

Steel Square Tube & Power Post™ Type III Barricade Assembly Instructions

Tools Needed

Drill

7/16" Drill Bit

1/2" Wrench

13 mm Socket Wrench

Hardware Needed: Included in all Type III Kits

12 Hex Nuts - 5/16"

12 Washers - 1 1/2" fender washers

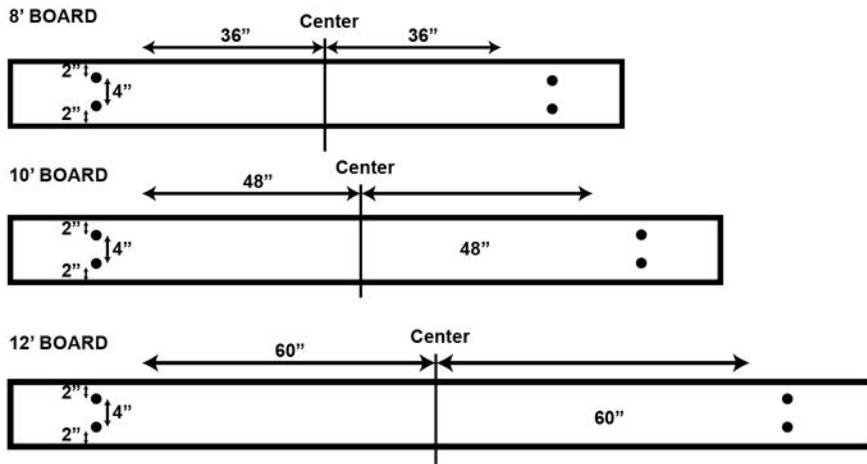
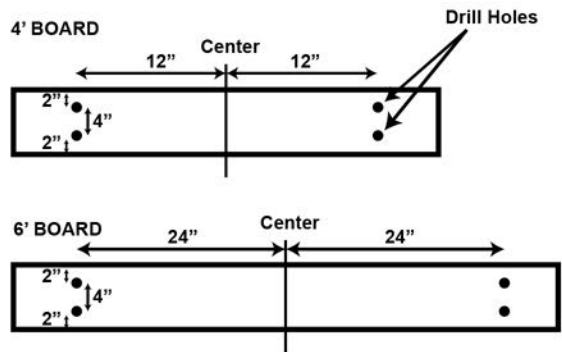
12 Washers - 5/16"

12 Hex Bolts - 3" x 5/16"

* See Note on reverse side for Volcano Base with Power Post Type III Barricade

1. Drill holes in boards, placement of holes is dependent on length of board.

Find center of each board then measure left and right the amount listed for each board length.



2. Place uprights into feet, on table or flat on ground. If using Volcano rubber base, place uprights into steel insert in rubber bases.

Measure 12" from the **bottom of the foot** (or base) for placement of the bottom of the first board.

Place fender washer on hex bolt and then place in hole in the front of the board and through hole in Steel Square Tube or Power Post upright.

Place 5/16" washer then hex nut on the end of the hex bolt, hand tighten.

Repeat for second hole in board and then second upright, making sure that the bottom of the board remains 12" from the bottom of the feet.

(Over)

- After the first board is attached, stand the barricade up on it's feet.
- Attach the second board to the steel square tube or power post uprights.
Make sure the stripes on the reflective sheeting face the same direction as the first board.
The bottom of the second board should be 12" from the top of the first board.
When placement is correct, place hex bolt, washers, and hex nuts in the appropriate holes then hand tighten.
- Attach the third board to the teel square tube or power post uprights.
Make sure the stripes on the reflective sheeting face the same direction as the first and second boards.
The bottom of the third board should be 12" from the top of the second board.
When placement is correct, place hex bolt, washers, and hex nuts in the appropriate holes then hand tighten.
- Use wrench and socket wrench to tighten all the hex bolts.

