

ASSEMBLY INSTRUCTION ITEM NO: 9650NBE/DG-1

CHAIR WITH STORAGE POUCHES & CHARGING PORTS

Thank you for being our valued customer. Be sure to check all packing materials carefully for small parts which have come loose inside the carton during shipment. Identify and count all items and compare them with the parts list below.

CAUTION: Read the Instructions carefully before assembly.

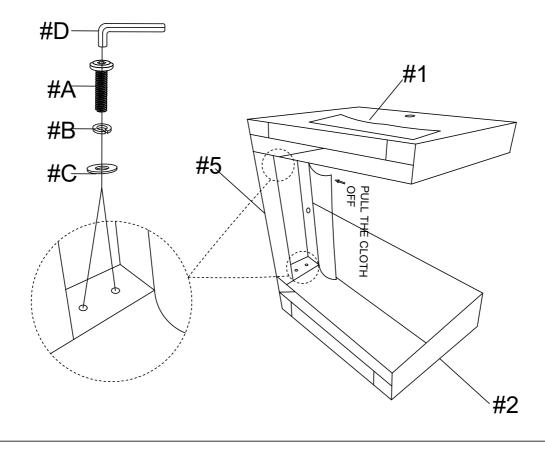
- 1. We recommend that you should assemble this product with the assistance of another person; this will make assembly easier, and will help to eliminate damage the product or injury to persons during assembly.
- 2. When you want to reposition the product, please always "LIFT & MOVE".

NOTE: Do not use power tools for assembly. Power tools increase the risk of over tightening which leads to splitting or cracking the wood.

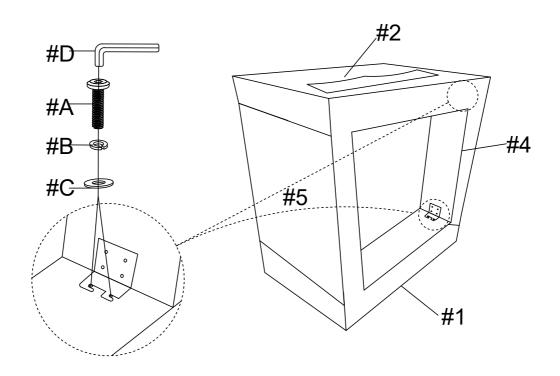
PART LIST			
NO.	DESCRIPTION	PART NAME	Q'TY (PC)
1	LSF ARM WITH USB CHARGING PORT		1
2	RSF ARM		1
3	SEAT CUSHION FRAME		1
4	FRONT BASE		1
5	BACK REST		1
6	BACK CUSHION		1
7	PLASTIC LEG		4
8	L BRACKET		2
HARDWARE			
A	BOLT 5/16" X 2"		9
B	SPRING WASHER 5/16"		9
<u>C</u>	FLAT WASHER 5/16" X 22MM"		9
D	ALLEN KEY		1
E	SCREW M8x15mm		4
Note: Back rest: 1pc; back cushion 1pc; plastic leg: 4pcs; front base: 1pc and assemble hardware were stored in arm storage, please take them out for assembly.			

ASSEMBLY INSTRUCTION

STEP 1

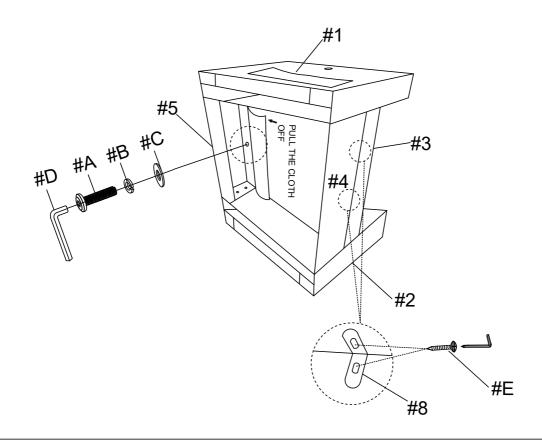


STEP 2

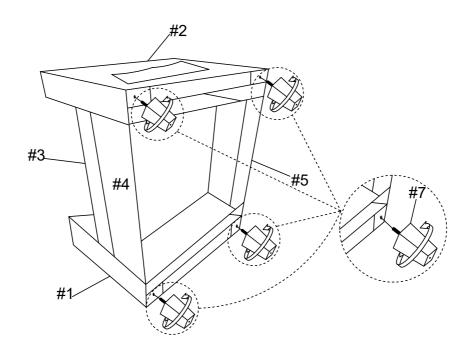


ASSEMBLY INSTRUCTION

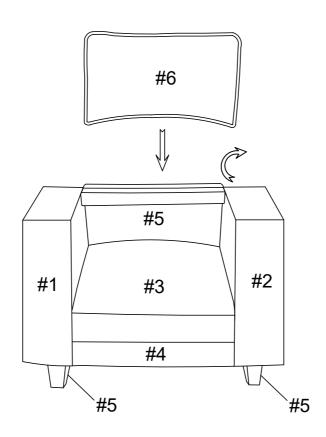
STEP 3

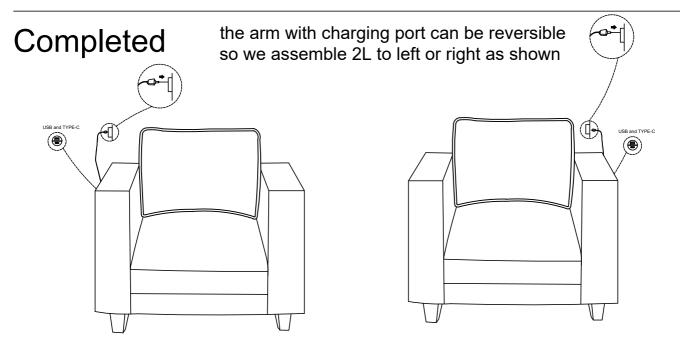


STEP 4



ASSEMBLY INSTRUCTION





CARE INSTRUCTION FOR POLYESTER:

In order to maintain the original appearance of your polyester furniture, please follow below simple care procedure:

- Avoid exposing furniture directly to sunlight or heating and air conditioning outlets. Exposure to sunlight or heating and air conditioning outlets will fade/damage polyester.
- Wipe gently with a damp soft cloth to remove dust, dirt and any grime build up.
- Hardware may loosen over time. Periodically check to make sure all connections are tight. Re-tighten if necessary