

## CARE AND MAINTENANCE

Always use felt pads under all articles to prevent discoloration or softening of the lacquer. Plastic and rubber bases on items can discolor wood. Wipe up spills immediately and avoid common hazards such as hot dishes, harsh solvents and abrasives. Cleaning should be done with a soft lint free cotton cloth dampened with water.






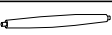
## NOTICE

\*Please make sure that you have all parts indicated before you begin assembly of this item




\*This item should be assembled on a soft surface to prevent scratching the finish during assembly

\*This item may require periodic tightening

## PARTS IDENTIFICATION:

	DESCRIPTION	FIGURE	QTY
A.	BACK REST- 1PC		1PC
B.	LEFT LEG FRAME		1PC
C.	RIGHT LEG FRAME		1PC
D.	SHORT STRETCHER		1PC
E.	MIDDLE STRETCHER		1PC
F.	LONG STRETCHER		1PC

## HARDWARE IDENTIFICATION

NO	DESCRIPTION	FIGURE	QTY
HW1	SCREW 7 x 0.5 x 35mm		12PCS
HW2	ALLEN WRENCH		1PC
HW3	WOOD BUTTON		6PCS

## PREPARATION

Before beginning assembly of product, make sure all parts are present. Compare parts with package contents list and hardware contents list.

If any part is missing or damaged, do not attempt to assemble the product.

Estimated Assembly Time: 10 minutes.

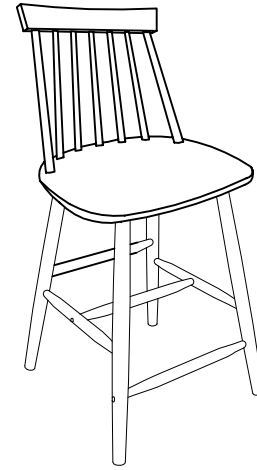
Tools Required for Assembly (included): N/A

# SAFAVIEH

## FURNITURE

MODEL# BST8500A/B/C/D

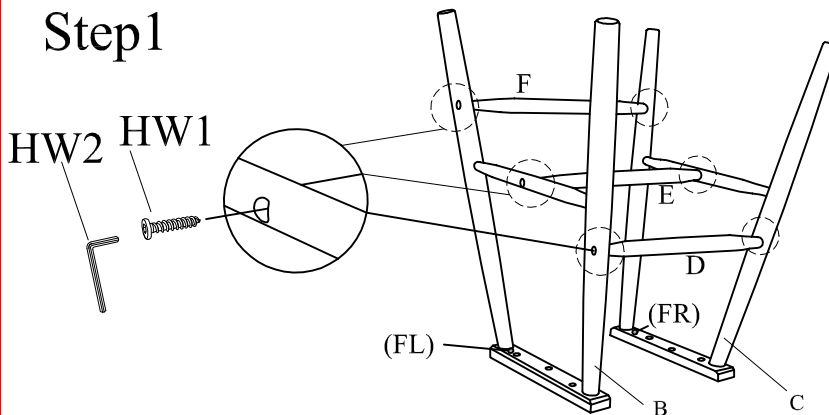
PRODUCT DIMENSION: 19.3"W X 20.9" D X 44.2" H



Weight Capacity: 275lbs

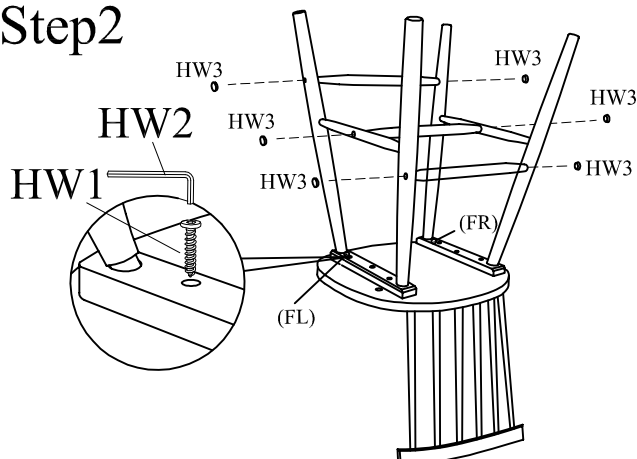
WARNING: DO NOT STAND ON CHAIR

## Step 1



Assemble Short stretcher (D), Middle stretcher (E), and Long stretcher (F) using Screw (HW1) and Allen Wrench (HW2). (Do not tighten yet.)

## Step 2



Position the frame assembly into the bottom of chair seat. Align and tighten bolt chair seat and frame using the Screw (HW1) with Allen Wrench (HW2). Tighten all the screw in Step 1 and Step 2. Inset the Wood Button (HW3) to the cover the hole on Left leg frame (B) and Right Leg frame (C).

## Step 3

