

MusicMedic.com

Set-Up Checklist

Saxophone:

Init:

- Pad height difference
- Even pad protrusions
- Timing/Regulation set after padding
- Key friction
- Pearl heights and feel
- **Top Stack**
 - A -> Bis Bb
 - A -> C timing
 - B -> C timing
 - Add ultra-suede to body under stack feet
 - Check for no lost motion
- **Bottom Stack**
 - F# -> G# (Bis out of the way)
 - F -> F# (Check F#, G#, F)
 - E -> F# (Check F, then E)
 - Three way close
 - D leaks slightly
 - 1 & 1 Bb (F, F#, bis Bb)
 - Add ultra-suede to body under stack feet
 - Check for no lost motion
 - Assemble forked Eb if present, set to close with E
- **Side Keys (Bb, C, E, alt F#)**
 - Lubricate & Assemble
 - Evenness of key touches
 - Fluidity in motion throughout
 - Alternate F#
 - Added side key contacts
 - Material on contact and material on key/lever

foot must hit body at same time

- **Low C & Eb**
 - Check key touches
 - Bumper Screws (if applicable)
 - Adjust spring tensions
- **LH table (modern)**

Top Stack Spring Tensions			
	Lighten	OK	Tighen
C			
B			
Bis			
A			
G			

Bottom Stack Spring Tensions			
	Lighten	OK	Tighen
G#			
F#			
F			
E			
D			

Side Key Spring Tensions			
	Lighten	OK	Tighten
Bb			
C			
Alt F#			

- Lubricate pivot screws and rods
- Assemble mechanism
- Set low Bb and B timing
- Add G# lever
- G# foot should be approx .5mm from contacting body when B pad is closed
- Add G# pad
- G# lever opens G# pad completely
- Install C#
- C# lever and key match G# travel
- C# opens G# pad completely
- Adjust spring tensions
- Check key guards and adjust bumper felts

- **LH table (vintage)**

- Lubricate pivot screws and rods
- Assemble mechanism
- Set Low B pad very open
- Adjust position of B touch if necessary
- Add G# lever to match B travel
- G# foot should be approx .5mm from contacting body when B pad is closed
- Add G# pad
- G# lever opens G# pad completely
- Install C#
- C# lever and key match G# travel
- C# opens G# pad completely
- Bb lever set to close B
- Check that C# to B transition is smooth
- Check that B to Bb transition is smooth
- Check that all rollers function
- Adjust spring tensions
- Check key guards and adjust bumper felts

LH Table Spring Tensions			
	Lighten	OK	Tighten
G# Lever			
G# Pad			
B			
Bb			
C# Lever			
C# Pad			

- **Palm Keys**

- Lubricate & Assemble
- D, Eb, F (Check Front)
- Set High E and High F# & High G if present
- Check for lost motion in Front F touch
- Check that Front F rocker does not contact body

- **Selmer Octave Mechanism**

- Lubricate pivot screws and rods
- Assemble mechanism
- Check octave pads for seal
- Set G height
- Set 8va lever to open body octave pad completely
- Adjust neck octave key ring to close neck pad when octave stem is depressed
- Quiet and fit 8va Lever
- If floating octave rocker is still noisy, add oil and/or heat lightly
- Check the floating octave rocker travel
- Add ultra-suede to body where necessary
- Check for friction or lost motion

- When present, set aperture pad travel

- **Aristocrat-Style Octave Mechanism**

- Lubricate pivot screws and rods
- Assemble mechanism
- Check octave pads for seal
- Set G height
- Set 8va lever to open body octave pad so it comes just shy of contacting the G key arm
- Adjust neck octave key ring to close neck pad when octave stem is depressed
- C bar cannot hit body, if present
- Set up Clyde the Glide, if present
- Add ultra-suede to body where necessary
- Check for friction or lost motion

- **Old Buescher/Conn Octave Mechanism**

- Lubricate pivot screws and rods
- Assemble mechanism
- Check octave pads for seal
- Set G height (leave slightly higher than A pad)
- Set 8va lever to open body octave pad so it comes just shy of contacting the G key arm
- Adjust neck octave key ring to close neck pad when octave stem is depressed
- When Octave lever is sprung shut, body octave and octave stem are held down
- Check that the G key's full range of motion does not affect the octave stem
- No lost motion is present when G key and octave lever are depressed
- Add ultra-suede to body where necessary
- Check for friction or lost motion