

hiddin

Wall Mount Kit for the Clear Zig Zag Pet Gate Assembly Instructions

The Zig-Zag Gate with Wall Connector is intended for indoor walls/openings with sides that are flat and smooth and with the understanding that wall mounts will be attached on either side.



Included pieces:

(A) Wall mount A with groove. Two laser-etched triangles denote the side that the groove is open.

(A2) Slide-on hinge attached to wall mount A.

(B) Wall mount B without groove. Two laser-etched rectangles denote where you can place the catch of the latch.

(C) Metal latch with adhesive squares on the back of hook (C1) and catch (C2) pieces.

Each wall mount resembles a “T” with the top of the T to be affixed to the walls.

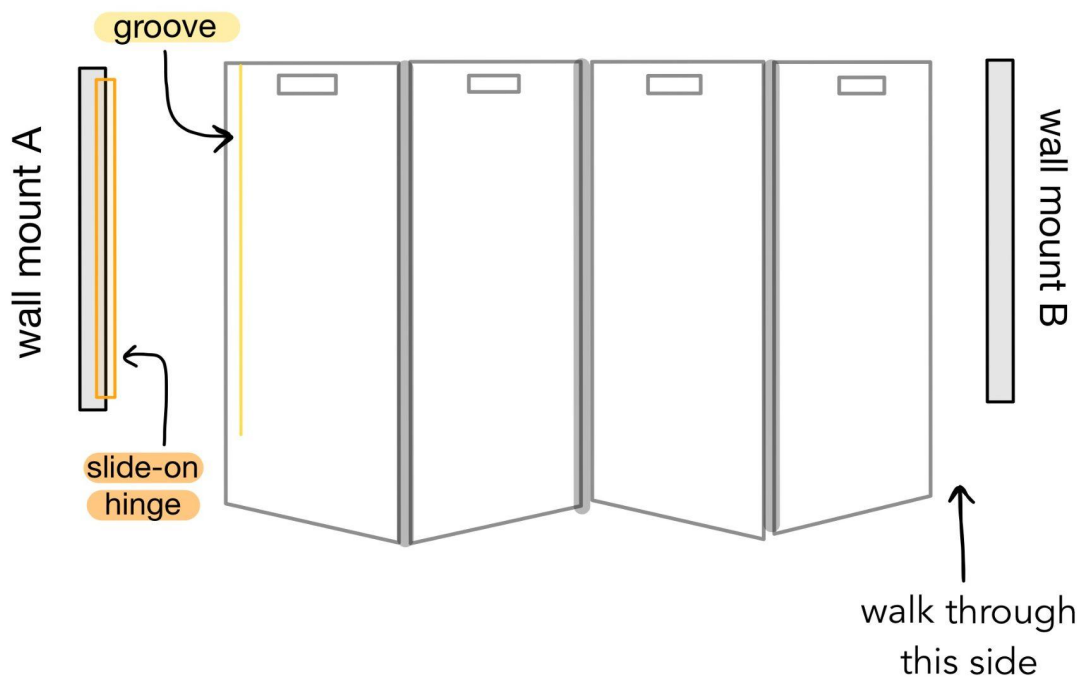
Please note: Screws for wall mount are not included. Please use hardware that will work best for your walls (wood or drywall). For other types of walls (e.g., masonry), it is recommended that you use a professional. Pre-drilled holes are 0.25 inches in diameter.

Step 1

Initially, set up the gate by zig-zagging the panels, making sure that the gate is stable.

Determine which side you want to walk through, and ensure that the end panel with the groove is on the opposite side.

See diagram below.



