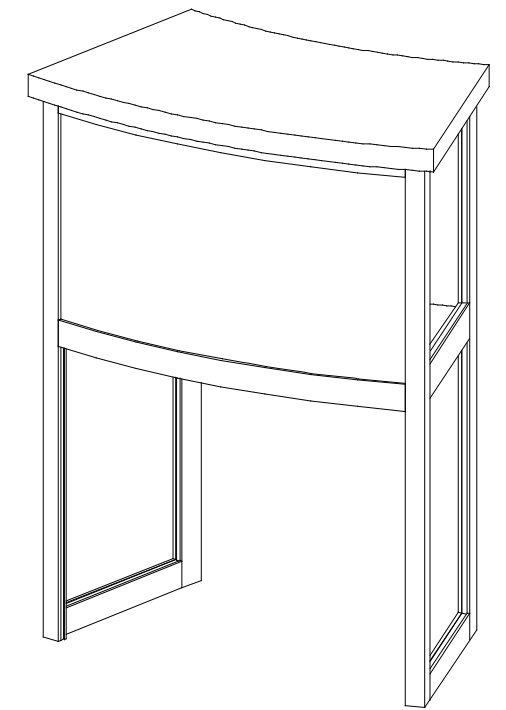
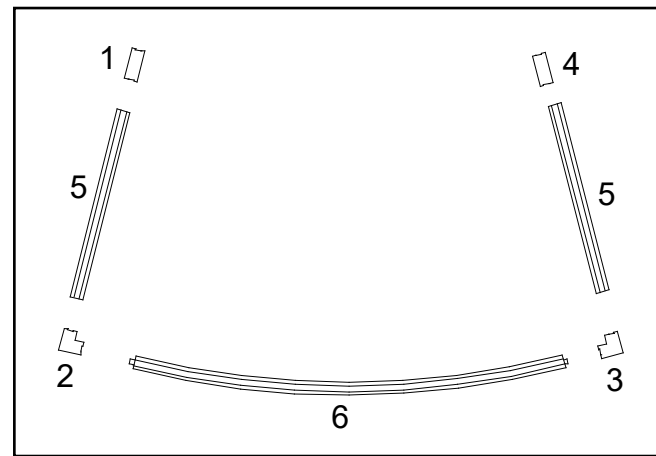
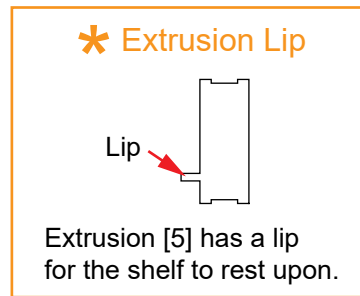
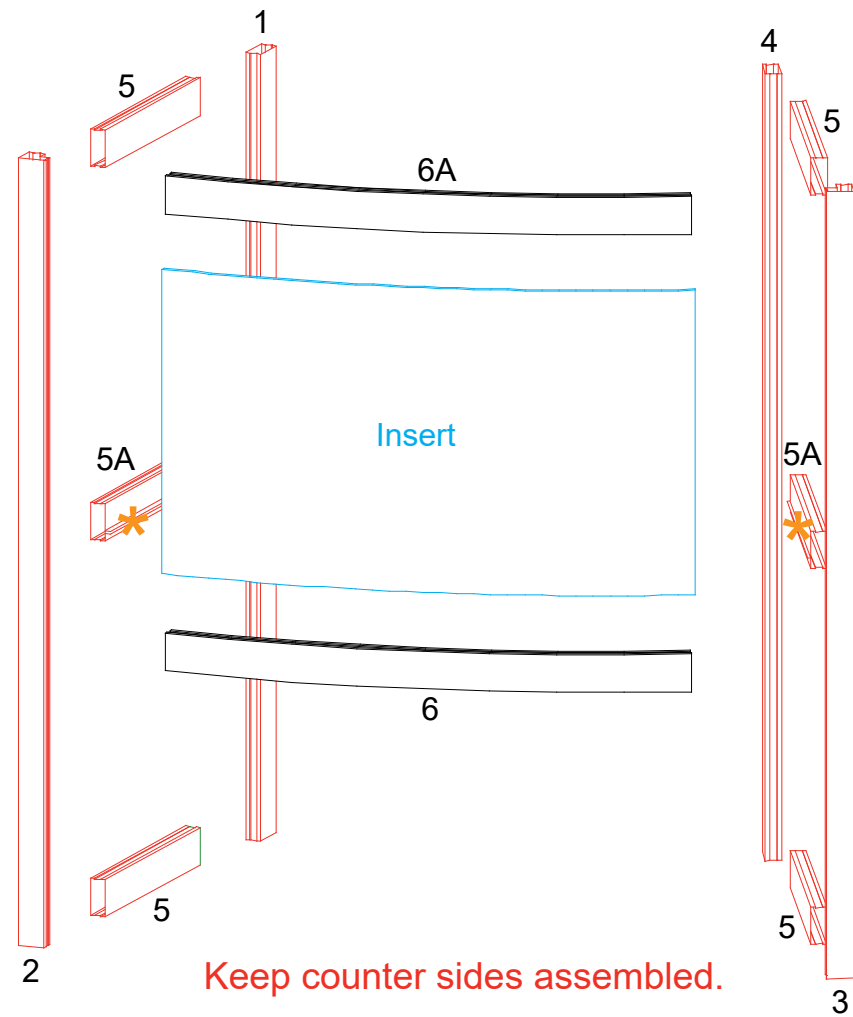


