

Est. 1927

#6739 HOOF BENCH ASSEMBLY INSTRUCTIONS

Unpack and verify parts count.

8'L	3x legs	1x tie rod 93" L, 4x large nuts	7x wood slats,	42x ¹ / ₄ "- 20 carriage bolts-
			8'L	2 1/8" L
				42x flat washers and nuts
6'L	2x legs	1x tie rod 69" L, 4x large nuts	7x wood slats,	28x ¹ / ₄ " – 20 carriage bolts-
			6'L	2 1/8" L
4'L		1x tie rod 45" L, 4x large nuts	7x wood slats,	28x flat washers and nuts
		_	4'L	

Required Equipment:

- 7/16" deep socket rachet wrench
- Qty2 15/16 wrench for large nuts
- hammer (for thread ends)

- 2x4 or straight edge as long as bench
- 2' builders square
- 2. Stand the legs up and install the tie rod with nuts on both sides of the outside legs leaving all loose for the time being. (Leg is loosely sandwiched between two nuts.)
- 3. Install the wood on the backrest. Leave the nuts loose.
- 4. Install the wood on the seat. Leave the nuts loose.
- 5. Get a straight 2x4 and set it against the front feet of the legs so one foot of each leg is touching the 2x4. This way you can make sure that the legs are lined up. Now, using a 2' framing square, check to see that the legs are at right angles to the 2x4. Also check to see that the legs are plumb. Of course, you must be working on a level floor.
- 6. Now, keeping the bench legs all square and plumb and making sure that all the slat ends are even, tighten all the nuts. When you tighten the nuts watch to make sure that you don't tighten them so much that the bolt heads are drawn into the surface of the slat which can happen easily with softer wood. Tighten the bolts evenly on both sides of the leg so that one bolt doesn't make the bench stand crooked.
- 7. Inspect the bench from a distance to make sure it looks good and straight. If it's OK then proceed to cut off any extra length of the bolts where they protrude from the nuts. Then hammer over the ends of the bolts so the nuts can't be removed and so nobody can be cut by the sharp edges.
- 8. Touch up the nuts and bolts at the back and bottom of the bench, at the tie rod and anywhere paint has chipped off from handling. This completes the assembly.





