POLYWOOD

Assembly Instructions



Thank you for choosing POLYWOOD!

We hope our furniture helps create a gathering

place for you and your loved ones to enjoy

for many years to come!

Share your space

We love to see where our furniture ends up — snap a pic and tag it on Instagram or Facebook for your chance to be featured on our social channels! #polywood #rethinkoutdoor



facebook.com/polywoodoutdoor



@POLYWOOD



pinterest.com/polywood



youtube.com/polywood



Reach Out

Let us know how we're doing: hello@polywoodoutdoor.com (833) 665-6300



Stay Connected

Be the first to hear about new products, giveaways, and more by signing up for our email list: polywoodoutdoor.com/subscribe



Watch & Learn

For assembly tips and videos visit: polywoodoutdoor.com/assembly



20-year warranty

View our full warranty: polywoodoutdoor.com/warranty



Having trouble?

If you have questions or concerns regarding assembly instructions or missing parts, please contact us at hello@polywoodoutdoor.com or (833) 665-6300



Cleaning tips

For a Quick Clean:

Simply wipe down with soap and water.

For a Deep Clean:

Wipe on 1/3 bleach and 2/3 water solution with a clean cloth and let it sit on the lumber for a few minutes (this will not affect the color). Then, loosen any dirt and debris that may catch in surface grooves with a soft bristle brush; hose down to rinse.

For a High-Power Clean:

Use a pressure power washer (not exceeding 1,500 psi) to spray off dirt and debris. Apply a 1/3 bleach and 2/3 water solution and scrub with a softbristle brush. Hose down to rinse.



TGG48 Traditional Garden 48" Glider



POLYWOOD was the original outdoor furniture made from recycled materials.

> Learn more about our story: genuinePOLYWOOD.com





4mm T-handle hex key (included) 4mm hex key (included)

PARTS











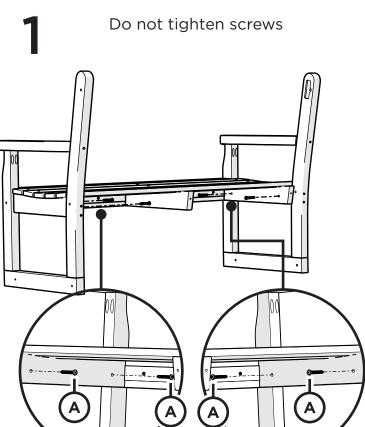


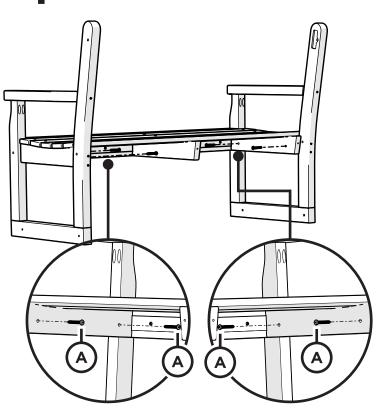


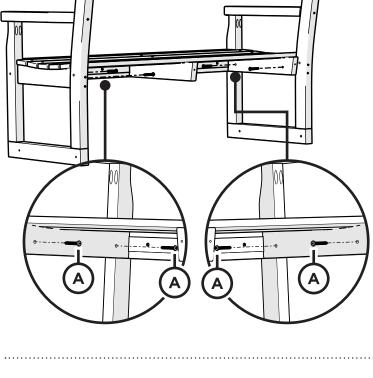


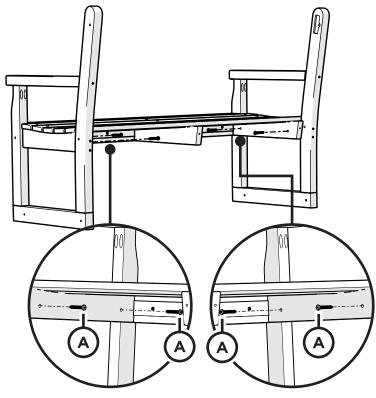
Barrel Nut-HN.25-20X.625B

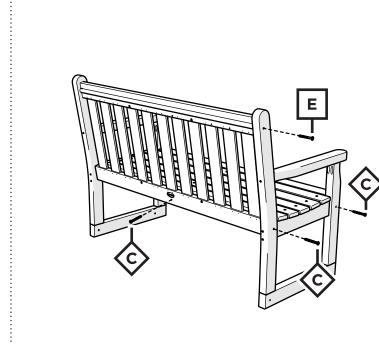
Something missing? Call (833) 665-6300



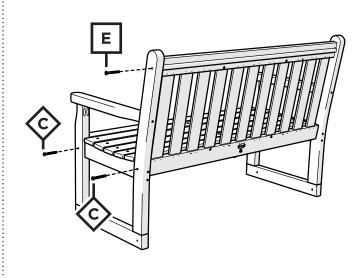












Tighten all screws