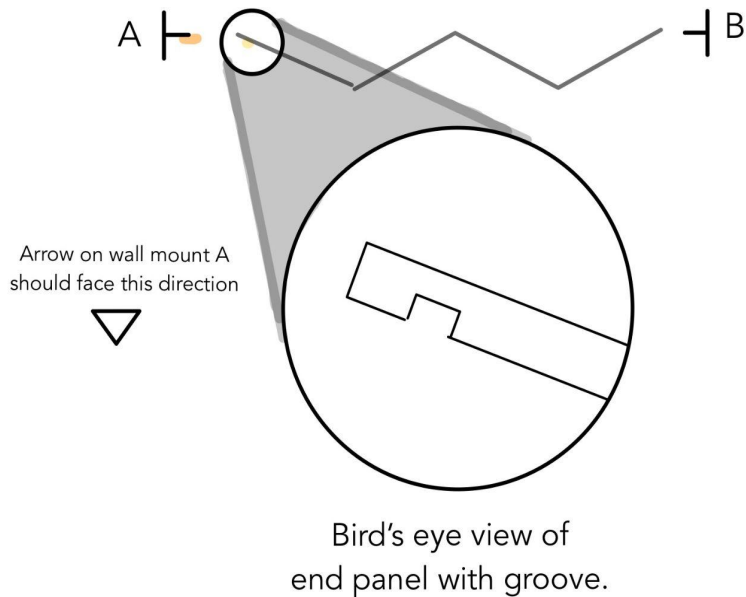
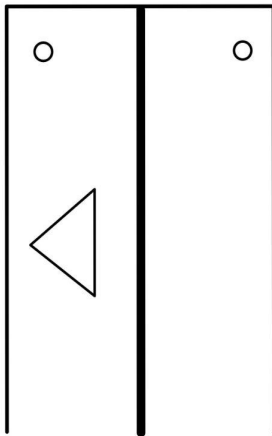
Step 2

Mount the wall mount A with groove and slide-on hinge on the same side as the zig zag gate end panel with groove, and wall mount B without groove on the opposite side.

When mounting the wall mount with groove, ensure the groove is facing the same direction as the open groove on the zig zag gate end panel. The triangle arrows are facing the direction of the open groove.

See below; the diagram on the right is a bird's eye view of the gate.

Front view of
wall mount A
to mount on wall:



Step 3

Measure to place the wall mounts 30 inches above the floor (or base moulding, if applicable) to the top of each wall mount. Make sure the wall mounts are level and ideally should be directly opposite to one another before screwing them into your walls.

Wall mounts must be mounted on a flat wall surface and above base moulding if applicable.

If your base moulding is taller than 8" and the top of the wall mount must be higher than 30 inches above the floor, then the bottom of the wall mount should be touching the top of the base moulding; you will still be able to use your gate, but your mounts will be taller than your gate.

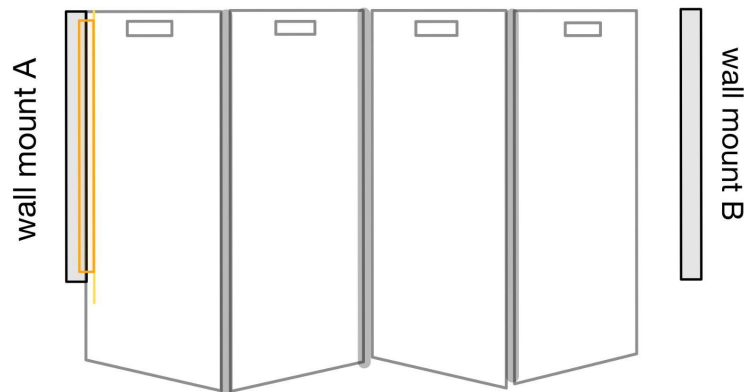
With the wall mounts securely affixed on each wall, take note of the direction that the slide-on hinge is facing. Slide off the hinge. Line up the zig zag gate end panel and slide on the hinge, ensuring that the hinge catches both grooves on the zig zag gate and wall mount A.

This end is now set up!

