

Item Number

To determine your item number enter the **RED** option code for each section as in the example below.

A	B	G	O	3	(3)	G	(1)
CL	K	05	1203	PN	Y	W	106

A Lock Style

CL Cam Lock

B Core Type

K Keymatic

Housing Length

	MAXIMUM	MAXIMUM MATERIAL THICKNESS				
	WOOD	METAL	GLASS	BARREL LENGTH		
02	-	7/16"	1/4"	11/16"		
03	9/16"	5/8"	1/2"	15/16"		
04*	3/4"	7/8"	11/16"	1-1/8"		
05	1-1/8"	1-1/8"	1"	1-1/2"		
10	1-5/8"	-	-	1-13/16"		
11	1-7/8"	-	-	2"		
12	2-3/16"	-	-	2-3/8"		
13	2-1/2"	-	-	2-13/16"		
14	2-3/4"	-	-	3"		
15	3"	-	=	3-3/8"		

Cam Rotation

	LOCKED	OPEN
0312	3	12
0306	3	6
0309	3	9
0603	6	3
0612	6	12
0609	6	9
0912	9	12
0903	9	3
0906	9	6
1203	12	3
1206	12	6
1209	12	9

Plating Finish

Extended lead-time and plating lot charges **may** apply to Special and Custom finishes.

PN Polished Nickel
SN Satin Nickel
PB Polished Brass
SB Satin Brass
BL Matte Black
ST Statuary Bronze
CF Custom Finish

Key Retaining

Y Yes N No

G Material Installation

W Wood M Metal

GR Glass with Round Hole
GD Glass with Double "D" Hole
Other - No Mounting Hardware

Note: Keys are not included with this lock. See page 14 to order keys.



Note: All Cam Locks come with a 1-1/4" Straight Cam unless a different cam is chosen.

5/8"

Cam Type

STRAIGHT

3/4" 102 7/8" 103 104 1-1/8" 105 106 1-1/4" 1-3/8" 107 108 1-1/2" 110 1-3/4" 112 116 2-1/2" 1/8" OFFSET 303 7/8" 1-1/4" 306 308 1-1/2" 2" 312 1/4" OFFSET 403 7/8" 404 1-1/4" 406 408 1-1/2" 1-3/4" 410 412 2-1/4" 414 3/8" OFFSET 504 506 1-1/4" 508 1-1/2" 512 2" 1/2" OFFSET 1-1/4" 606 608 1-1/2" 610 1-3/4" 612 5/8" OFFSET 2" 712 ноок 202 3/4" 204

FOR SWITCH KIT
SL No Cam*

206

208

210

PIN CAM

P604

*Switch option available. See Page A10 to order switch kit.

1-1/4"

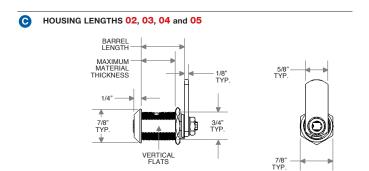
1-1/2"

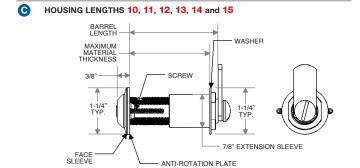
1-3/4"

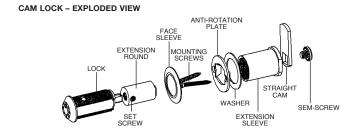
9/16" offset

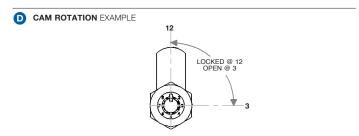
Continued



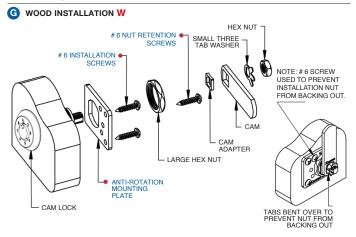


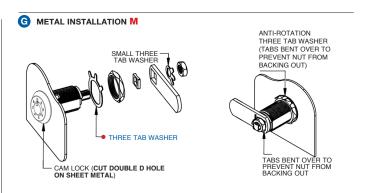


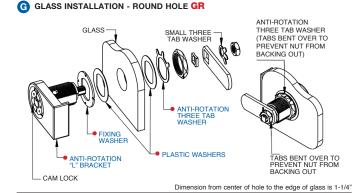


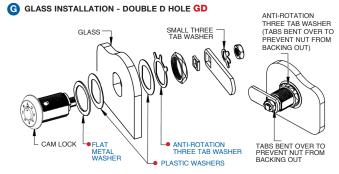


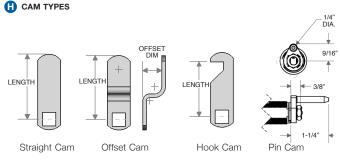
All 180 degree rotations are clockwise, unless specified.











Note: All Offset cams are reversible.