





<b>Use</b>	<b>Seat height</b>	<b>Color</b>	<b>Weight</b>
Pre- k	11.5	Red or Navy	14lb
K-1	13.5	Navy	14lb
2nd - 4th	15.5	gold or burgundy	16lb
5th - HS	17.5	Navy or brown	16lb
science lab	17.5	Navy	16lb
music room	17.5	Navy	16lb
computer lab	17.5	Navy	16lb

High School and Science Lab (Middle School, K-8) Chair

District currently uses Artco-Bell Discover product number D10A  
frame (2013)



6. End rails shall meet strength, height and pickets to meet guardrail requirements and shall also be permanently mounted.
7. Provide rounded/curved edges both above and below in undercarriage to prevent possible injury.
8. Provide front and side skirt boards anywhere there is an exposed end to prevent players/balls from sliding underneath the 1<sup>st</sup> Row.
9. Ensure wheels are sized to prevent marring flooring. Coordinate with floor finish.
10. Power operators with heavy duty motor or gear drives.
11. Provide metal cover over motor and wheels to protect chains from debris and provide a safety switch that if cover is taken off the power system will not work.
12. Integral safety switches with auto stop feature.
13. Pendant controls.
14. Mechanical
15. Provide for audio/visual systems integration - Coordinate with District Athletics, IT and Electronics for location and type.
16. Provide minimum 5-year warranty including moving parts.
17. Example manufacturer -  
Company and Sheridan. Interkal, for self-storing aisle rail.

**12-93-00****Site Furnishings**

- A. Site Furnishings
  1. General:
    - a. All site furnishings will need to be approved by the District.
    - b. Use recycled, local and sustainable materials when possible.
    - c. All site furnishings located in lawn shall sit on a concrete pad that acts as a mow strip and alleviates trimming and edging work.
  2. Picnic Tables and benches must meet the requirements of ADA.
  3. Trash and Recycling receptacles can only be provided with District approval. They must be chained down or permanently attached.
- B. Fencing, Gates and Bollards see 32-31-13