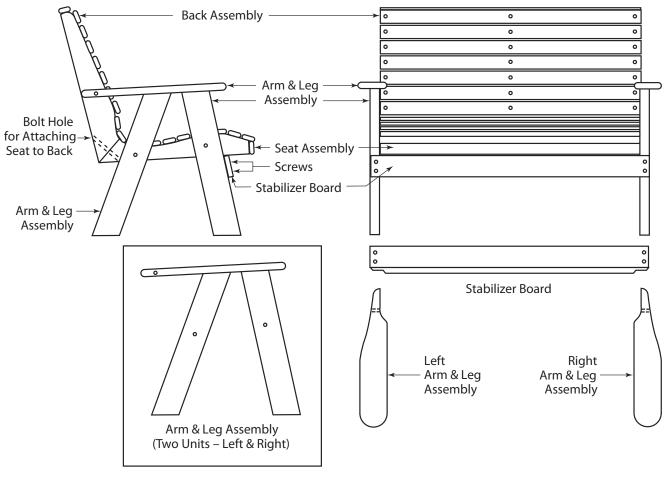
Assembling Cedar Garden Bench and Chairs

Models: WF2CFB, WF4CFB, WF5CFB, WF6CFB, WF4100, WF4110, WF4120, WF3100, WF3110, WF3120, WF2SBB, WF4SBB, WF5SBB, WF6SBB, WF1100, WF1110, WF1120, WF2SEB, WF4SEB, WF5SEB, WF6SEB, WF2100, WF2110, WF2120, WF1105, WF1115, WF1125, WF4102, WF1112

Tools needed for assembly: Drill. Pliers and 1/4" socket set. Hammer for tapping bolts and screws.

- Step 1 Lay out all the parts and identify them by comparing them with the drawings.
- Step 2 Bolt the seat and back assemblies together with the 5-1/2" bolts. Using small washers on each end of the bolts.
 Put (1) small washer on bolt before sliding through back and seat then use other small washer on the end, then add the 1/4" nut.
- Step 3 Fasten the Arm & Leg Assemblies to the seat with the 3" bolts with slotted heads. Put a large washer on each end of the bolts. Put (1) large washer on bolt then slide through leg from outside ... then through seat.
 Add the other large washer then 1/4" nut and hand tighten. Fasten the arms to the back with the two 3" carriage (smooth head) bolts. Use a small washer under the 1/4" nut only.
- Step 4 Attach the stabilizer board to the front legs, and up against the bottom of the seat, with four short screws, turning it so the notches fit over the legs. Enjoy your Garden Bench.
- Step 5 (For the Sweetheart style only.) Attach the Sweetheart board with the Sweetheart cutouts, to the top of the back, with the 1-5/8" screws provided. Leave the same space between it and the top slat, as there is between the rest of the slats. (The board is left off to avoid damage during shipping.)
- Step 6 Go back over your garden bench or chair and tighten with 1/4" socket, or pliers.
 - It may periodically be necessary to tighten screws and 1/4" nuts.



Part List for Garden Bench

- 1 Back Assembly2 Small Washers6(2ft.), 7(4ft.), to1 Seat Assembly2 3" Carriage Bolts2(2ft.), 3(4ft.), or2 Arm & Leg Assemblies4 Hex head Bolts12(2ft.), 13(4ft.)
- 1 Stabilizer Board 8 Large Washers
 - 4 Small Screws