yes |
| Weight [kg] | 4.2 |
| Lock dimensions [mm] | 220 x 22 x 180 |
| external visual indicator | mechanically |
| Closing operations | 500,000 |



Technical specifications

| Max. lateral bolt load capacity [kN] | 50 |
|--------------------------------------|--------------------|
| | |
| Relative humidity [%] | 95% non-condensing |
| | |
| bolt throw mm | 20 |