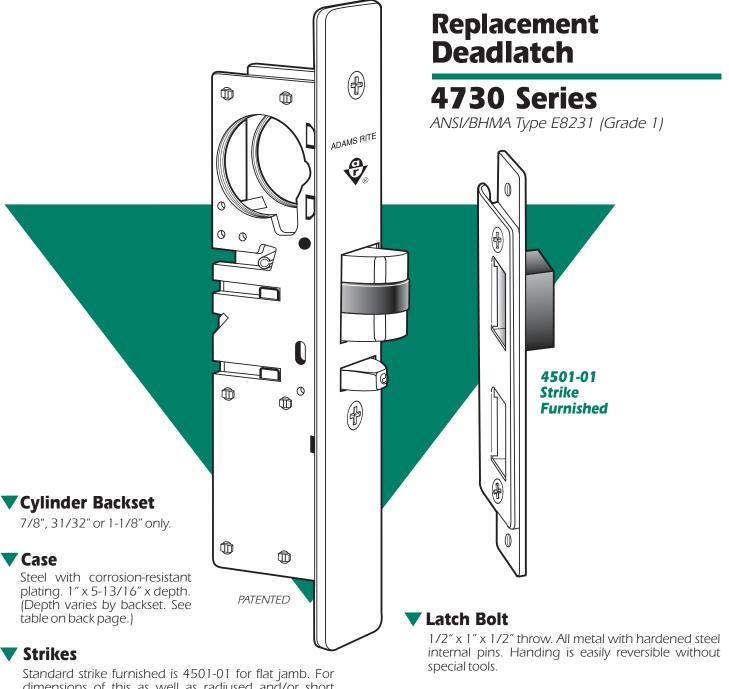
SWINGING DOOR HARDWARE



SW-21



dimensions of this as well as radiused and/or short strikes, see page SW-26. (See also Electric Strike section.)

Function

4730 Series Deadlatches are designed to fit, without alteration, the stile cutout for MS1850* Series Deadbolts of same backset. (They do not, however, provide the maximum security level of the MS® Deadbolt and should not be considered an equivalent replacement.) Also replaces, without alteration, older 4250 Series Deadlatches. *Not MS1850A or S

Auxiliary Bolt

All metal. Deadlocks latch bolt to prevent "loiding" or caseknife entry.

Operation

Turn key or operate handle to retract spring-loaded latch bolt. To hold bolt retracted, push it in and secure by reverse turn of key (see back page). Uses standard mortise cylinder with MS® cam (see page SW-28).



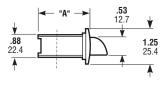


4730 Series Deadlatch

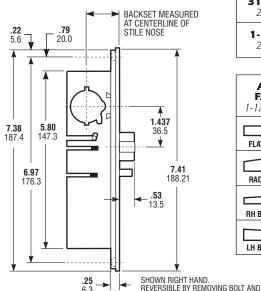
DIMENSIONS

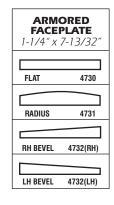
INCHES

Nominal, subject to tolerance extremes.

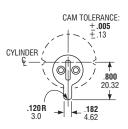


BACKSET	"A"
7/8" 22.2	1.51 38.3
31/32" 24.6	1.60 40.6
1-1/8 " 28.3	1.76 44.7





finishes, contact factory.

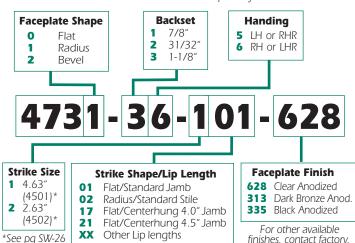


Cylinder Cam

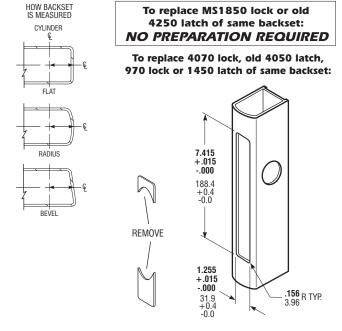
4730 Series Deadlatches are operable by any standard 1-5/32" diameter mortise cylinder with special MS® cam dimensioned as shown. Cylinders with MS® cams can be readily obtained from most cylinder manufacturers. See page SW-28 for cylinder make and trim ring information.

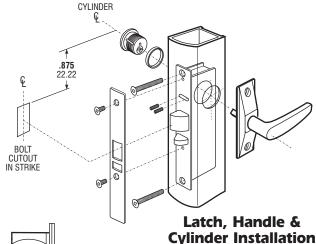
HOW TO ORDER

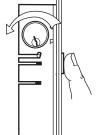
Specify quantity and the following information. Order related hardware separately.



INSTALLATION







Bolt Holdback

A reverse turn of the key (while bolt is held fully retracted) retains the bolt, allowing the door to be free swinging.

OPTIONS

Backset, Faceplate Shape, Finish, Strike and Handing must be specified when ordering. For Handles, see page SW-25 & 26. For Paddles, see page SW-27.

STANDARD PACKAGE

Individually boxed with strike and machine screws for mounting. Cylinders, paddle or handle available at extra cost. Shipping weight: 1-1/4 lbs.