

16-Tray Storage

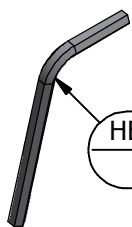
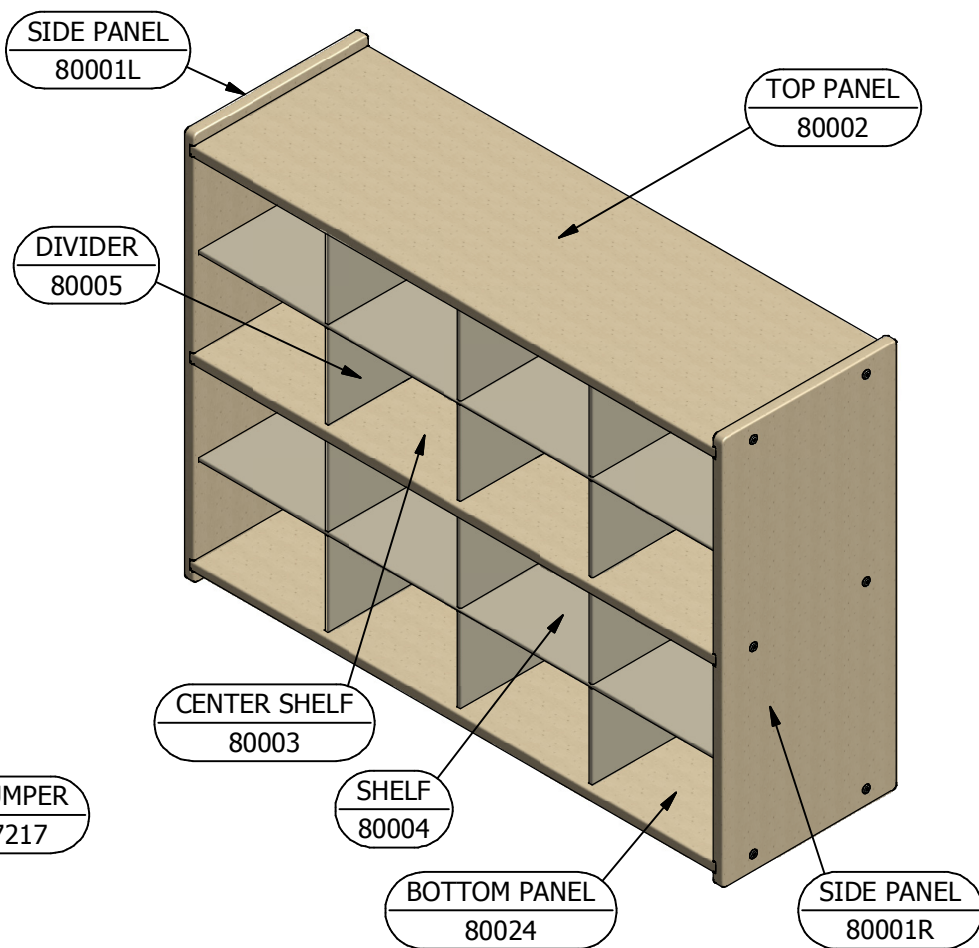
Item #7152



CAUTION: CHOKING HAZARD
Adult assembly required due to the presence of small parts and sharp edges.

PARTS LIST

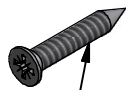
QTY	PART NUMBER	DESCRIPTION
1	7201	HEX KEY
12	7213	CONNECTING BOLT
1	7217	BUMPER
1	7242	1" LONG SCREW
2	80000	BACK PANEL
1	80001L	SIDE PANEL
1	80001R	SIDE PANEL
1	80002	TOP PANEL
1	80003	CENTER SHELF
2	80004	SHELF
3	80005	DIVIDER
1	80024	BOTTOM PANEL



