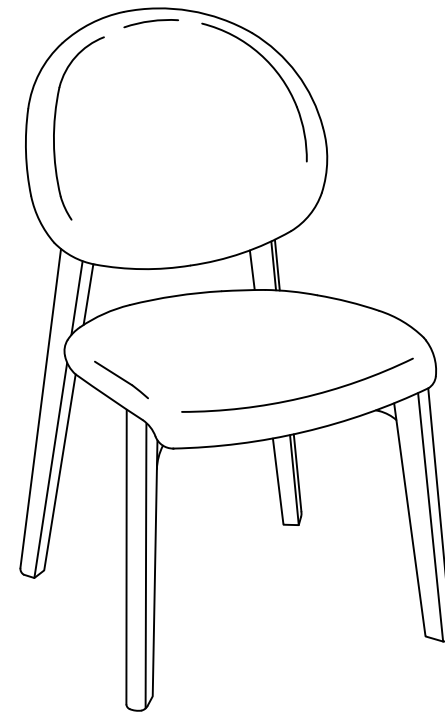


KAYLEEN WOOD DINING CHAIR

DESIGN # SFV6712

Assembly Instructions



Need help?

Feel free to contact us via email or call
if you have any specific questions!

contact us:

cs@safavieh.com

8664229070

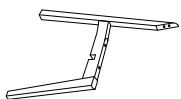
SAFAVIEH
C O U T U R E

Thanks for bringing Safavieh Couture into your home

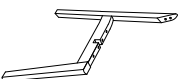
Everything we make is incredibly simple to set up, including your new dining table. You won't need any additional tools.

Parts List

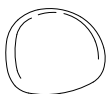
A x 1
X LEG UP



B x 1
X LEG DOWN



C x 1
TOP REST



D x 1
SEAT



E x 1
CORNER BLOCK
(LONG)

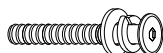


F x 2
CORNER BLOCK
(SHORT)



Hardware List

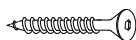
HW1 x 4
JCBC M6 x 70mm + S/W M6 +
F/W M6 x 13mm



HW2 x 4
JCBC M6 x 25mm + S/W M6 +
F/W M6 x 13mm



HW3 x 1
JCBC W M7 x 40mm



HW4 x 12
PH CB Screw M4 x 25mm

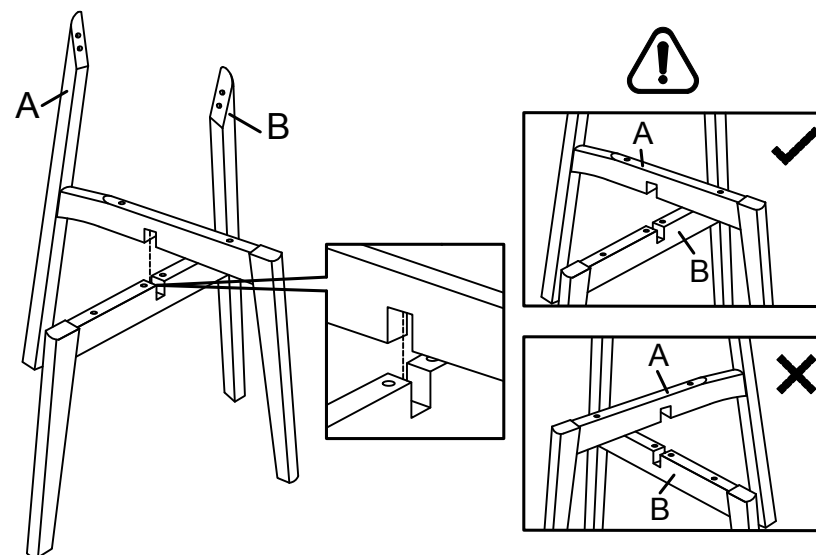


HW5 x 1
Allen Key M4 (Ball Shape)



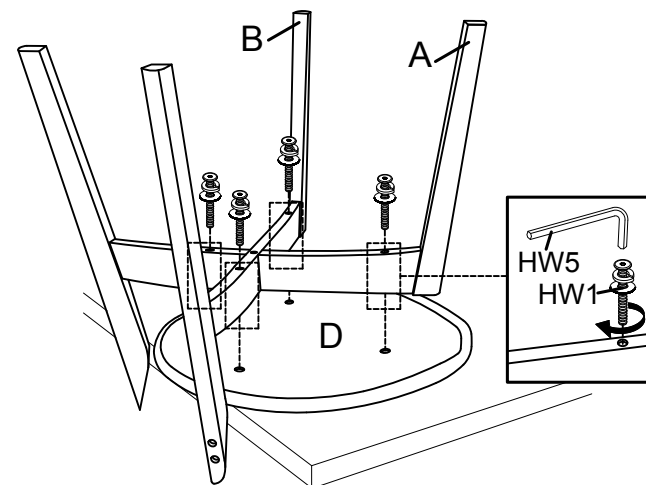
1

Place X Leg Down (B) with the notch facing up. Align the notch in the X Leg Up (A) into the notch in X Leg Down (B) as shown below.