Item	Qty	Description
1	1	37.5" Vertical Extrusion
2	1	37.5" Corner Extrusion
3	1	37.5" Corner Extrusion
4	1	37.5" Vertical Extrusion
5,5A	4,2	11" Horizontal Extrusion
6,6A	1,1	24.875" Horizontal Extrusion

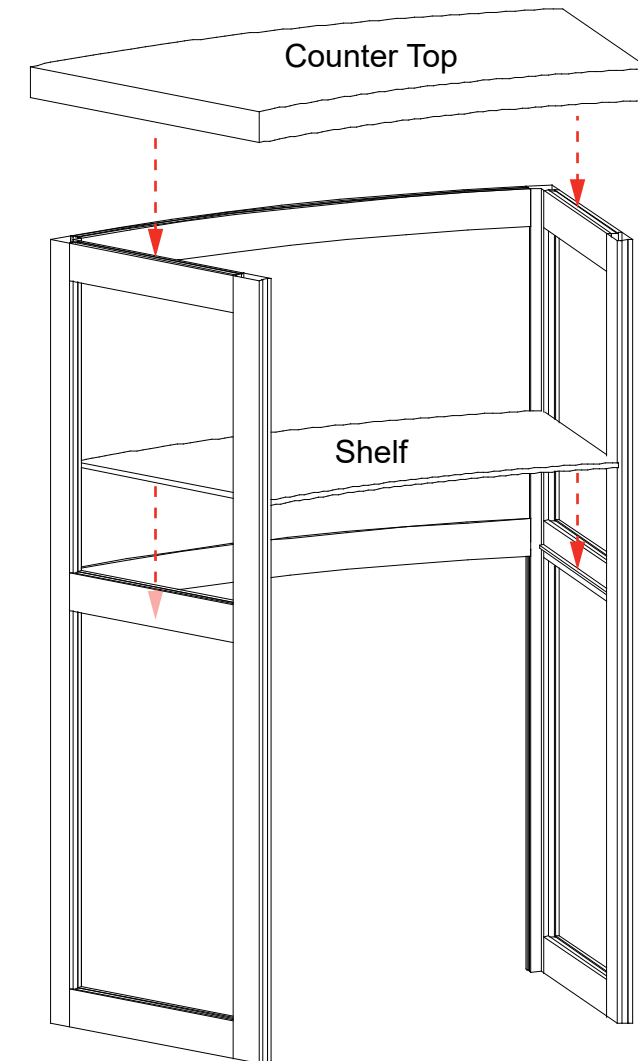
- Steps**
- 1) Attach horizontal extrusions [5] and [5A] between extrusions [1 and 2] [3 and 4].
 - 2) Attach curved horizontal extrusions [6] and [6A] between extrusions [2] and [3], with **Insert** between.
 - 3) Place shelf onto lips of extrusions [5A]. See **Extrusion Lip** detail.
 - 4) Set counter top on top of assembled base.



Completed Assembly



Top View



SETUP INSTRUCTIONS

General Setup Instructions

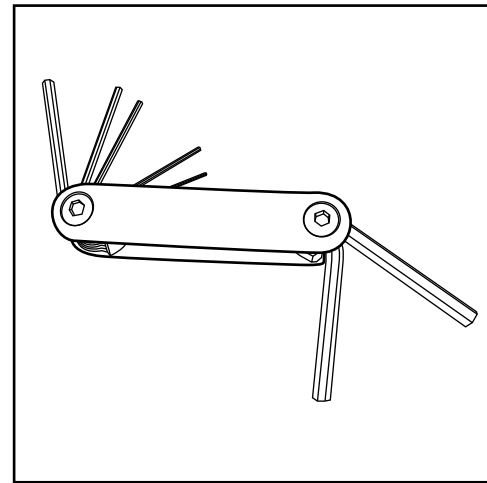
- Read entire setup instruction manual prior to unpacking parts and pieces.
- The setup instructions are created specifically for this configuration.
- Setup instructions are laid out sequentially in steps, including exploded views with detailed explanation for assembly.

