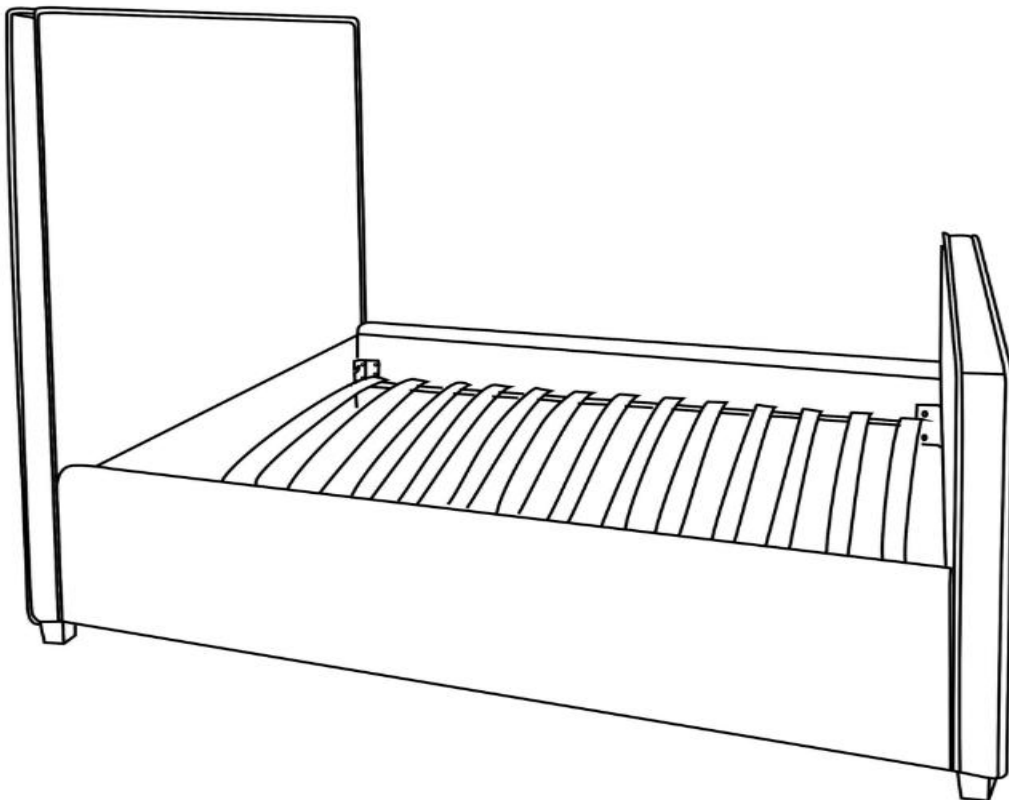











Bristol Park Bed




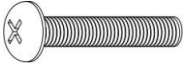
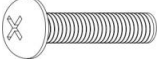


ASSEMBLY INSTRUCTIONS



ASSEMBLY STEPS

LABLE	PICTURE	DESCRIPTION	QTY
A		Headboard	1
B		Side Rail	2
C		Footboard	1
D		Slats	2
E		Support Rail	1
F		Support Legs	3
G		Wood legs	4

HARDWARE

LABLE	PICTURE	DESCRIPTION	QTY
H		Wrench	1
I		Spring Washer	8
J		Flat Washer	8
K		Bolt (M8*5.5CM)	3
L		Bolt (M8*3CM)	12
M		Wrench	1
N		Bolt (M8*6CM)	4

BEFORE BEGINNING ASSEMBLY:



Read instructions cover to cover



Have two adults on hand for assembly



DO NOT assemble on floor in go rcarpet. Assemble on a clean non-marringsurface (ex.packing foam)

