



Guffey Systems

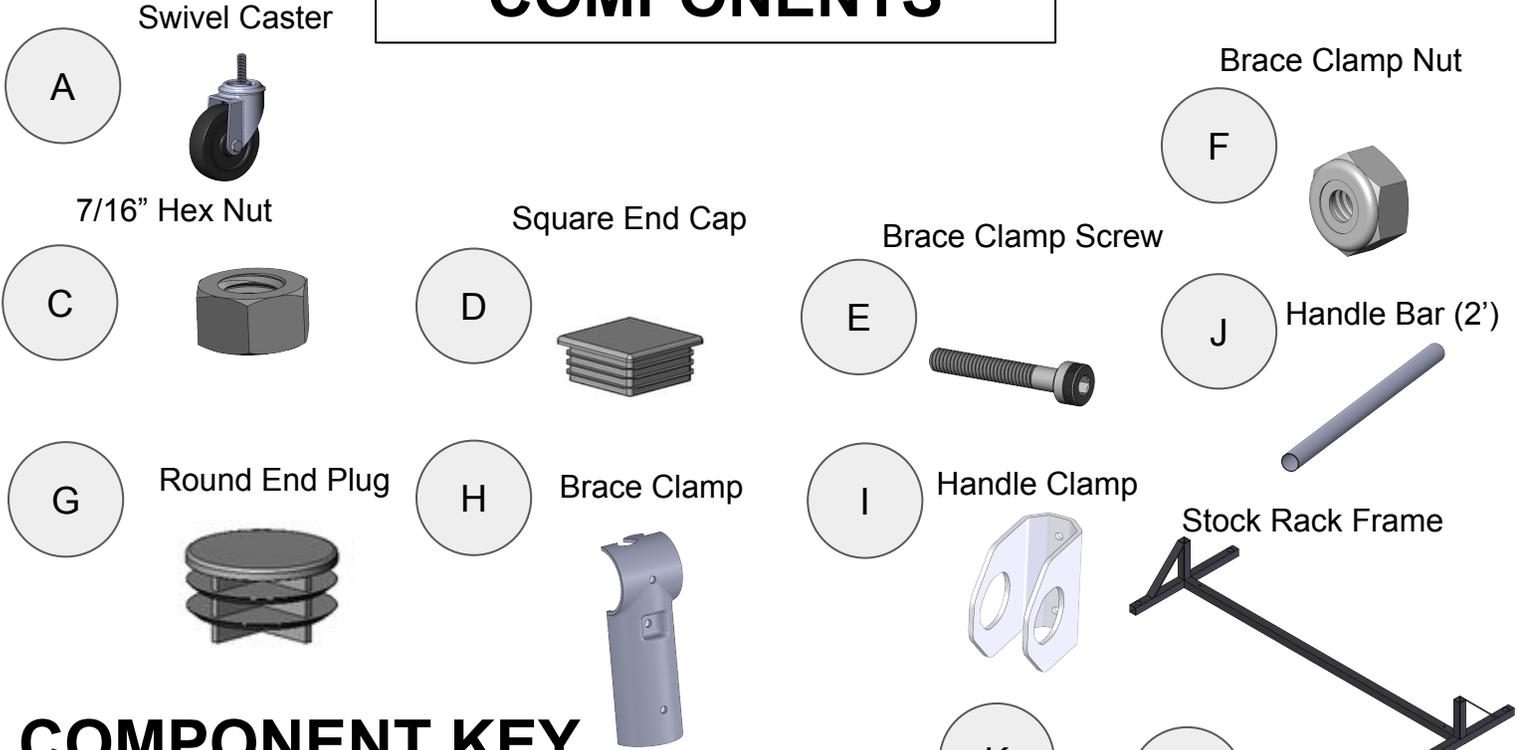


PIVOT POINT

Stock Rack Assembly Guide

REVISION 5 10/2025

STOCK RACK COMPONENTS



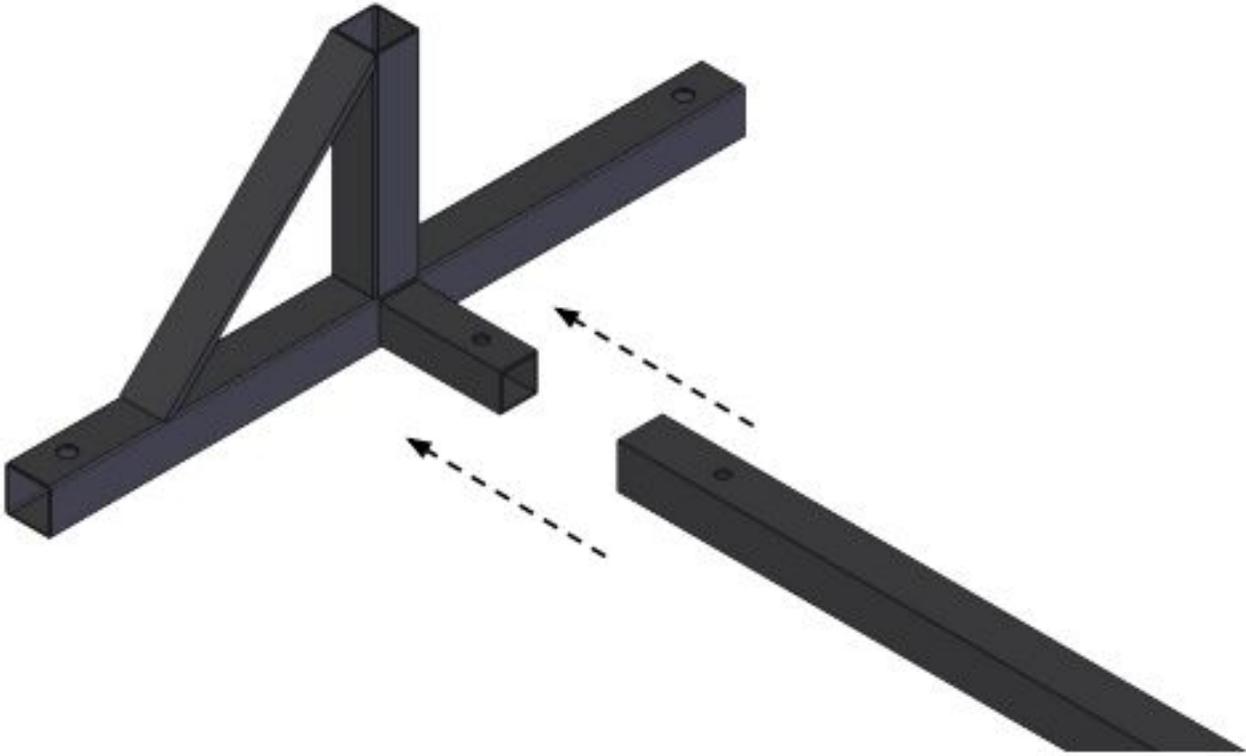
COMPONENT KEY

PART I.D.	DESCRIPTION
A	SWIVEL CASTER
B	7/16" LOCK WASHER
C	7/16" HEX NUT
D	SQUARE END CAP
E	M6 BRACE CLAMP SCREW
F	M6 BRACE CLAMP LOCKING NUT
G	ROUND END PLUG
H	BRACE CLAMP
I	HANDLE CLAMP
J	HANDLE BAR
K	STOCK RACK FRAME
L	UPRIGHT BAR
M	TOP BAR
N	#6-32 SCREW FOR BRACE CLAMP
O	#6-32 NUT FOR BRACE CLAMP
P	RUBBER GRIP
Q	3/8" HEX BOLT
R	3/8" HEX NUT
S	3/8" LOCK WASHER
T	M6 HANDLE TENSIONING SCREW
U	SELF DRILLING SCREW



