

MAD Fusion Chaise

Slat or Woven
(400)



SEASIDE CASUAL

MADE IN RHODE ISLAND



ASSEMBLY INSTRUCTIONS

1

PLEASE READ INSTRUCTIONS COMPLETELY BEFORE BEGINNING.
Carefully remove contents from box. Make sure that all parts and hardware are included using the Parts List below.

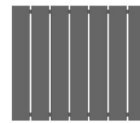
Tools Required: 4mm Allen Wrench (included); #2 Phillips Head Screwdriver; Rubber Mallet.

Base Assembly



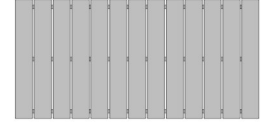
x 1

Back Slat Assembly



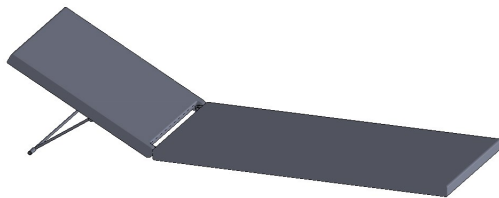
x 1

Seat Slat Assembly



x 1

Woven Seat Insert



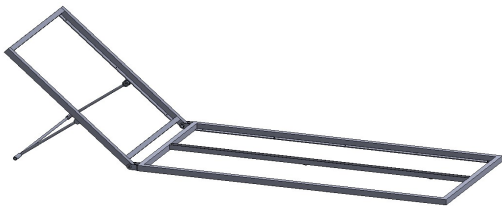
x 1

Base Trim



x 2

Slat Frame Insert



x 1

4mm Allen Wrench

Actual Size



Part Code: 4MMALLEN x 1

3/8" Button Socket Head

Actual Size



316-1/4-20-.375BSH x 12

3/4" Phillips Pan Head Screw

Actual Size



Part Code: 316-8X3/4PTS x 21

1/4" Flat Washer

Actual Size



316-1/4FW x 4

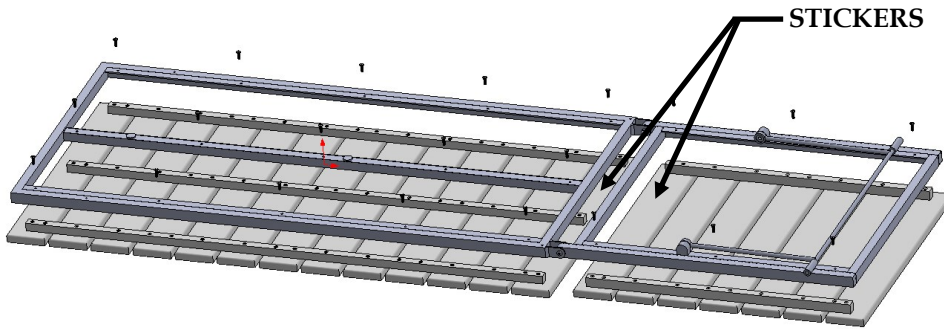
1-1/2" Phillips Pan Head Machine Screw

Actual Size

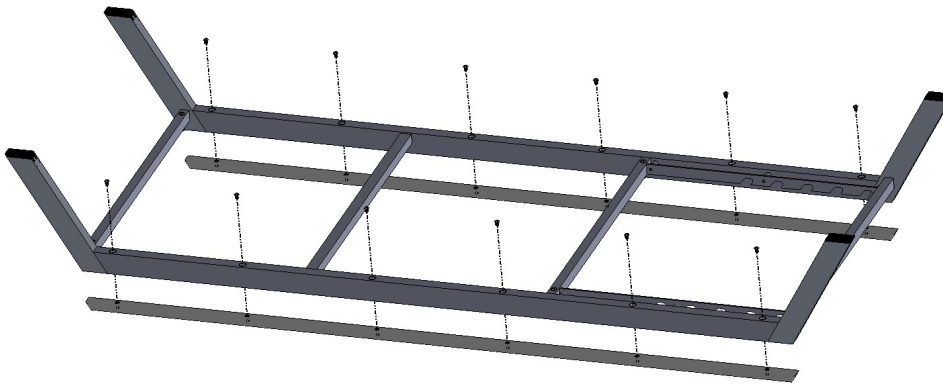


Part Code: 316-M5X40PPMS x 4

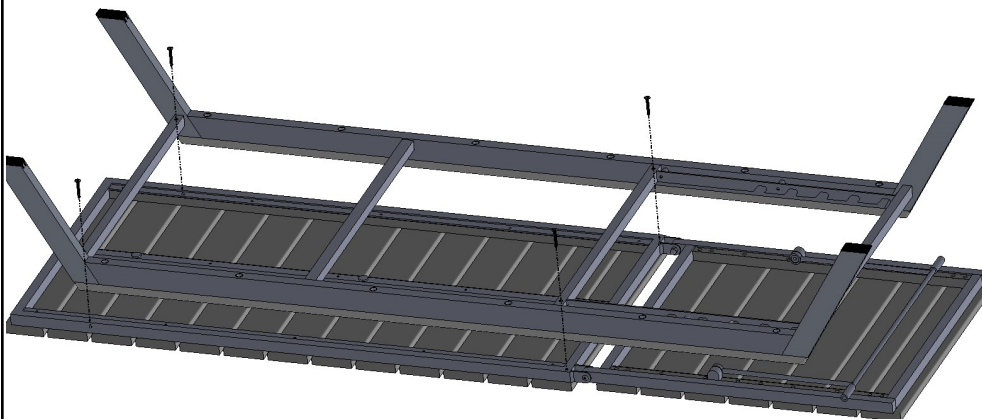
WARRANTY QUESTIONS OR COMMENTS PLEASE CALL TOLL FREE AT 1-800-809-3114

2**ATTACH BACK AND SEAT SLATS TO SEAT FRAME ASSEMBLY (SLATTED VERSION ONLY)**

Align *Back Slat Assembly* and *Seat Slat Assembly* with stickers facing each other, so that slats sit close to flush to frame on the inside nearest to the hinge when assembled. Place *insert* over top of slats as shown. Secure using (21) 3/4" *Pan Head Screws*.

3**ATTACH TRIM TO BASE**

Align trim with *Base* as shown. Secure using (12) 3/8" *Button Socket Head Bolts* through deep holes in sides of base into threaded inserts in *Base Trim* using 4mm *Allen Wrench*. Note: Attach all screws loosely before final tightening.

4**ATTACH SEAT ASSEMBLY TO BASE (SLAT OR WOVEN)**

Attach *Seat Assembly (Slat or Woven)* to *Base* using (4) 1-1/2" *Phillips Pan Head Machine Screws* and 1/4" *Flat Washers* through holes in *Base* into threaded inserts in *Seat Frame* as shown. Leave these loose. Check for even spacing between slats and trim. Adjust as needed. Tighten *Seat Assembly to Base*, and all remaining hardware.