

# freestanding storage & accessories

**Xpress**

## **S O K L**

### **Set of Keys Alike**

#### **WHAT'S INCLUDED**

Each set of cores include a lock & core and 2 identical keys.

#### **NOTES**

All storage furniture is shipped with the lock housing pre-installed in each unit ready to receive the required lock plug cores. Based on the product option, lock cores and keys are shipped either numbered randomly or in "keyed-alike" sets. Quantity of lock cores and keys will match the quantities required for the locking components on the order.

#### **SPECIFICATION NOTES**

Count the number of locking components in each workstation. Enter the number of locks into the Quantity column, and then assign a SET to each quantity.

Office Number	Quantity	Set #	Set Total
T1	4	SOKL - 4	1
T2	2	SOKL - 2	1
T3	4	SOKL - 4	1
T4	3	SOKL - 3	1

Total the number of SOKL (Sets of Keys Alike) quantities and transfer each total quantity to your Purchase Order.

Sets ordered in the incorrect quantities that are required for the order may result in the order being placed on hold.

Please verify the quantity by reviewing the plan carefully to ensure that all products with locks have been identified. Remember that some products may have more than one lock core per unit based on size and configuration.

For further details on how to specify locks, please see the Teknion Lock Specification Guide on our website.

#### **PRODUCT OPTIONS**

<b>Number of Sets of Cores</b>			
<b>01</b> 1 Set of Cores	<b>07</b> 7 Sets of Cores	<b>13</b> 13 Sets of Cores	<b>19</b> 19 Sets of Cores
<b>02</b> 2 Sets of Cores	<b>08</b> 8 Sets of Cores	<b>14</b> 14 Sets of Cores	<b>20</b> 20 Sets of Cores
<b>03</b> 3 Sets of Cores	<b>09</b> 9 Sets of Cores	<b>15</b> 15 Sets of Cores	
<b>04</b> 4 Sets of Cores	<b>10</b> 10 Sets of Cores	<b>16</b> 16 Sets of Cores	
<b>05</b> 5 Sets of Cores	<b>11</b> 11 Sets of Cores	<b>17</b> 17 Sets of Cores	
<b>06</b> 6 Sets of Cores	<b>12</b> 12 Sets of Cores	<b>18</b> 18 Sets of Cores	

#### **SAMPLE ORDER CODE**

**SOKL 02**