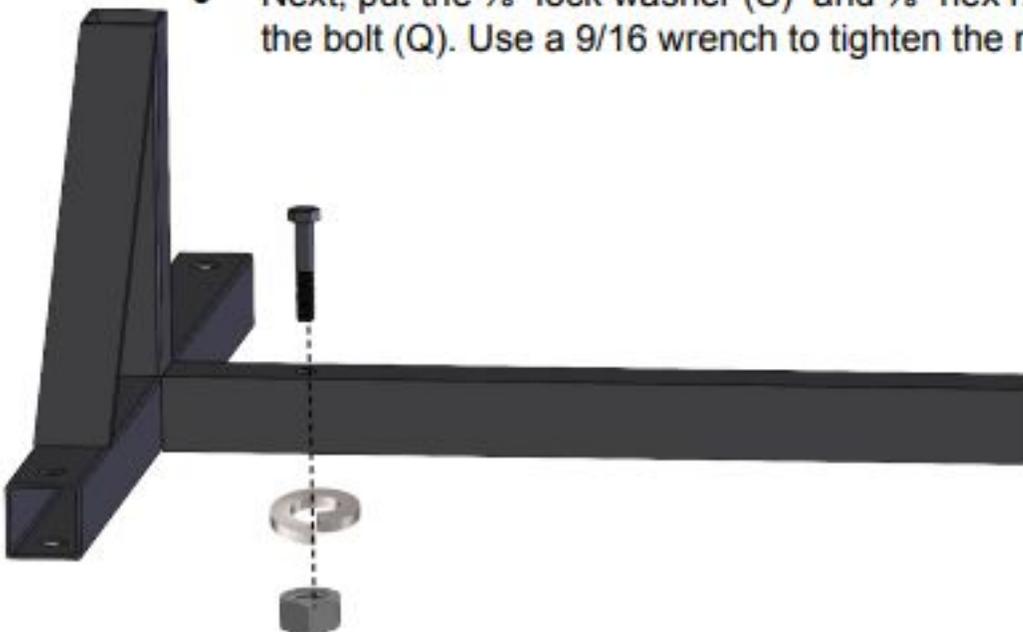
1

- Begin by assembling the Base Frame.
- Insert the end frames into each end of the crossbar



2

- Insert both $\frac{3}{8}$ "x2" long hex bolts (Q) through the top hole in each end of the crossbar.
- Next, put the $\frac{3}{8}$ " lock washer (S) and $\frac{3}{8}$ " hex nut (R) on the bottom of the bolt (Q). Use a 9/16 wrench to tighten the nut onto the bolt.



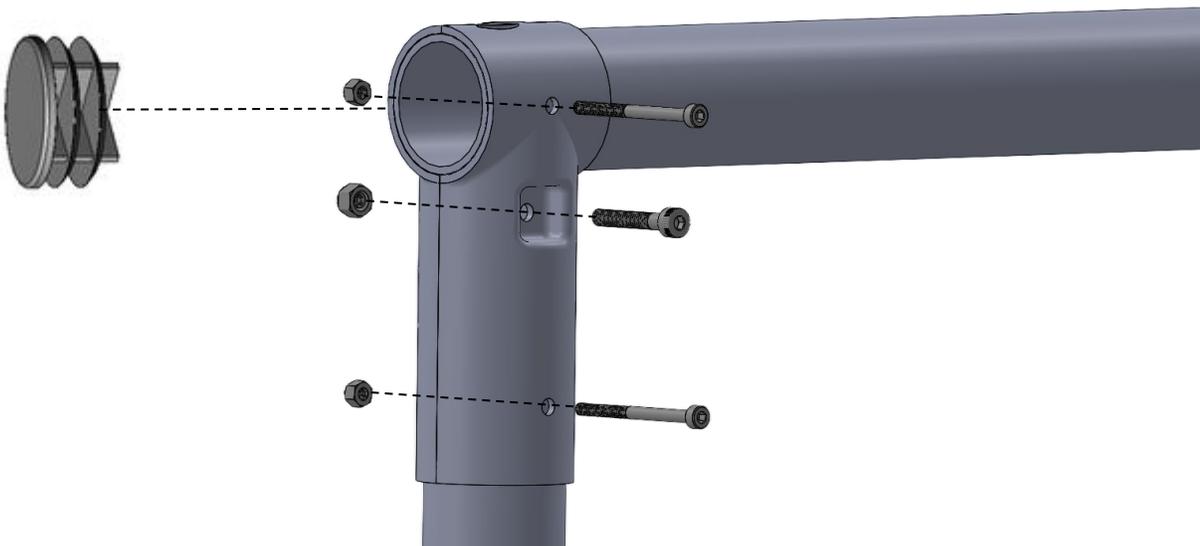
3

- Insert the casters (A) into the frame.
- Thread the 7/16" lock washer (B) and 7/16" hex nut (C) on to the caster stud.
- Insert the 4 square end caps (D) into the frame.



