

SPECIFICATIONS

Seat: Fabricated of 2 1/2" thick, water-resistant reinforced vinyl fabric cushion (white) seamless design with all leading edges having a radius. Seat is secured to a 1/2" thick marine plywood.

Tubing: Fabricated of #11 ga stainless steel with #4 satin finish.

Main Frame: #18 ga 1 1/4" with satin finish tubing. Underside has no exposed fasteners.

Flanges: #11 gauge stainless steel with four (4) exposed mounting points. Under slung supports have a 1 1/4" OD. (Satin finish)

Mounting Bracket: #16 ga stainless steel "hat" style bracket with 4 mounting support points. Bracket acts as a guide to raise and lower seat platform and is equipped with four (4) points to secure to wall surface. For maximum support, bracket is mounted so the bottom is set on the finished floor surface. Seat will remain in an upright position when not in use by means of a spring clip.

Overall Size: 32"W x 22"D (seating area)

813mm x 559mm

U933L: Left Handed

U933R: Right Handed

INSTALLATION

To comply with ADA Code, seat should be mounted at a height 17" - 19" above finished floor. Check all state and local codes for proper mounting requirements. Recommend in wall mounting on all shower seats. (BP10) Place seat up against wall making sure the extended part of seat has an offset no more than 1 1/2" away from wall. (Same as grab bar) Transfer mounting points to wall surface and drill pilot holes. Secure seat to surface with proper fasteners per each application. Snugly secure seat to check path of travel. Finish securing seat after checking seat for proper operation. When properly mounted seat will support up to 250 lbs and will conform with ADA Code 4.21.3 and 4.26.3

NOTES

Formerly Model #: U933-1A

This information is subject to change without formal notice. If you need additional help, AJW has a technical support staff that is ready to assist you by phone: (845) 562-3332, fax: (845) 562-3391, email: engineering@ajwashroom.com or visit our website: www.ajwashroom.com. Copyright © 2011 A&J Washroom Accessories