

Balmoral Inline Lever Door Handle Fitting Instructions

To fit this Door Handle you will require the following tools:

- Pencil
- Tape Measure
- Crosshead Screwdriver
- Hacksaw

Installing a Balmoral Door Handle

- 1 This handle is suitable for a lock with a 92mm centre (the distance between the centre of the cylinder and the spindle), as shown in the diagram **A**, please check this handle is suitable for the door lock, prior to fitting. If replacing an existing handle, please also check that the dimension between the screw holes mirror your current handle to ensure a good fit. Screws and spindles may need to be shortened to suit the door thickness.
 - 2 For fitting into new doors, it is important that the door is prepared correctly. The correct sized holes must be routed into the door to accept the screw bosses, spindle and cylinder **B**. Please use a rule and square to correctly mark out the holes and check handle holes are aligned.
 - 3 Handles are available for 60mm - 70mm door profiles. Please ensure you have the correct screw and spindle pack for the required door installation **C**.
 - 4 One half of the handle has no screw holes, this is the external backplate and should be fitted to the outside of the door. The internal backplate has two screw holes, top and bottom of the backplate and is for the inside of the door.
- The handle is non-handed and can be used on left and right hung doors. To ensure the correct handing, hold the external handle on the door with the lever at a 90° facing towards the hinges. When the lever is in the correct position, insert the spindle into the back of the external backplate and position on the door.
- NB:** if the spindle is not inserted into the handle when the lever is in the correct position it may cause the spring cassette in the internal and external handle to clash.
- 5 The internal handle can then be placed on the door and screwed into place. Please ensure screws are tightly fixed to secure the handle. To check operation, push the lever downwards - it should spring back into place when released.