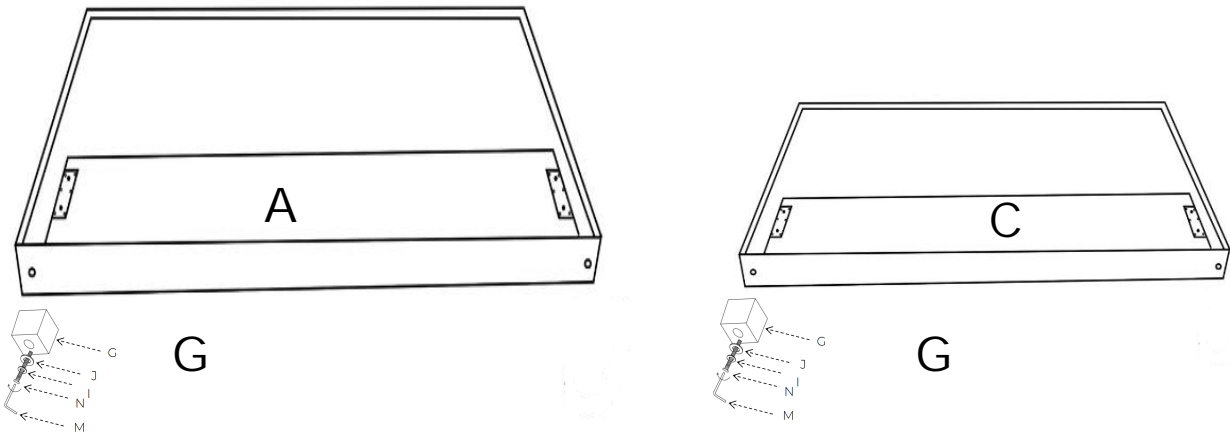


Save all packaging until assembly is completed

ASSEMBLY STEPS

STEP 1

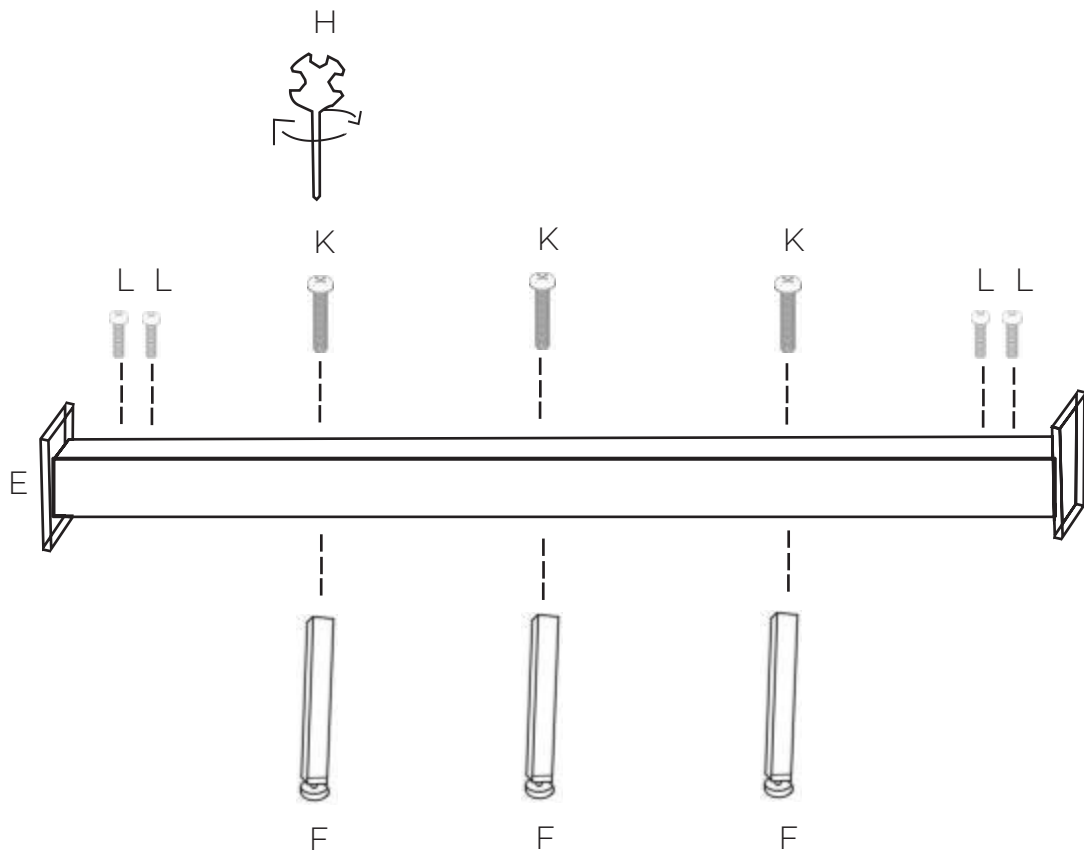
Connect the 4 wood legs G to headboard A and footboard C as illustrated below. The wood legs are located in the box of footboard C.



