

WINNERS ONLY[®]

ASSEMBLY INSTRUCTIONS

PROD. NO.: BA2006

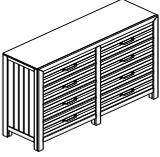
Thank you for purchasing this quality product. Please read the instructions thoroughly before unpacking the assembly parts.

Caution: sharp exposed staple tips can cause injury, therefore for your protection, please remove any exposed staples used in packing.

Please keep all hardware parts out of the reach of children.

1. We recommend that you should assemble this product with the assistance of another person; this will make the assembly easier, and will help to prevent personal injury and to insure parts are not damaged during the assembly process.
2. Before beginning, please check the packing materials carefully for small parts which may have come loose inside the carton during shipping. Please do not discard any packing material until all parts have been located. If any parts are missing, please contact your dealer for prompt replacement.
3. To prevent damage to your floor or carpet, please check the bottom of each piece of furniture for stain residues and rough surfaces and also check for staples or nails left after removing the packing materials. The manufacturer will not be held responsible if preventive steps are not taken prior to installation.
4. Please do not over tighten screws or bolts. During normal use everyday, screws, bolts, nuts and wooden plugs may loosen up. They should be periodically inspected and re-tightened to prevent damage to the furniture and (or) personal property or cause injury. Always check to be sure all hardware on this list and the below mentioned components are attached to the furniture properly and kept tightened.
5. Please lay all parts and hardware on a non abrasive surface such as a carpet, and follow the assembly steps.

Components List:

NO	DESCRIPTION	QTY
A	 8-Drawer Dresser	1 PC

Hardware List:

NO	SKETCH	DESCRIPTION	QTY
1		TIPPING RESTRAINT	1 SET

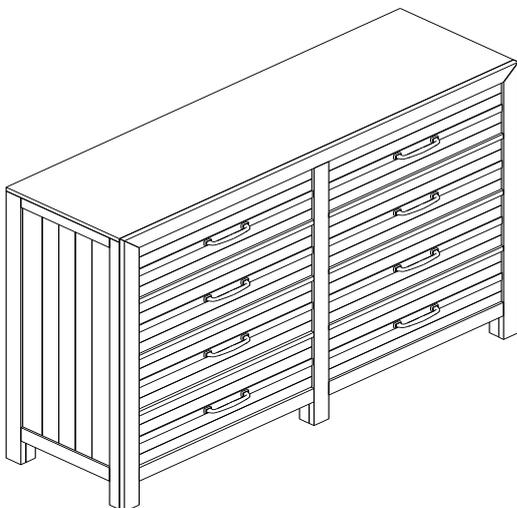
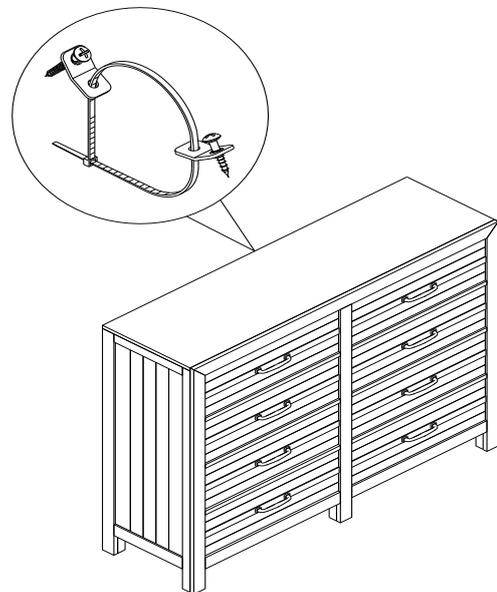


FIG 1

Important note:
The furniture tipping restraint is stapled to the back of the 8-Drawer Dresser.