
SECTION 10 51 00

METAL LOCKERS

PART 1 - GENERAL

1.1 SUMMARY

- A. Section Includes: Provide heavy duty metal lockers with metal base, sloped tops, hardware, hooks, latches and attachment hardware, and infill panels as required for complete finished installation.

1.2 SUBMITTALS

- A. Product Data: Furnish manufacturer's literature.
- B. Shop Drawings: Indicate locker types, sizes, configurations, details, layout of groups of lockers, accessories, color and finish, and numbering.
- C. Samples: Furnish samples of metal finish.

1.3 PROJECT CONDITIONS

- A. Protect locker finishes and adjacent surfaces and materials from damage or marring during installation.

PART 2 - PRODUCTS

2.1 MANUFACTURERS

- A. Lyon Metal Products, Inc./Industrial.
- B. Penco Products/Vanguard.
- C. Hadrian Manufacturing/Emperor Locker System.
- D. Substitutions: Refer to Section 01 25 00.

2.2 MATERIALS

- A. System Description: Provide heavy duty metal lockers with metal base, sloped tops, hardware, hooks, latches, attachment hardware, and infill panels.
- B. Lockers: Double tier type as indicated.
 - 1. Base: Recessed, "Z" type closed metal base.
 - 2. Tops: Continuously sloping type.
 - 3. Fillers: Provide filler panels to close off openings between lockers and between lockers and adjacent construction.

- C. Sheet Steel: ASTM A526; commercial quality, zinc-coated, carbon steel sheet, hot-dip galvanized according to ASTM A924 and A653, with minimum A60 (ZF 180) or G 60 (Z 180) coating designation; standard gages based on specified metal lockers.
- D. Fittings: Manufacturer's standard fittings for locker types indicated, including locking handle, coat hooks, shelves, door numbers, and rubber bumpers.
 - 1. Provide tamper proof handles with built-in padlock hasps.
 - 2. Fasteners: Zinc or nickel-plated steel; slotless type exposed bolt heads; self-locking nuts or lock washers for nuts on moving parts.
 - 3. Finishes: Manufacturer's standard plated steel hooks.

2.3 FABRICATION

- A. Sizes: Refer to Drawings.
- B. Bodies: Form backs, tops, bottoms, sides, and intermediate partitions of flanged sheet steel.
- C. Door: One-piece steel sheet, flanged at all edges, constructed to prevent springing when opening or closing; fabricate to swing 180°.
 - 1. Provide recessed number plates; number doors consecutively in accordance with Architects instructions.
 - 2. Locking Handle: Recessed cup type with lifting trigger.
- D. Door Frame: Formed channel shapes.
- E. Provide ventilation openings at top and bottom of each locker.
- F. Finish edges smooth without burrs.
- G. Fabricate lockers square, rigid, and without warp, with metal faces flat and free of dents and distortions.
- H. Fabricate lockers for quiet operation with manufacturer's standard rattle-free latching mechanism and moving components isolated to prevent metal-to-metal contact.
 - 1. Reinforce inner face of door with a steel sheet panel filled with sound deadening insulation.

2.4 FINISHING

- A. Clean, degrease, neutralize, and finish with manufacturer's standard process.
- B. Colors: As selected by Architect from manufacturer's full range of available colors.

PART 3 - EXECUTION

3.1 PREPARATION

- A. Take site dimensions affecting this work, ensure preparatory work is properly sized and located.

3.2 INSTALLATION

- A. Install lockers in accordance with manufacturer recommendations and installation instructions, secure, plumb, level, square, and in line.
- B. Bolt adjoining locker units together to provide rigid installation.
- C. Install metal bases, end panels, sloping tops, and filler panels to close off openings and as required for complete installation.

3.3 ADJUSTING

- A. Adjust doors and latches to operate easily without binding; verify integral devices are operating properly.

3.4 CLEANING

- A. Clean interior and exposed exterior surfaces; touch-up marred finishes and replace lockers which cannot be restored to factory-finished appearance.

3.5 PROTECTION

- A. Protect lockers from damage, abuse, dirt, and paint; do not allow lockers to be used during construction.

END OF SECTION