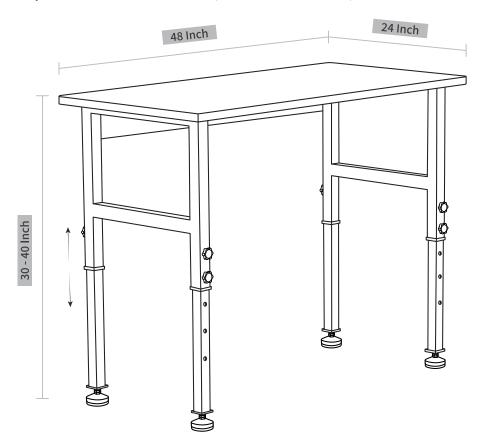
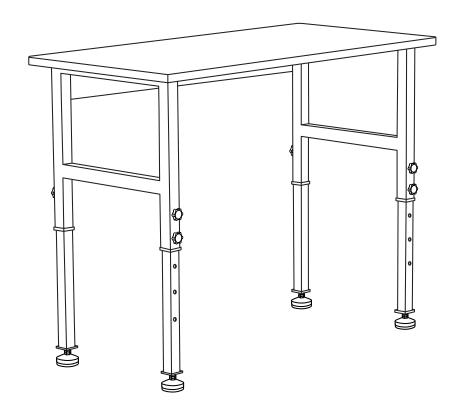
Step 5 Finish

After you check that there are no errors, fasten all bolts and nuts, then finish!



48" Adjustable Workbench USER'S MANUAL



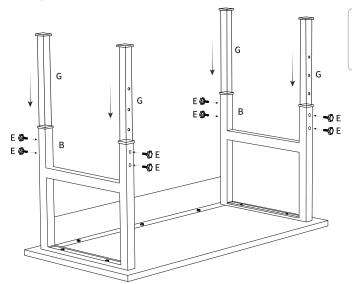
TH060710-48B

WARNING!

- 1. The manual contains very important safety information, please read it carefully before assembling.
- 2. Check carefully the box when you receive, if there is any damage, please take a picture for record, contact our service team for help.
- 3. The workbench can be dangerous if it is not properly installed. Fasten all bolts, nuts, screws before using it.
- 4. Don't overload product on the workbench, it is restricted to 1600 LBS.
- 5. When you use the workbench, make sure all casters are locked, or it can be very dangerous.
- 6. The brakes are firmer and the overall stability is better. If you need to move, it will be easier to unlock them by hand.
- 7. Keep away from children, it will be dangerous if your children are playing on it.
- 8. Keep workbench away from water, moisture.

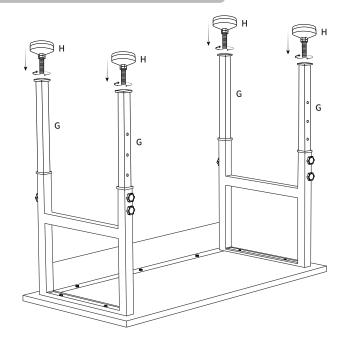
Step 3 Fasten Leg Extend To Legs

Use E: adjustable knobs to fasten the G: leg extend to the legs, and feel free to adjust the height.



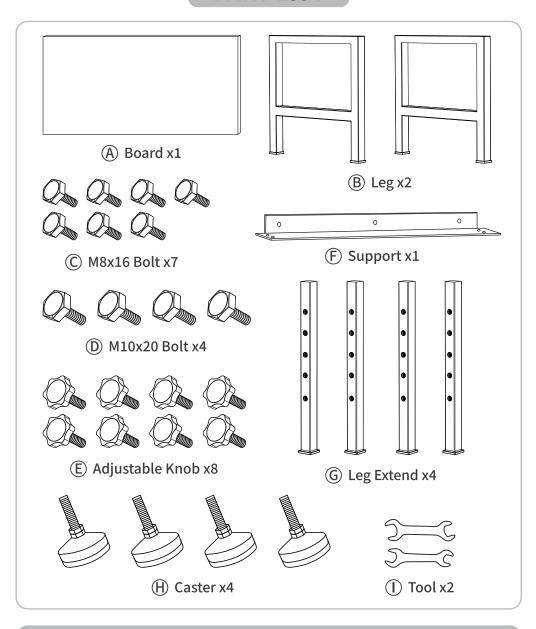
- B Leg x2
- Adjustable Knob x8
- © Leg Extend x4

Step 4 Install H: Casters



- (H) Caster x4
- © Leg Extend x4

PART LIST

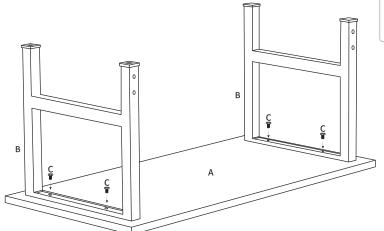


Tips:

- Don't fasten all bolts and nuts tightly at first, you may need to rework if you make some mistake.
- We recommend that 2 adults are required to complete the installation.

Step 1 Fasten Leg To The Board

- 1. Put the board on a clean ground, in order to protect the board, we suggest you to put something between ground and board, like soft cloth.
- 2. Align the holes on the legs with those on the board, use C: M8*16 bolts to fasten B: legs to board.
 - (A) Board x1
 - B Leg x2
 - © M8x16 Bolt x4



Step 2 Fasten Support To Board And Legs

- 1. Use D: M10*20 bolts to fasten support to leg.
- 2. Use C: M8*16 bolts to fasten supports to board.
- (B) Leg x2
- © M8x16 Bolt x3
 - (D) M10x20 Bolt x4
 - F Support x1