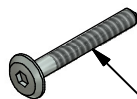
HEX KEY
7201



BUMPER
7217



1" LONG SCREW
7242

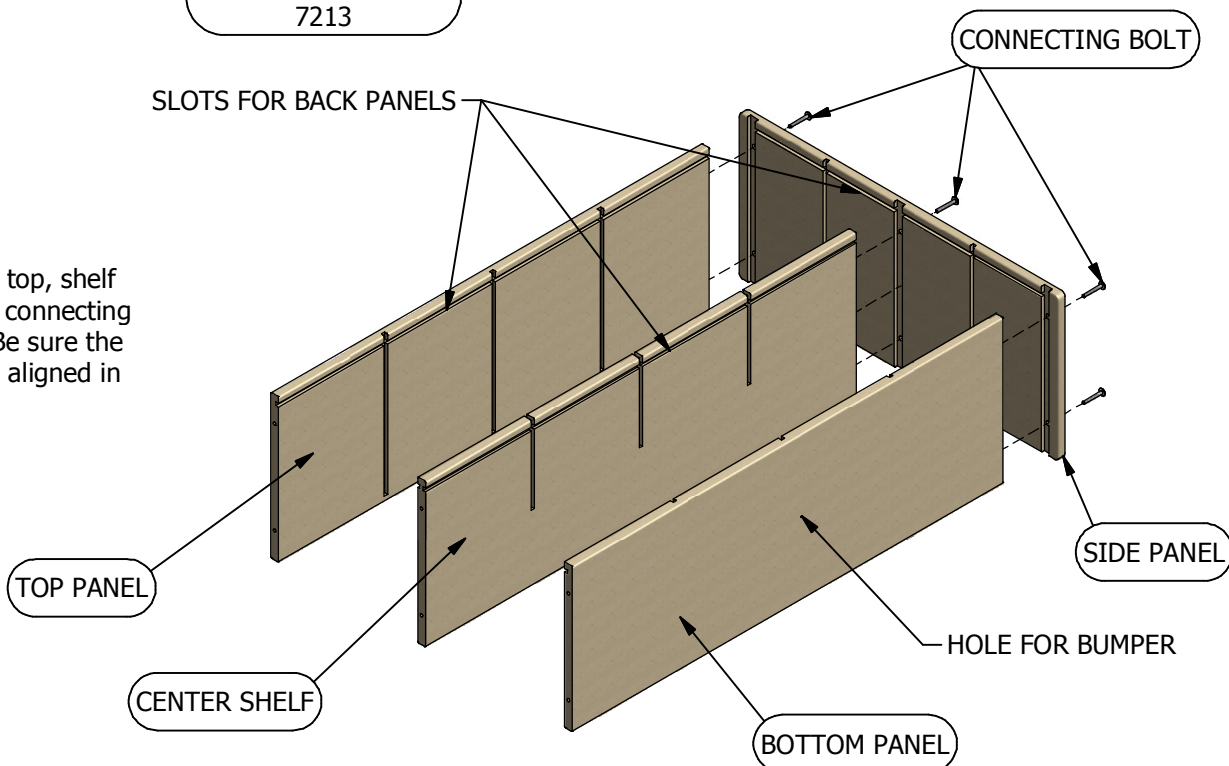


CONNECTING BOLT
7213

SLOTS FOR BACK PANELS

CONNECTING BOLT

1
Attach one side panel to the top, shelf and bottom panels using six connecting bolts and the hex wrench. Be sure the slots for the back panels are aligned in each panel.



