

Step 1: Create Leg Base

1. Add (1) SC-GCRQT Quick Release T Clamp to the SC-GCSQCLTLA , T-Leg Assembly, so that there are (2) clamps attached to the bar with rubber feet.
2. Position the (2) T clamps so that they are at opposing ends of the bar. Attach (1) of the SC-GCML slip on memory locks to each T Clamp on the T-leg assembly



Step 2: Add Legs

1. Connect SC-GPR36, 36" straight bar, to front T-clamp attached to T-leg assembly.
2. Connect SC-GPR435, 43.5" straight bar, to back T-clamp attached to T-leg assembly.
3. Slide (1) memory lock on the 36" straight bar, and (2) memory locks on the 43.5" straight bar.



Step 3: Add Connecting clamps

1. Connect (1) SC-GCRQT, T clamp, to the top of the front 36" straight bar, so that hinge for the exposed end of the clamp is facing left or right.
2. Connect (1) SC-GCRQT, T clamp, to the top of the back 43.5" straight bar, so that the hinge for the exposed end of the clamp is facing forwards or backwards
3. Connect (1) SC-GCRQT, T clamp, to the 43.5" bar, so that it is at the same height as the T clamp on the 36" straight bar.
4. Secure (1) memory lock to the underside of each clamp



Step 4: Add Side Support Bar

1. Connect the SC-GPR20, 20" straight bar, to the 36" and 43.5" straight vertical bars by using the exposed ends of the T clamps.



Step 5: Repeat Steps 1 – 4 for 2nd Leg Assembly

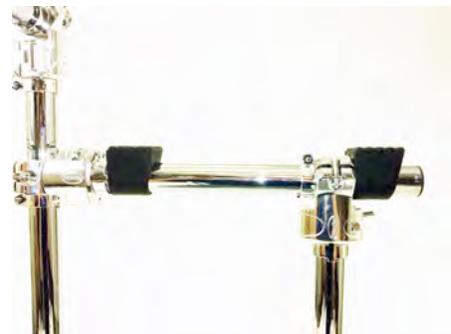
Step 6: Connect Leg Assemblies

1. Slide (2) memory locks onto the remaining 36" straight bar.
2. Connect both leg assemblies together with the 36" straight bar, using the exposed T clamp on the top of each 43.5" bar.



Step 7: Main Keyboard Mounting Surface

1. Attach (2) SC-GRMF Rubber Mounting Platform to each of SC-GPR20, 20" horizontal straight bars.
2. Position GRMF so that they are at a good distance apart and will fit perfectly under your keyboard as direct support.



Step 8: Top Tier Mounting Surface

1. Connect the SC-GEMC Electronic mounting clamps pr to upper 36" horizontal bar.
2. Angle them accordingly to playing preference.



Cut vertical bars to customize height for playing preference. Remember to measure twice, cut once!