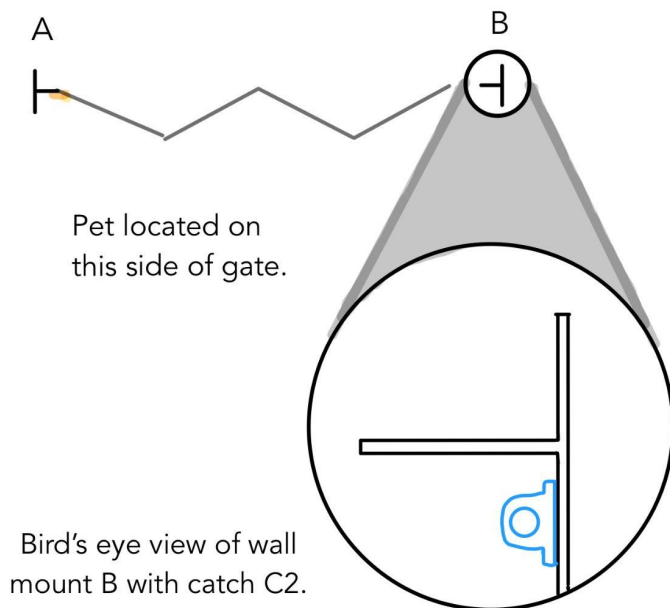
Step 4

Apply the metal latch pieces on the same side where your pet will be located. Remove the protective cover of the adhesive square of the catch piece (C2), and press it on to the rectangular outline on the same side your pet will be, making sure it is level.

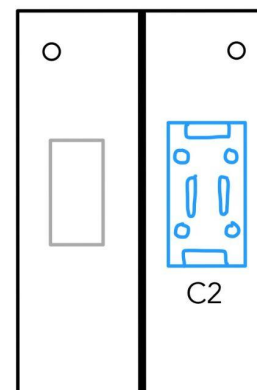
For example, say your pet is located here:



Pet located on this side of gate.



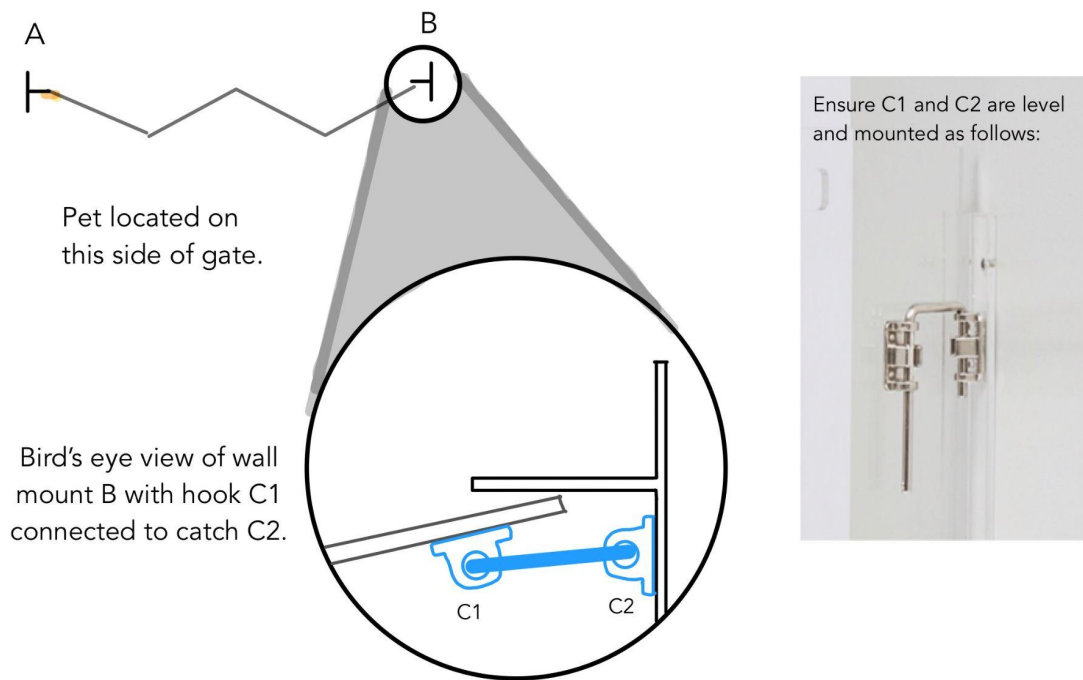
Front view of wall mount B and catch piece C2:



Step 5

Stretch the zig zag gate to the full width of the opening so that the end panel without the groove overlaps with wall mount B; the end panel should be on the same side as the catch piece and your pet.

With the hook in the catch (connecting the latch), remove the protective cover of the adhesive square and press it on the end panel of the zig zag gate, ensuring the base plates of the hook and the catch are level.



Your gate is now set up!

To get through the gate, unhook the latch, move or swing the end panel open, and walk through. It is suggested that while the gate is up, the panel should be closed with the latch hooked.

If you would like to remove the gate for a period of time, you may unlatch the gate and fold the panels against your wall.



Note: the latch is located on the opposite side of the dog in this photo, which is incorrect placement for photography purposes only.