CARE AND MAINTENANCE

Store outdoor furniture indoors or cover well when not in use. Remove wooden furniture from standing water. Dust regularly with small brush or vacuum Spills should be taken care of immediately before they harden or stain with a slightly dampened sponge.

SAFAVIEH OUTDOOR

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

Weight Capacity: 242 Ibs

Warning: Do not stand on chair

Warning: Do not over torque bolts / screws





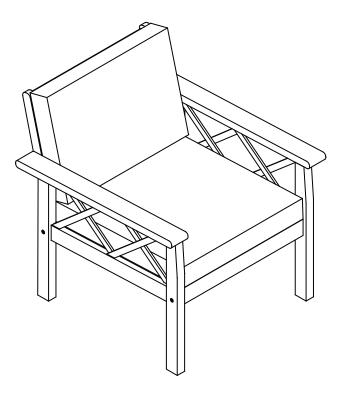


Part List and Hardware List

PIECE	DESCRIPTION	PICTURE	QUANTITY
А	Back frame		1X
В	Leg Frame		2X
С	Seat Frame		1X
D	Cushion Seat		1X
Е	Cushion Back		1X
F	Screws	⊚ M6x70	4X
G	Bolts	M6X40	4X
Н	Bolts	⊚ M6X35	2X
Н	Allen key	LG4	1X

Model# PAT-7307

Product Dimensions:27.56" W x 30.31" D x 29.53" H

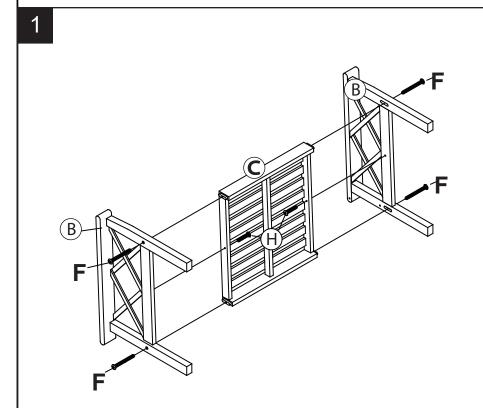


PREPARATION

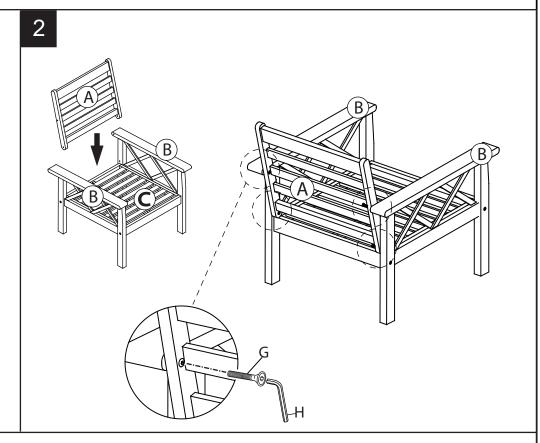
Before beginning assembly of product, make sure all parts are present. Compare parts with package contents list and hardware contents list. If any part is missing or damaged, do not attempt to assemble the product.

Estimated Assembly Time: 10 minutes.

Tools Required for Assembly (included): Allen Key



Step 1
Attach leg frame (B) to Seat Frame (C) ,use bolts (H) and screws (F), tighten with allen key (H).



Step 2
Tighten bolts (G) with allen key (H) to attach Leg Frame (B) and back frame (A)

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): Allen Key

Step 3 Attach Ensure all screws are fully locked into position.
Place Seat Cushion (D), Back Cushion (E) into the Chair.
The Chair is ready to be used.

Step 4 Caution: This Chair can only be used on a flat, level surface