

Single Doors 297 | 306

SINGLE POINT LOCKING

BS EN 179



297 Push Pad Panic Latch

Classification No.	3	7	6	B	1	3	4	2	B	A
EN 179 : 2008										

The Exidor 297 is a surface mounted rim latch for single and double door applications. Simply depressing the pad provides safe and speedy exit in the event of an emergency, whilst maintaining security against intrusion. An adapter for use with a rim cylinder for outside access is supplied as standard.

- Non-handed
- Fire rated for use on timber and steel doors
- Surface mounted
- Adapter supplied for operating with a rim cylinder

306 Push Pad Mortice Actuator with Cylinder Mortice Night Latch

Classification No.	3	7	6	0	1	3	4	2	B	A
EN 179 : 2008										

The Exidor 306 offers a push pad actuator unit with a cylinder mortice night latch case that can be supplied with or without a Euro profile cylinder for access from the outside. A mortice plate is supplied as standard. The unit provides security on the outside with ease of escape from the inside in emergency situations.

- Non-handed
- Surface mounted



Additional options

The Exidor reversible panic latches can be supplied with:

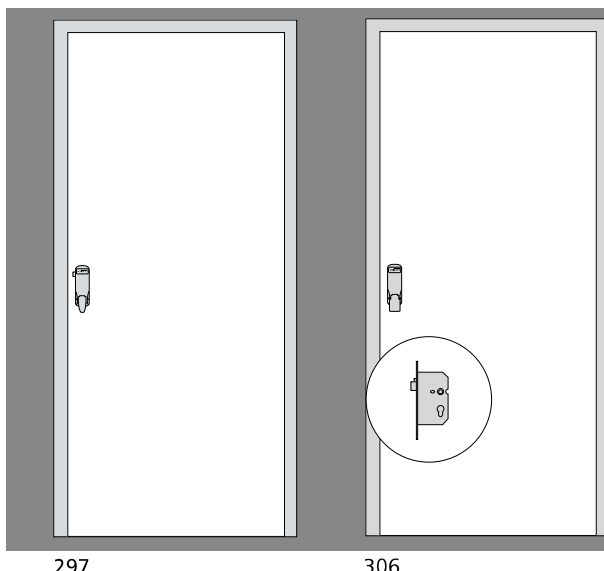
- Steel door fixings (suffix 'SD' after the product code)

Optional accessories for the 297 panic latch

- 298 Outside access device - knob operated
- 302EA Outside access device with Euro aperture - knob operated
- 302EC Outside access device with Euro cylinder - knob operated
- 302OA Outside access device with oval aperture - knob operated
- 302OC Outside access device with oval cylinder - knob operated
- 322EA Outside access device with Euro aperture - lever operated
- 322EC Outside access device with Euro cylinder - lever operated

Optional accessories for all the panic latches

- CL1 Mechanical push button outside access device
- CL2 Mechanical push button outside access device with passage facility
- CL3 Quick code mechanical push button outside access device
- CL4 Quick code mechanical push button outside access device with passage facility



297

306