

19902 SHELDON BI-LEVEL PROJECT CENTER

54" L. X 21" W. X 30" to 36"H. Shall be for two-student use, to have secured adjustability and to have four (4) work positions. The basic sitting position for study, lecture, reading and writing is 30" high with level top. The first standing height position for laboratory is 36" high with level top. The second sitting position for reading and mechanical drawing is 30" high with sloping top. The second standing height position is for mechanical drawings, lecture, map making and drafting is 36" high with sloping top.

The front edge of each student position is provided with a sliding rail that when in the sloping position, material on the slope tops are retained on the top. When the top is in the level position, the rail can be set level with the top.

The top section is in two parts with the upper being movable and adjustable and of 3/4" thick Class II laboratory top with locking bar mechanism and locking blocks. The lower part is the center frame and encloses the manually operated mechanism, the locking tabs, and the resting grooves.

All the manually operated mechanisms are securely locked into a rigid position when in use. When the locking bar and locking tabs are engaged, the unit is secured into a single assembly allowing the center to be moved about or lifted off the floor. The locking bar should be operated by one student.

The center frame shall have resting grooves to receive the movable tops while position changes are to be made.

Assembly consists of two removable clamp-style upright rods, one cross bar and two connectors.

Imprinted Top - measuring units are permanently printed on the plastic sheet which is overlaid with clear melamine. Check points and computations can be made directly on the surface with a crayon or grease pencil, and a damp cloth wipes everything clean. Included are linear scales, grids and squares, diagonals, circles, protractors -- practically everything your students need for measuring off material, squaring it up, folding it down.