

Fire safety;

getting the right product for the right place **will save lives.**



Selecting the right **exit hardware** for a facility can be a challenge. To make sure you get it right we will help you to understand the difference.



PANIC EXIT HARDWARE
EN 1125:2008

PANIC ESCAPE DOORS IN PUBLIC AREAS

Applies where the exit door is used by members of the public and provides safe and effective escape through the doorway with minimum effort and without prior knowledge of its operation.

Typical applications include:

- ✓ Schools
- ✓ Hospitals
- ✓ Shops & Restaurants
- ✓ Theatres & Cinemas



EMERGENCY EXIT HARDWARE
EN 179:2008

EMERGENCY ESCAPE DOORS IN NON-PUBLIC AREAS

Applies where the exit door is used by trained personnel who are familiar with the emergency exit and its hardware and therefore a panic situation is unlikely to occur.

Typical applications include:

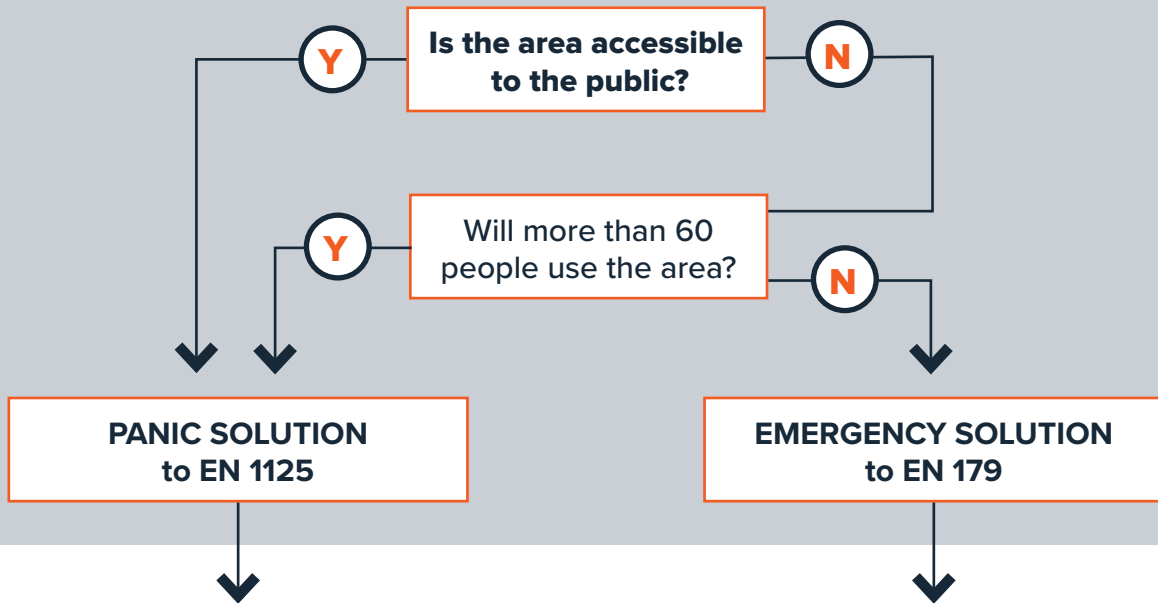
- ✓ Offices
- ✓ Factories
- ✓ Private Apartments
- ✓ Boiler rooms & Stores

We care about keeping people safe and secure.



TYPES OF EXIT HARDWARE

To assist in the selection process use the following criteria as a guide.



Products used in panic applications require a device that covers at least 60% of the width of the door such as cross bars or touch bars.

Products used in emergency applications require only a single point of operation such as push pads or levers.



Push bar operation for single or double doors.
Options include:
Briton 376, 377, 378, 379.N



Push pad operation for single or double doors.
Options include:
Briton 372, 1438, 389.N



Touch bar operation for single or double doors.
From single to multiple latching points.
Options include:
Briton 570 Series



Push pad operation for single or double doors.
From single to multiple latching points.
Options include:
Briton 581



Push bar operation for single or double doors.
From single to multiple latching points.
Options include:
Briton 560 Series



If in doubt, always choose a product to EN 1125

For more information, please ask in store for details.