

Thank you for purchasing your heirloom quality furniture from Montana Woodworks*. Should you have any questions or need to contact sales or support, please do not hesitate to contact our corporate offices at 888.889.3728 or via E-Mail at: cs@montanawoodworks.com

Tools Needed: Torx Head Wrench (Included)

Before beginning assembly, please take a few moments to carefully read the instructions, familiarize yourself with the components and understand each step of the process. Likewise, please ensure that the hardware package contains the items as described below.

Parts List: (1) Log Rocker Assembly, (2) Log Rocker Runners

Hardware List: (4) 3" Timber Screws

Assembly Instructions:

Step 1. Remove components from shipping boxes. You may lay the cardboard on the floor to prevent marring of finish.

Step 2. Carefully lay rocker assembly "A" on its side.

Step 3. Position a rocker runner "B" so that the longest portion of the runner extend backward and behind the rocker assembly. (positioning runner in this way prevents the rocker from tipping too far backward)

Note: Rocker runners are interchangeable; either runner will fit onto either set of tenons.

Step 4. Insert the tenons of the rocker assembly fully and EVENLY into the holes of the rocker runner.

Step 5. Insert a timber screw "C" into each of the pre-drilled holes in the bottom of the rocker runner and tighten each with the included torx head wrench.

Step 6. Repeat steps 4 & 5 for second runner.

PLEASE NOTE: If you purchased your item "ready to finish" special care must be taken to properly apply a high grade final finish in a timely manner. Doing so will help protect your purchase from discoloration and damage caused by exposure to ultra-violet light and/or weather. if the products intended use is outside, please use an exterior rated finish to also protect from weather damage. See use and care instructions for further information. Failure to adequately protect item by application and as needed, re-application of a final finish may void warranty.