Cleaning & Packing

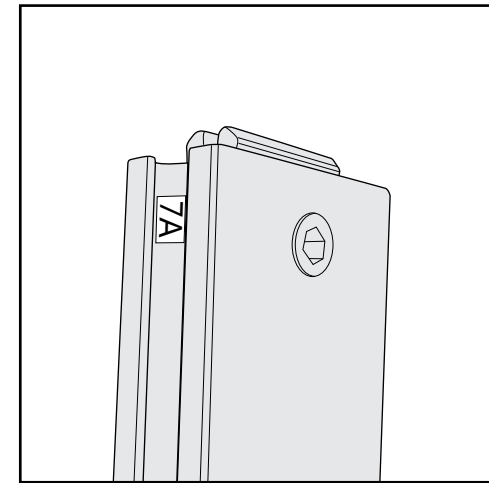
- For Cleaning Metal, Plex, & Laminate Parts: Use a **MILD NON-ABRASIVE** cleanser and soft cloth/paper towel to clean all surfaces.
- Keep exhibit components away from heat and prolonged sun exposure. **Heat and UV exposure will warp and fade components.**
- Retain all provided Packing Materials. All provided packing materials are for ease of repacking & component protection.

Disassembly

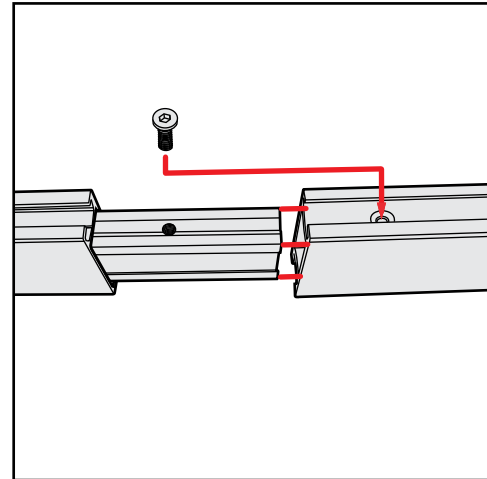
- For loss prevention, tighten all set screws and locks during disassembly.