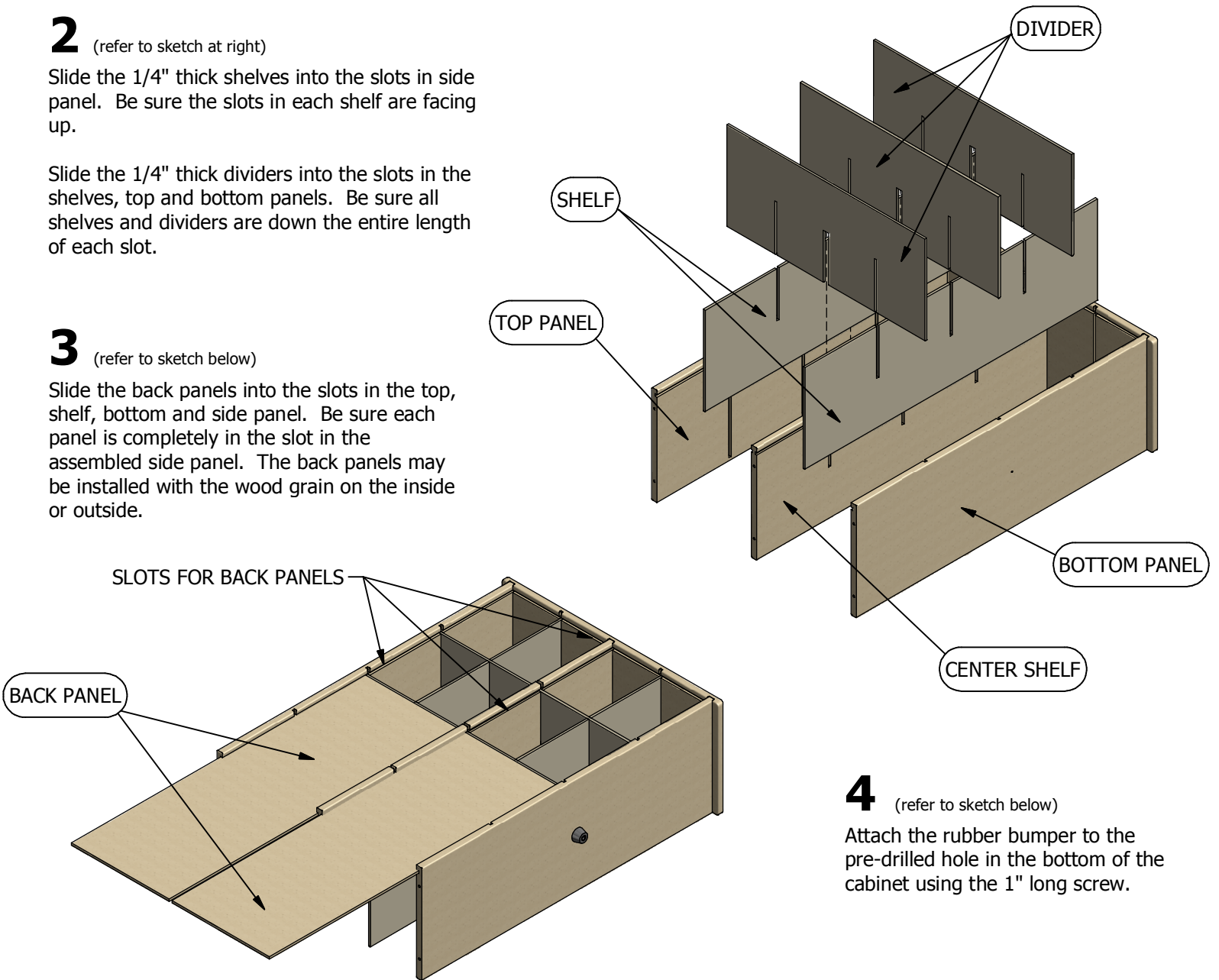
2 (refer to sketch at right)

Slide the 1/4" thick shelves into the slots in side panel. Be sure the slots in each shelf are facing up.

Slide the 1/4" thick dividers into the slots in the shelves, top and bottom panels. Be sure all shelves and dividers are down the entire length of each slot.

3 (refer to sketch below)

Slide the back panels into the slots in the top, shelf, bottom and side panel. Be sure each panel is completely in the slot in the assembled side panel. The back panels may be installed with the wood grain on the inside or outside.



4 (refer to sketch below)

Attach the rubber bumper to the pre-drilled hole in the bottom of the cabinet using the 1" long screw.

5 (refer to sketch at right)

Place the remaining side panel into position at the end of the top, shelf and bottom panels. Insert a connector bolt into each hole and partially tighten to the top, shelf and bottom panel.

After the side is partially attached, stand the cabinet upright and make sure the shelves and back panels are in the slots in the side panel. Completely tighten the connector bolts when all panels are in place.

Go back and make sure all bolts are tight.

IMPORTANT!

Check all connecting bolts periodically to make sure they are tight!