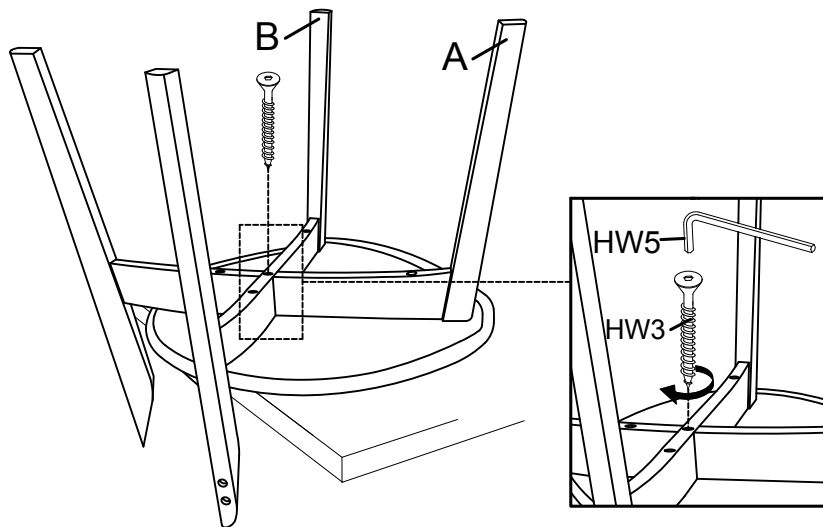
2

Align the screw holes in the legs (A & B) to the screw holes in the Seat (D). Attach them by using the Allen Key (HW5) to screw in the M6x25MM bolts (HW2). Don't fully tighten the bolts.



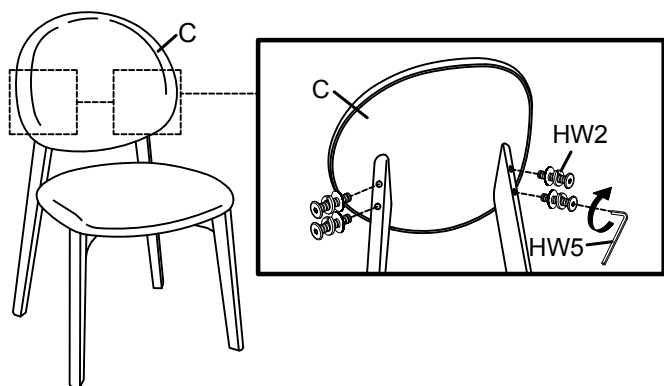
3

Use the Allen Key (HW5) to screw in M7x40MM bolt (HW3) into the center of the legs (A & B) as shown. Don't fully tighten the bolts.



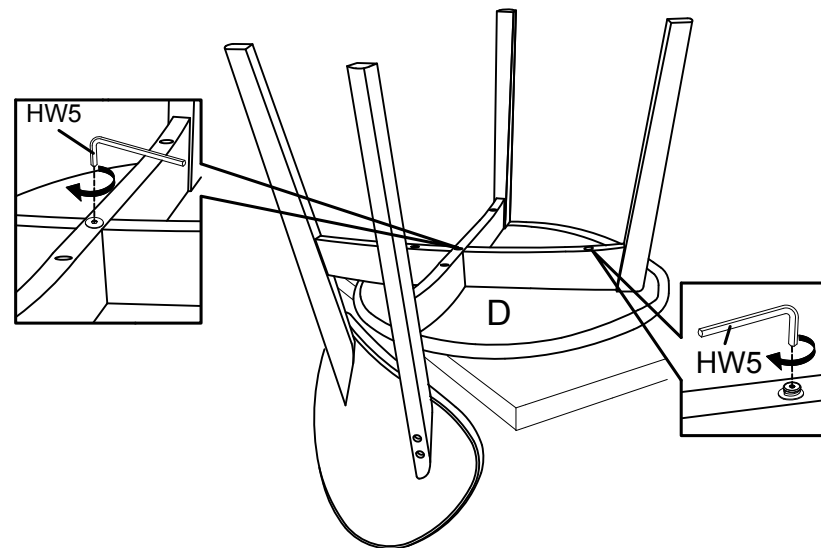
4

Align the screw holes on the Top Rest (C) to the screw holes on the assembled base. Attach them by using the Allen Key (HW5) to screw in the M6x25MM bolts (HW2). Fully tighten the bolts but don't overtighten them.



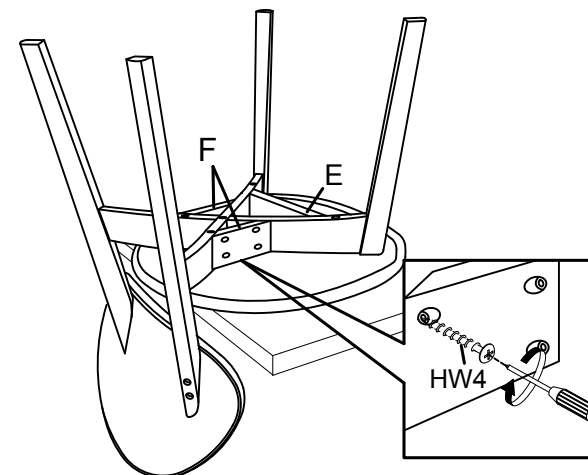
5

Fully tighten the bolts but don't overtighten them.



6

Align the holes on the Corner Blocks (E) to the screw holes on the side joints of the legs (A & B). Use a screwdriver (not included) to screw in the Screws (HW4).



Place the dining chair in the position where you will use it. We'd love to see it – just tag us (we're @safavieh) and use the hashtag #safavieh on Instagram!

