



931221-00

Electric Strike, Single Door Aluminum Frame Mortise or Cylindrical Application

Installation Instructions

Notes: Deadbolt will not function with this strike. Check with factory for retrofit applications.

1. For lock or device preparation, see their directions.
2. Prepare frame for strike (see other side).
3. Wire strike (Figure 1). (Switches on 6211ALDS only.)
4. Install insert for auxiliary bolt operation (Figure 2).

5. Test strike: Apply solenoid power. Fail secure (FSE) lip unlocks. Fail safe (FS) lip locks. Figure 1 shows status of switches.
6. Install strike with two #12-24 screws. Make sure clearance between latch bolt and strike lip is 1/32" (Figure 3). If not, uninstall strike, adjust (Figure 4), and reinstall.
7. If latch bolt does not extend far enough to actuate tripper, install extension (Figure 5). (Tripper on 6211ALDS only.)
8. Test door: With strike unlocked, door opens with latch bolt extended. When door closes, latch bolt rides over strike lip.



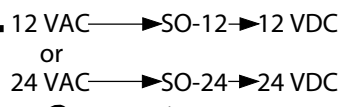
SOLENOID POWER REQUIREMENTS
 Yellow solenoid wires: 12 VDC, 0.57 A
 Black solenoid wires: 24 VDC, 0.29 A
 (also shown on strike label)

Wiring for DC supply

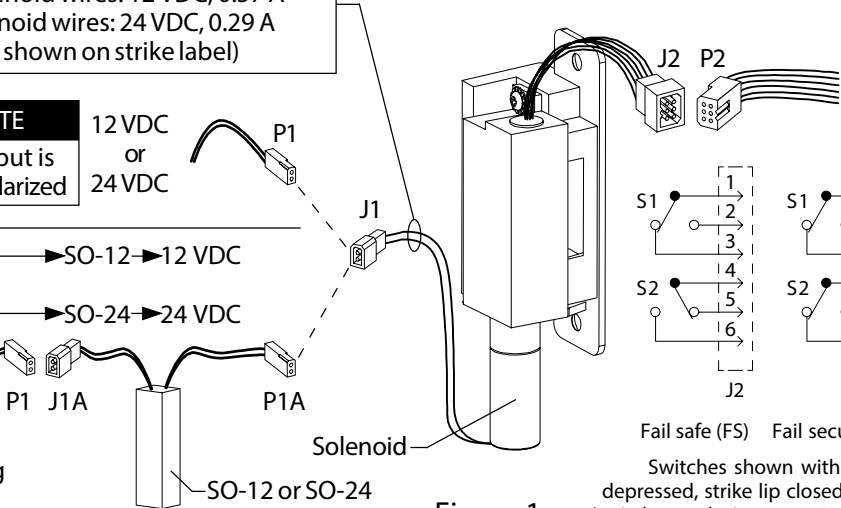
NOTE
 DC input is nonpolarized



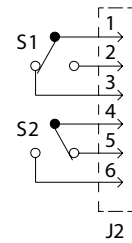
Wiring for AC supply



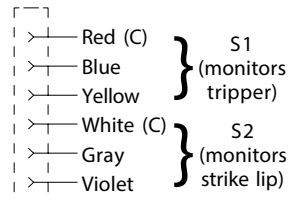
Use crimp connectors to splice field wiring to P1 leads



Use crimp connectors to splice field wiring to P2 leads; insulate unused leads



Fail safe (FS) Fail secure (FSE)
 Switches shown with tripper depressed, strike lip closed and locked (switches and tripper on 6211ALDS only)



SWITCH RATINGS
 Standard: 5 A, 30 VDC
 Gold: 0.25 A, 30 VDC

Figure 1

NOTE:
 Static Strength Rating 1500 lb.
 Dynamic Strength Rating 70ft.-lb.
 Endurance Rating 250,000 c.