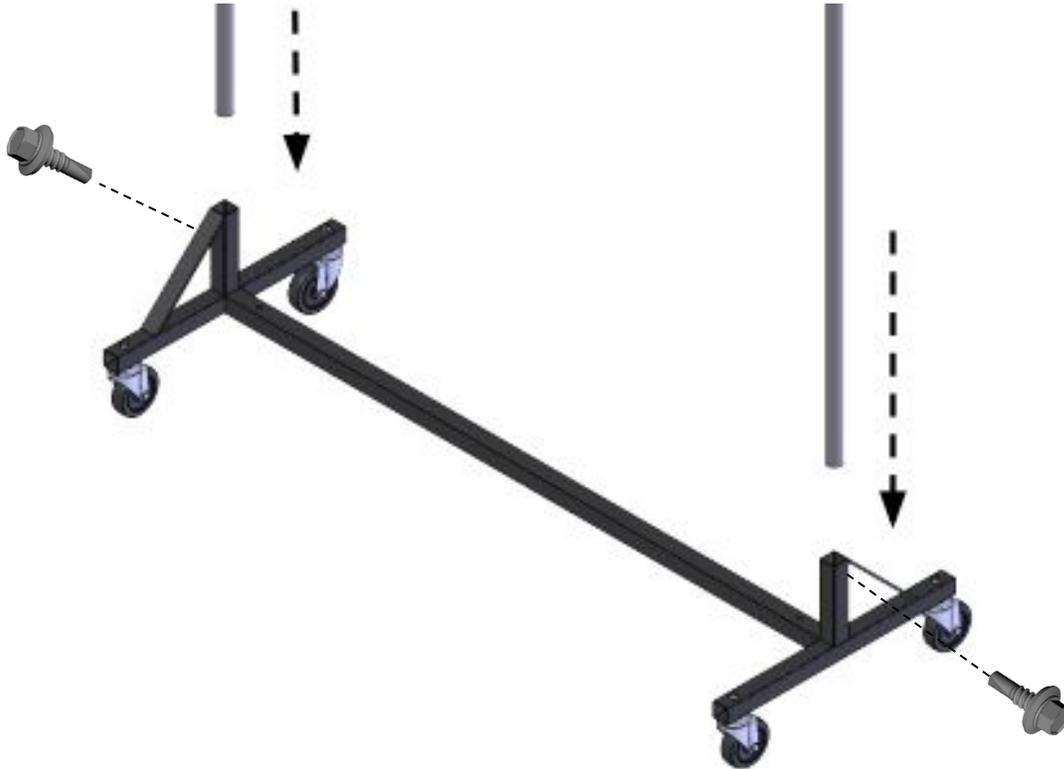
4

- Attach the top bar (M) to the upright bars (L) using brace clamps (H) and included hardware. Insert all 3 sets of hardware then align the bars and tighten the recessed screw followed by the outer screws.
- Insert a round end plug (G) into each end of the top bar (L).



5

- Insert upright bars (L) into the frame (K).
- Drive a Self-Tapping screw through both holes in the frame's upright tubes into the upright bar to secure them.



6

- Place the Handle Clamp (I) over the Upright Bar (L) and slide the Handle Bar (J) through the Handle Clamp. Position the Handle Bar in the desired position and tighten the 2 M6 tensioning screws (T) on the back side of the Handle Clamp Using a 10mm tool. This will dimple the Upright Bar where the tensioning screws land.
- Slip on the rubber grips (P). It may be necessary to use soapy water to assist with assembly.

