

# STERLING 2<sup>TM</sup> SEATING

## Operating Instructions

High Back Managerial with  
Knee Tilt Mechanism

P.O. Box 8400

Green Bay, WI 54308-8400

Tel 920.468.8100 • Fax 920.468.2633

©OEI 2007 Litho in USA Code OE-60860R1/VL407

## Deriving Maximum Benefits From Your Sterling 2 High Back Managerial Chair with Knee Tilt Mechanism

### A. Seat Height Adjustment

To lower seat height, pull the lever toward the seat while seated in the chair. To raise the seat, lift body weight slightly off chair while pulling the lever toward the seat. Release lever to lock in position.

### B. Lever Lock Devise (5 Locking Positions or Free Float)

Rotate lever downward to lock the tilt action. Rotate lever upward to release to the free float position. Shift bodyweight slightly to engage or disengage lock function.

### C. Tilt Tension Adjustment

To adjust chair's tilt tension, locate the hand knob on the front of the mechanism. While seated in the chair turn the hand knob clockwise to increase tension. Turn the hand knob counterclockwise to decrease tension.

### D. Back Height Adjustment

To adjust back height, grasp chair back and lift to desired height. The back will lock at each click stop. To lower back, simply raise above last click stop, disengaging the ratchet mechanism, and lower back to lowest position. Raise back height to desired position.

### E. Back Depth Adjustment

To adjust back depth, locate hand knob under the backside of the chair. Turn hand knob counterclockwise to loosen the assembly. Move chair back horizontally in or out to desired back depth position. Turn hand knob clockwise to tighten the assembly.

### Fully Adjustable Arm Option

### F. Arm Width Adjustment

To adjust arm width, pull up on lever moving arm horizontally in or out to one of three adjustment settings. Release lever to lock in place.

### G. Arm Height Adjustment

To adjust arm height, pull up on button located at the top of the arm assembly. Raise or lower arm to the desired height and release lever to lock in position.