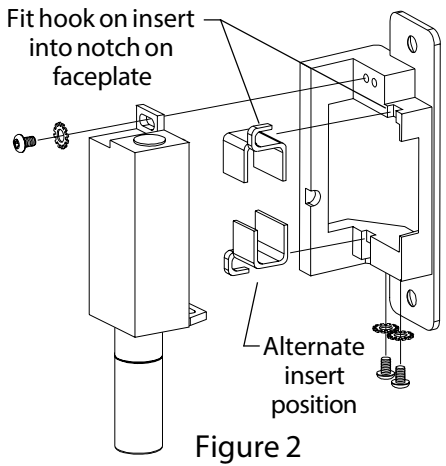


Figure 2

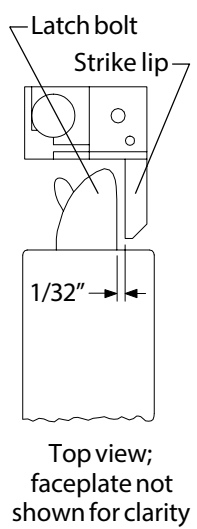


Figure 3

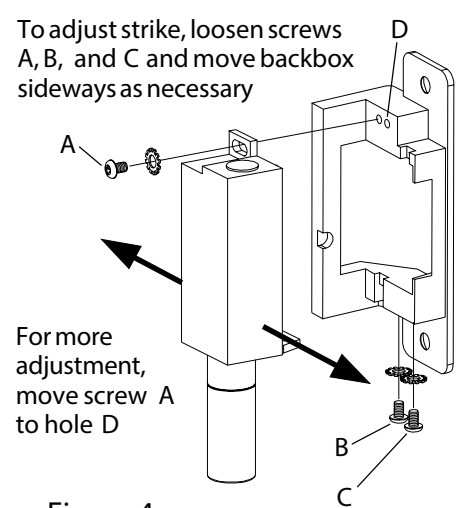


Figure 4

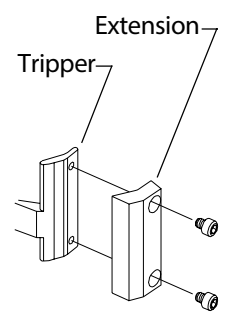
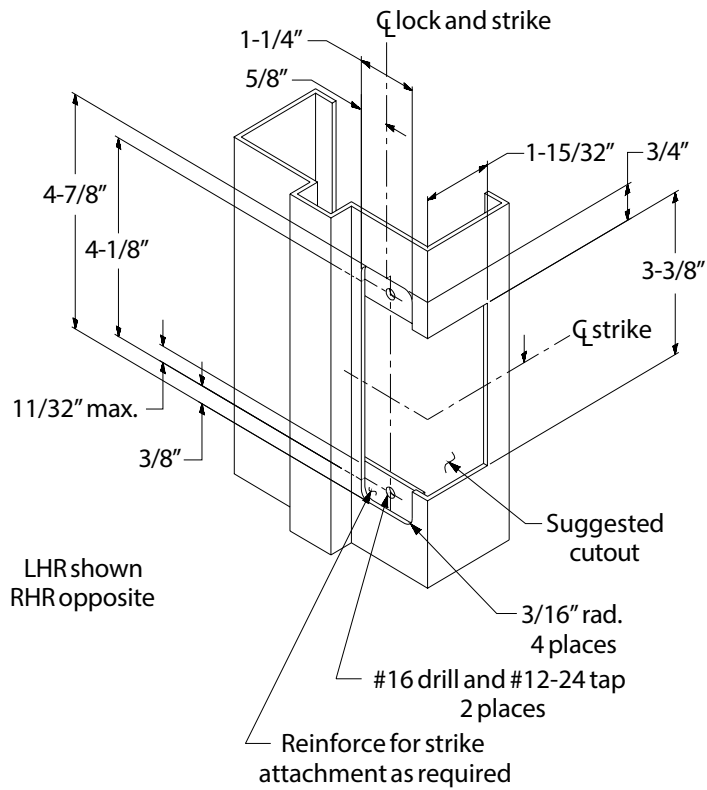


