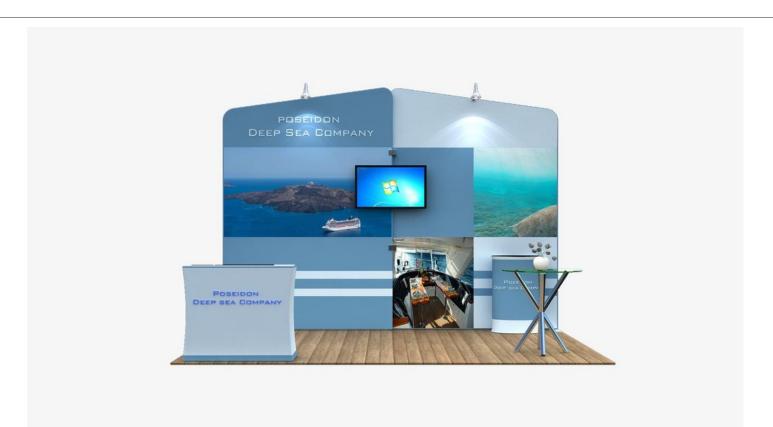
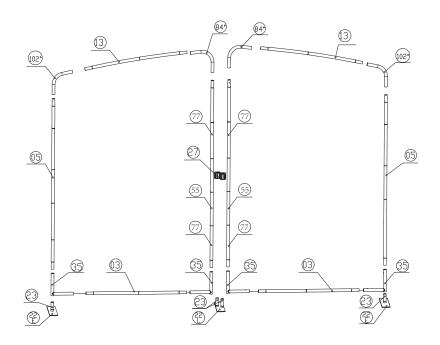
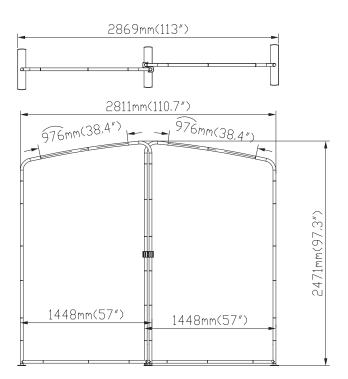
DLB-1010-A



Setup Instructions

- 1. Take all the parts out of the bags and lay them on the ground according to the assembly diagram.
- 2. Make sure that all the corresponding numbers are correct.
- 3. Now start pushing the pipes together until they firmly click, if difficult you can slightly twist the parts together to make the locking spring pop up on place.
- 4. Its time to get your hands cleaned as now you are ready to handle the printed fabric. Feed the fabric from the round edges of the frame, feed only a few feet, then stand the frame up then slide the fabric to the bottom, now close the Zipper.
- 5. You can set up the feet in the position that you want to erect the stand, lift the fabric panels and fit on the feet.
- 6. To lock the frames together you can use the "S" shaped brackets, they are designed tight so they lock well.
- 7. If you have a header in the kit you can fix to the top by using the clear plastic clips.





Counter Setup Instructions



1. Remove the counter from the molded bag.



2. Extend and lock the support poles



3. Place the 3 poles with the holes facing up.



4. Place counter top onto poles. Tap down with hand to secure.



5. Slide fabric graphic wrap onto hardware. Align seam to center of back of counter.



6. Angle and tuck gasket into channel in edge of counter top. Insert graphic gasket all the way around.



7. Turn counter upside-down.



8. Pull graphic taut and angle and tuck gasket into channel in edge of foot. Insert graphic gasket all the way around.



9. Turn counter back up



10. The zipper on the back is used to access in side the unit.

Case to Counter **Setup Instructions**



1. Hardcase with wheels and handle



2. Release fasteners



3. Get all parts out



4. Screw the poles into the case



5. Secure all 4 poles



6. Cover the black skirt or graphic on the bottom



7. Connect the top and poles



8. Place top on poles





9. Pull the black skirt or graphic up 10. Place countertop on display