ASSEMBLY STEPS

STEP 2

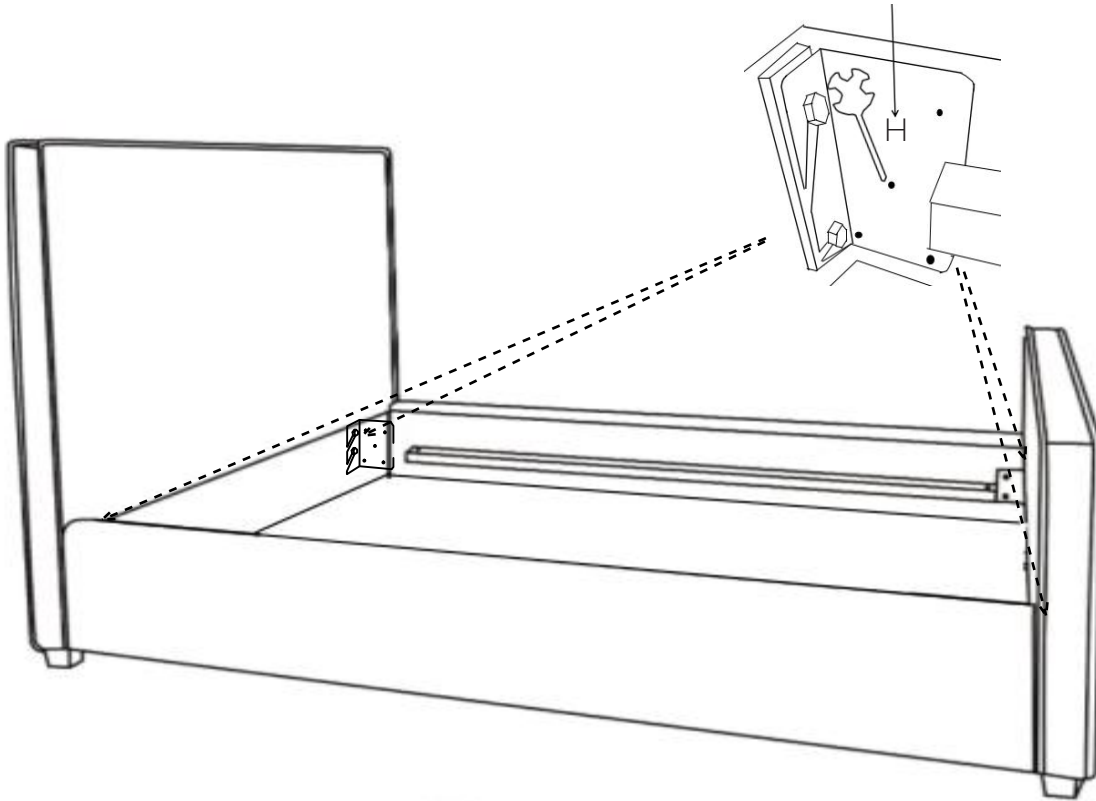
Attach 4 L bolts and 3 K bolts to the support rail to connect the support legs as illustrated below.