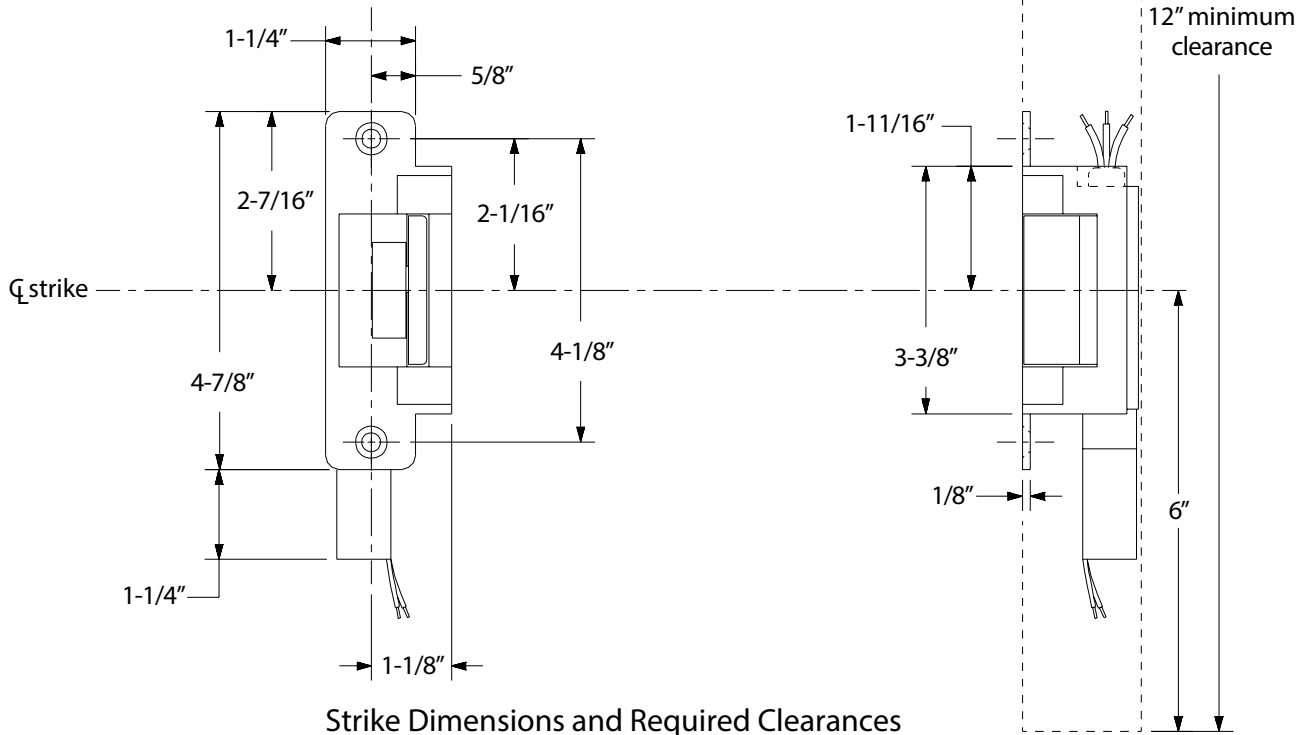
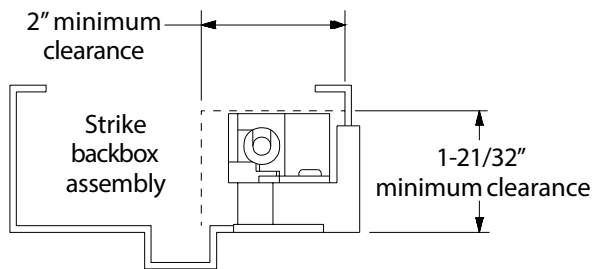
Figure 5



Customer Service
 1-877-671-7011 www.allegion.com/us



Frame Preparation for Strike



Strike Dimensions and Required Clearances