

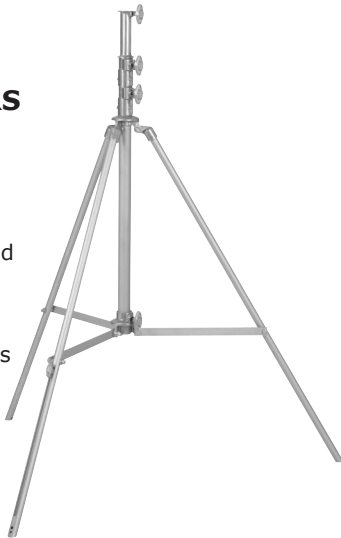


JUNIOR STANDS

TYPE 500557
JUNIOR SIZE LITEWATE
LOCATION—LESS CASTERS

All aluminum heavy-duty location stand for traveling light. Extension leg extends to a level position on uneven ground.

MOUNTING: 1¹/₈" dia. standard spud
EXTENSIONS: 2
LOW: 30³/₄ inches
HIGH: 57¹/₂ inches
FOLDED FOR STORAGE: 39³/₄ inches
WEIGHT: 9³/₄ lbs.
FINISH: Clear anodize aluminum
CASTERS: None



TYPE 500791
JUNIOR SIZE SKY-HI
LITEWATE LOCATION—
LESS CASTERS

All aluminum heavy-duty location stand. Extension leg extends to a level position on uneven ground.

MOUNTING: 1¹/₈" dia. standard spud
EXTENSIONS: 3
LOW: 58¹/₂ inches
HIGH: 135³/₄ inches
FOLDED FOR STORAGE: 66 inches
WEIGHT: 18³/₄ lbs.
FINISH: Clear anodize aluminum
CASTERS: None
(Type 500569 Caster Kit Available)





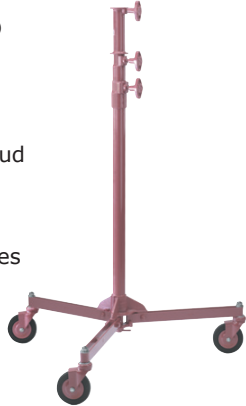
Mole-Richardson Co.

JUNIOR STANDS

TYPE 410138 **JUNIOR SIZE STANDARD**

The standard of Junior Size heavy duty folding motion picture studio type stands.

MOUNTING: 1¹/₈" dia. standard spud
EXTENSIONS: 2
LOW: 43 inches
HIGH: 100 inches
FOLDED FOR STORAGE: 39⁷/₈ inches
WEIGHT: 25 lbs.
FINISH: Baked maroon enamel
CASTERS: 4 inches



TYPE 500476 **JUNIOR SIZE STANDARD LITEWATE**

Liteweight version of standard heavy-duty Junoir Size Stand.

MOUNTING: 1¹/₈" dia. standard spud
EXTENSIONS: 2.
LOW: 44¹/₂ inches.
HIGH: 91 inches.
FOLDED FOR STORAGE: 41¹/₄ inches.
WEIGHT: 16¹/₂ lbs.
FINISH: Baked maroon enamel and clear anodize aluminum.
CASTERS: 4 inches



TYPE 1561 **JUNIOR SIZE SKI-HI**

Design to reach 37 inches above the Standard Size Junior Stand.

MOUNTING: 1¹/₈" dia. standard spud
EXTENSIONS: 2
LOW: 48 inches
HIGH: 137¹/₂ inches
FOLDED FOR STORAGE: 44¹/₂ inches
WEIGHT: 28¹/₂ lbs.
FINISH: Baked maroon enamel
CASTERS: 4 inches



TYPE 1411 **JUNIOR SIZE LOW**

A sturdy, shorter version of the Standard Size Junior Stand with one extension.

MOUNTING: 1¹/₈" dia. standard spud
EXTENSIONS: 1
LOW: 22¹/₄ inches
HIGH: 32 inches
FOLDED FOR STORAGE: 18⁷/₈ inches
WEIGHT: 18¹/₂ lbs.
FINISH: Baked maroon enamel
CASTERS: 4 inches

