








Examine all packaging material for small parts that may have come loose during shipment. Periodic checks are recommended to insure that all components are in proper position, tight and free from damage. Keep this assembly instruction for future reference. Adult assembly is required. The product of Hillsdale Furniture, LLC is designed for residential use only. Customer Service Phone Number: 502-562-0000

HARDWARE LIST

- A (4) 1/4" x 3/4" Allen Bolts
- B (4) 1/4" x 1/2" Allen Bolts
- C (4) 1/4" x 2-1/4" Countersunk Allen Bolts
- D (4) Hex Nuts
- E (12) Flat Washers
- F (1) Allen Wrench
- G (1) Hex Wrench

PARTS LIST

- H (1) Headboard
- I (1) Footboard
- J (2) Leg Extensions
- K (4) Finials

| PART | QTY | HARDWARE | PART | QTY | HARDWARE |
|------|-----|--|------|-----|---|
| A | 4 |  | B | 4 |  |
| C | 4 |  | D | 4 |  |
| E | 12 |  | F | 1 |  |
| G | 1 |  | | | |

STEP 2 - Figure 2

Attach Leg Extensions (J) to Headboard (H) using 2 Allen Bolts (B) and 2 Flat Washers (E) each.

STEP 1 - Figure 1

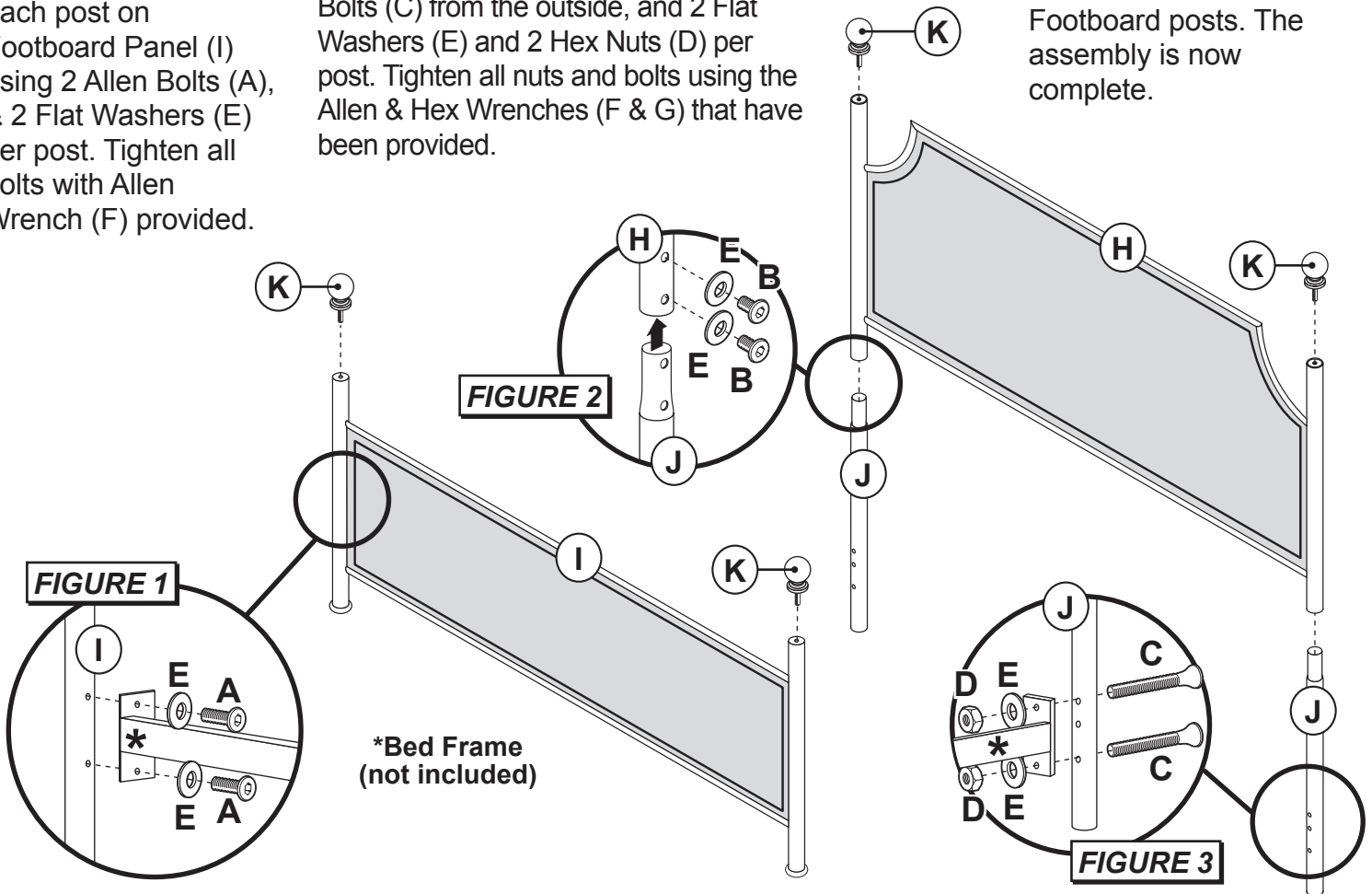
Begin assembly by attaching Bed Frame (*Not Included) to each post on Footboard Panel (I) using 2 Allen Bolts (A), & 2 Flat Washers (E) per post. Tighten all bolts with Allen Wrench (F) provided.

STEP 3 - Figure 3

Next, attach the Bed Frame (*Not Included) to each Leg Extension (J) using 2 Countersunk Allen Bolts (C) from the outside, and 2 Flat Washers (E) and 2 Hex Nuts (D) per post. Tighten all nuts and bolts using the Allen & Hex Wrenches (F & G) that have been provided.

STEP 4

Finally, screw into place each of 4 Finials (K) onto Headboard and Footboard posts. The assembly is now complete.



CARE & MAINTENANCE: The touch of a soft cloth is all the maintenance the finish will ever need. Please do not use harsh or abrasive cleaners for polishing, as they may cause damage to the finish. Periodic checks are recommended to make sure that all hardware is securely tightened.