Quietly making lives more comfortable $^{\text{TM}}$

Swing Away Amputee Model #: AMP-SA-HARD

Model #: AMP-SA-HARD
Patent Pending

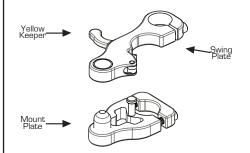
IMPORTANT- SWING AWAY AMP SHOULD NOT BE USED DURING PATIENT TRANSFERS.
-WT LIMIT- 100LBS

Parts Included

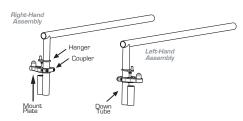
- 1 Swing Plate Assembly (Mount Plate, Swing Plate, Coupler)
- 1 Amputee Pad
- 1 Knuckle Assembly

- 1 Interlock Clamp (2 Piece)
- 2 1/4 20 x 11/4" Socket Head Cap Screws
- 1 3/16" Hex Key
- 1 1/4 20 x 3/4" Socket Head Cap Screw
- 2 1/4 20 x 11/2" Socket Head Cap Screw

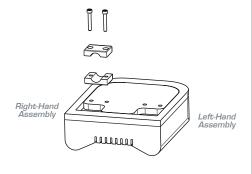
Separate the swing plate from the mount plate.



Using the 3/16" Hex Key, remove the screws from the mount plate, separating the coupler and mount plate. Place mount plate at desired position on the wheelchair and tighten coupler around down tube of chair using the screws previously removed.

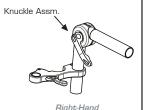


Loosely attach the Interlock Clamp to the Amputee Pad using two 1/4 20 x 11/2" screws in two the outer holes.



Using the 3/16" Hex Key, loosen the screw in the Swing Plate so the tube on the Knuckle Assembly may slide in the clamping area. Tighten Knuckle Assembly into the Swing Plate using the 3/16" Hex Key. Refer to images to ensure correct assembly for desired application.





Assemble Knuckle-Swing Plate assembly to Amputee Pad using 3/16" Hex Key. For correct assembly, make sure

the toggle is on the outside of the Amputee Pad.





- Reposition Swing Plate onto Mount Plate, swing the pad towards center of chair until yellow keeper locks into position.
- Adjust height of the Amputee Pad so that the contact surface is at the same level as the seating surface of the seat cushion by loosening the screw on Swing Plate. Adjust the horizontal position of the pad by loosening the screws on the Interlock Clamp.
- 8

Assembly is complete, ensure that all screws are tight. To operate swing away feature, press yellow keeper to unlock and swing assembly away. Once released, the swing assembly may be removed and replaced. To lock into position, swing the pad towards the center of chair until keeper locks into position.