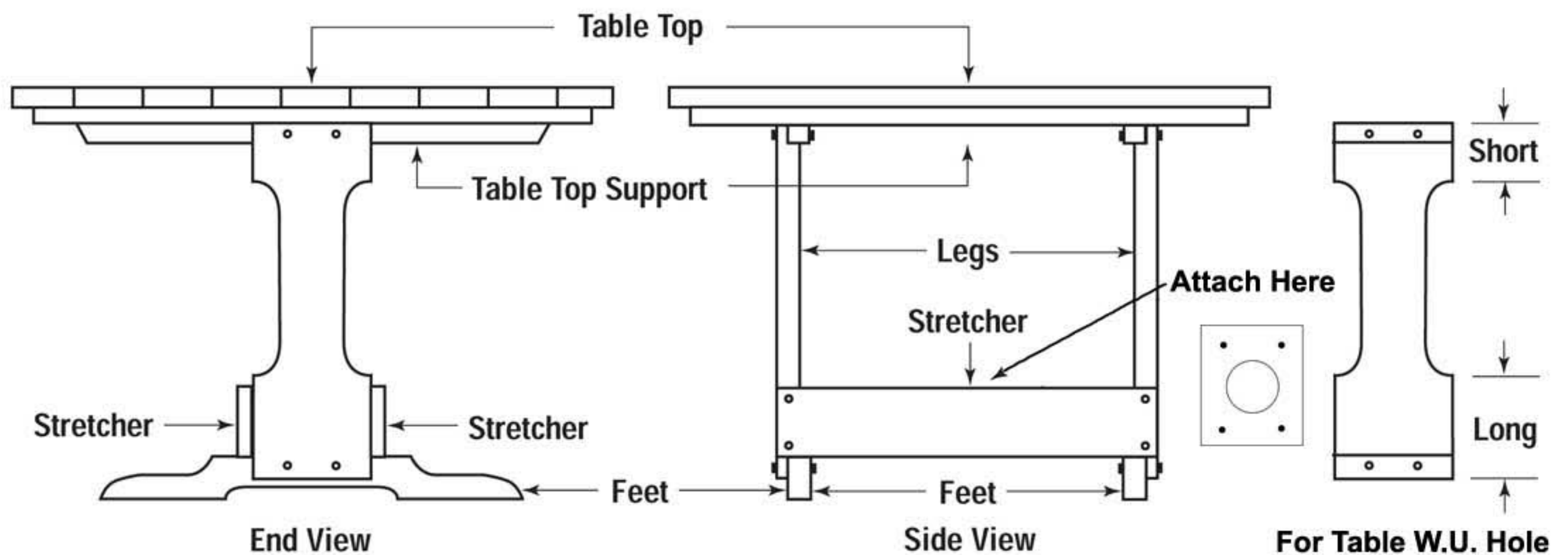


Assembly Instructions for the Round Trestle Table

Tools needed for assembly:

Square head screwdriver or drill.
Pliers or 1/4" socket set.
Hammer for tapping bolts and screws.
Drill and 1/8" or 5/32" drill bit.

- Step 1** Lay out and identify all the parts and pieces. Note: The legs, feet, and stretchers for the benches are very similar to the table parts, only smaller and there are 4 X as many.
- Step 2** Lay the table top upside down on a clean flat surface and attach the legs to the table top supports. Keep the legs on the out side of the table top supports and the notch in the legs is turned inward (shown in the picture). Make sure that the short end of the leg is fastened to the top support. Fasten with 4 – 2-1/2" Hex Head Bolts. Place a washer under the head and the nut. Tighten.
- Step 3** Stand the Table upright. Place the wide stretchers with the notches over the legs, down tight against the feet. Pre-drill holes with 1/8" or 5/32" drill bit. Make sure that the legs are pulled in tightly against the notches in the stretchers, then fasten with the Hex Lag Screws through the pre-drilled holes. Use a washer under the head of the Lag screws. Be careful not to over tighten the screws. (over tightening the lag screws will cause the holes in the legs to become larger, and then they can't be tightened at all)
- Step 4** Assemble the 4 benches in the same manner only using the smaller legs, feet, and stretchers. Always make sure that the feet are on the long end of the legs so that there is room for the stretchers along the flat part of the legs above the feet.
- Step 5** After your table and benches are assembled please go back and make sure all the screws are tight.



Parts for the Round Trestle Table

1 – Table top
2 – Legs (large)
2 – Feet (large)
2 – Stretchers (wide)

Parts for the Benches

4 – Bench tops
8 – Legs (small)
8 – Feet (small)
8 – Stretchers (narrow)

Hardware

40 – 1/4" x 2 1/2" Hex Head Bolts
40 – 1/4" x 2 1/2" Hex lag Screws
40 – 1/4" Nuts
120 – 1/4" x 1" Washers