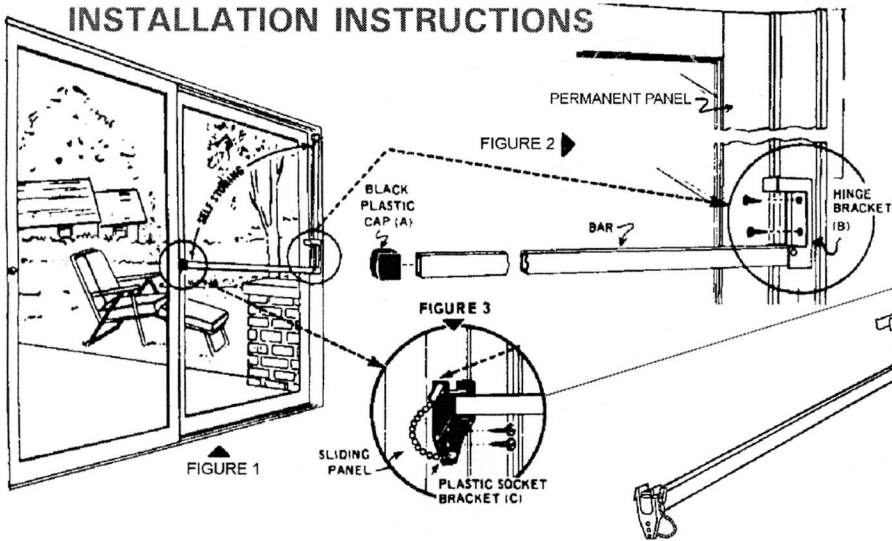


the original

# Charley-BAR Safety Lock

for SLIDING GLASS DOORS

## INSTALLATION INSTRUCTIONS



A new security feature has been added to your CHARLEY-BAR. We have improved the black plastic saddle to have a key (see figure 3)-so that the BAR cannot be raised from the outside by - wires or other devices. This new saddle will also keep small children from opening the door from the inside.

### TO USE,

Insert key into slots of saddle and give a half turn. This locks key in place. When not in use. Key hangs down out of way.

## IMPORTANT

"Charley Bar" is meant to be used in addition to patio door lock. FOR DOORS WITH SLIDING PANEL ON THE INSIDE AND STATIONARY PANEL ON THE OUTSIDE **IMPORTANT! READ ALL INSTRUCTIONS BEFORE BEGINNING INSTALLATION!**

1. Slide door to closed position and lock
2. Remove Black Plastic Cap (A) from end of Bar.
3. Place "CHARLEY BAR" Hinge Bracket (B) against side of frame with clamp up and with aluminum tubing horizontal. Mark off tube to proper length and saw off 1/8" shorter to allow for black plastic cap (A) to be replaced. If cut too short, bar will be ineffective.
4. Hold hinge bracket (B) to frame making sure that hinge bracket is centered and low enough so that the bar can be swung up into upright storing position. (See Figure 1)
5. Now drill 2 holes using 1/8" drill and secure hinge bracket (B) to frame with #8 x 1/2" sheet metal screws furnished. (See Figure 2)
6. After hinge bracket (B) is securely in place, position black plastic socket bracket (C) so that bar will be level when in locked position. (See Figure 3). Drill two 1/8" holes and secure with #8 x 1/2" sheet metal screws furnished. Be careful NOT to drill too deep, so drill bit will not hit the glass.
7. When "CHARLEY BAR" is properly installed you should not be able to move sliding panel.

## NOTE

*In some instances where the sliding panel is on the outside and the stationary panel is on the inside, or if both panels slide, it is necessary to mount an angle bracket. See details at left.*