ASSEMBLY STEPS

STEP 3

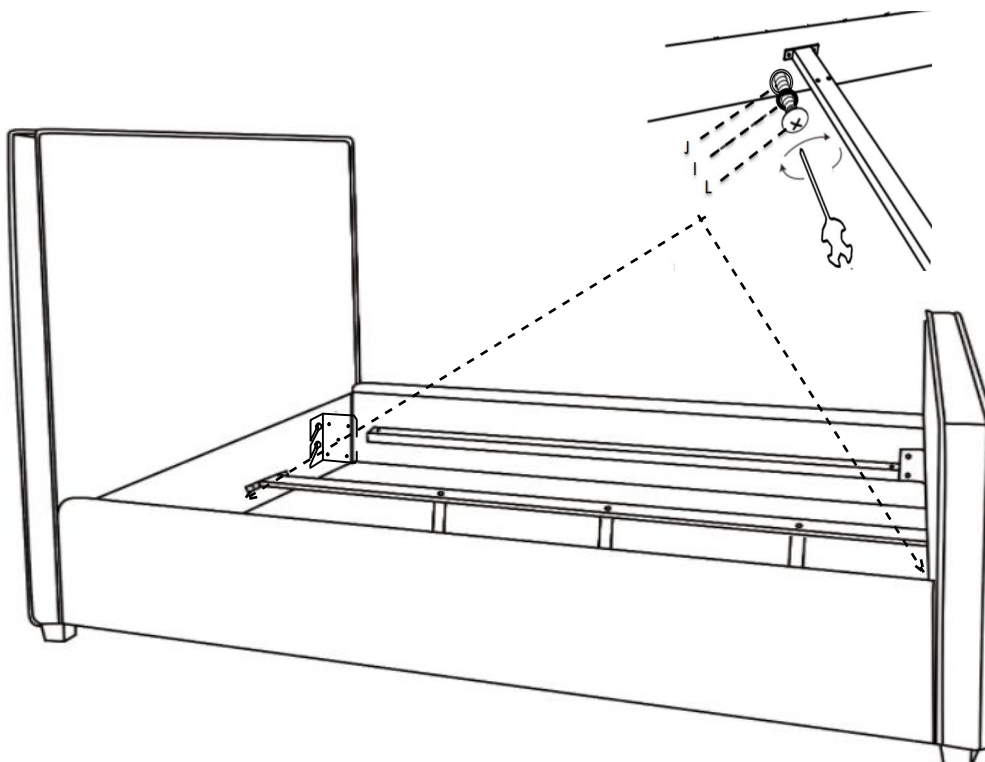
Connect the headboard, side rails and footboard with the wrench H as illustrated below.



ASSEMBLY STEPS

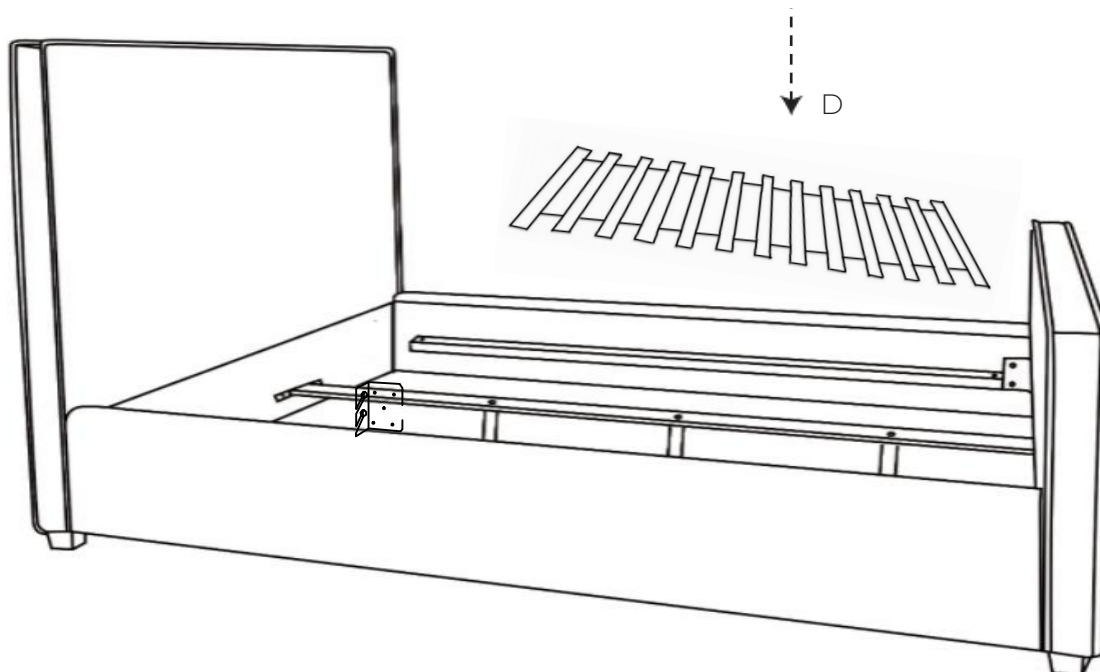
STEP 4

Attach 4 L bolts to the support rail as illustrated below.



ASSEMBLY STEPS

STEP 5 Place the slats on the support rail as illustrated below.



CARE & MAINTENANCE



Do not put hot items directly on furniture surface.



Do not clean furniture with harsh cleansers or polish.



Dust and pick up spills using a clean, non-colored, lint-free cloth.



Stains may be removed with a mild soap solution and a damp cloth.



Do not place furniture under direct sunlight.



Do not place furniture near heating or cooling vents.



Do not write on furniture without a padded barrier to protect the surface.



Do not place furniture outside, for indoor use only.