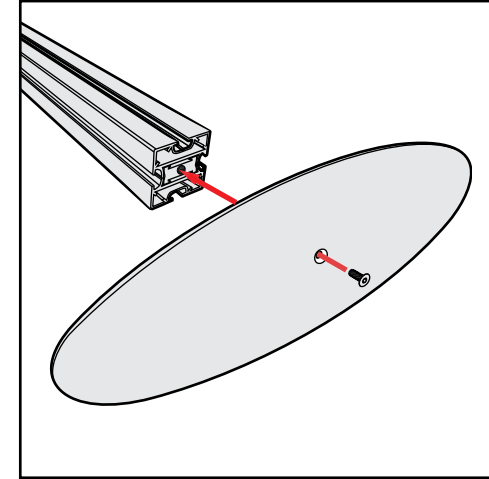
Hex Tool - Essential for Assembly



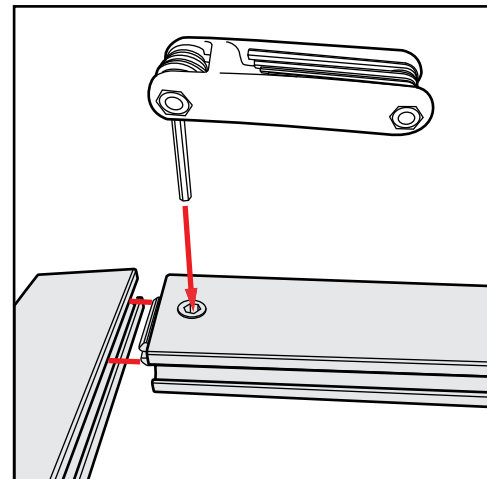
Part Identification - Numbering



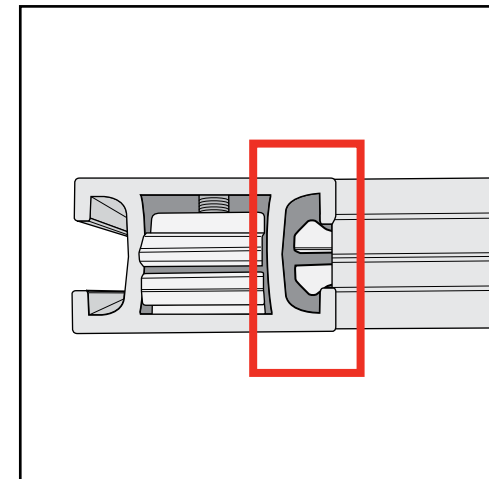
Spline Connection



Base Plate & Extrusion Connection



Extrusion & Lock Connection



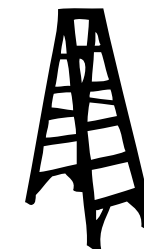
Engaged Lock



WARNING



DO NOT USE POWER TOOLS

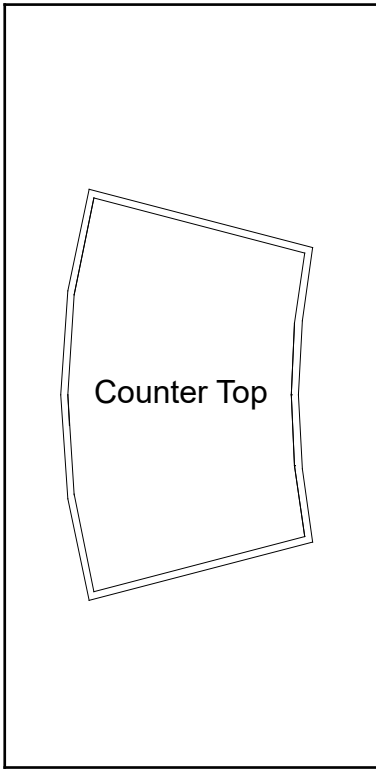


LADDERS OR LIFTS
MAY BE REQUIRED

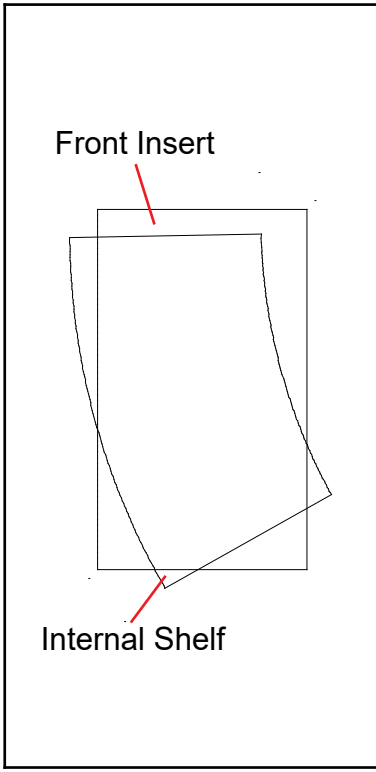


ALL CONNECTIONS MUST
BE TIGHTLY SECURED

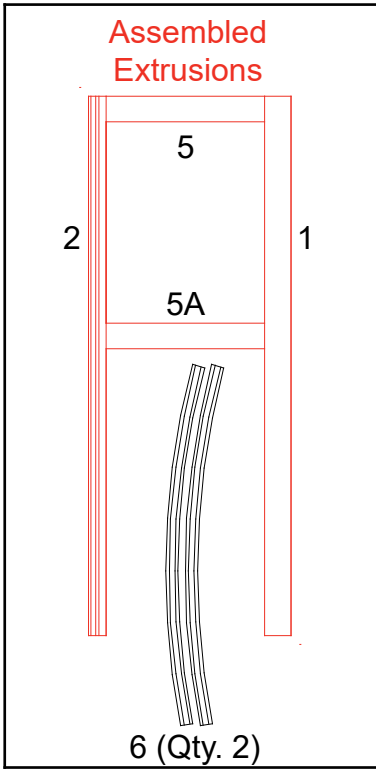
Top View of Each Level



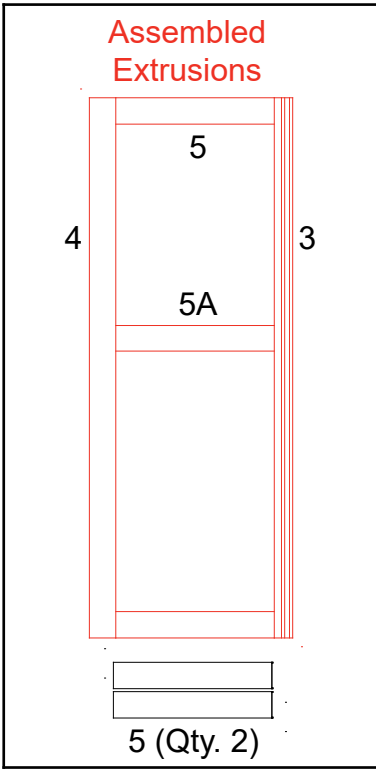
Level 1 (Bottom Level)



Level 2



Level 3



Level 4

