Operating instructions

Tangent SCT21 Chairs

ALL ADJUSTMENTS SHOULD BE MADE WHILST SEATED



Chair Height Adjustment. The overall height of the chair is adjusted by lifting the lever located below the middle of the seat on the right-hand side. Lift your weight off the chair allowing it to rise and release the lever at the desired height. To lower simply lift the lever.



Back Recline Adjustment. The back angle is adjusted by lifting lever located below the back of the seat on the right-hand side. It can be locked at the required angle by pushing the lever down or left unlocked to follow the user's movements.



Seat Angle Adjustment. The angle of the seat is adjusted by lifting the lever located below the middle of the seat on the left-hand side. The seat is locked at the required angle by pushing the lever down.



Back Height Adjustment. The back height can be adjusted by lifting the back up a step at a time until the correct positioning of the lumbar support is achieved. When the back reaches the top of its travel it will drop back to the start position.



Height Adjustable Arms. The arms have a button located on the outside face of the upright support. Press this in, set the arm at the desired height and release the button to lock.



Inflatable Lumbar Support. If the chair is fitted with an optional inflatable lumbar support this is adjusted using the hand bulb hanging under the left-hand side of the seat. Squeeze the bulb to inflate and press the button on the bulb to deflate.



Folding Adjustable Arms. If the chair is fitted with optional folding adjustable arms these have a button located half way down the outside of the post to adjust the height and a second button at the bottom to allow the arm to be rotated backwards, out of the way.



Seat Depth Adjustment. If the chair is fitted with the optional seat slide the seat depth is adjusted by lifting the lever located below the middle of the seat on the lefthand side. Slide the seat forwards and release the lever to lock in desired position.

