Kwik –Set Adjustable height Aluminum Dog Walk Instructions –Note is helpful to have an assistant









There are 4 cartons required When building your dog walk

Lay them on the ground and carefully open each one



There are 3 cartons containing the bridge and 2 ramps and one carton containing the legs and parts required.

You will also find a metric hex key in one of the parts bundles that you will need To fasten the bolts provided



After opening the cartons lay the contents out on a flat level surface.





Assemble the bridge and ramps by laying them end to end on a flat level surface.

Then find the eight bolt joiner brackets Which slide into the slots on the bridge and ramps

Using the metric hex key –loosen the bolts as much as possible while still retaining the bars underneath



Then slide the bars into the slots on one side of the ramp or bridge and then slide the other side into the bars.

Once it is snug with no gaps tighten the bolts-Tip if necessary stand the 2 sections vertical after they are joined to help snug them together.



Assemble the upright supports to the horizontal feet using the hardware provided

After laying the previously assembled bridge on a level surface – attach the leg supports to the bridge





Figure 8



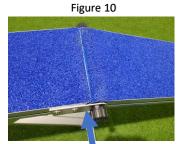








Figure 9



The upright supports are attached by screwing the hand screws to the central portion of the uprights

And then selecting the height desired and siding the long Screw retainers through the holes on the outside of the bridge rails

It may be necessary to adjust the Placement or trim the pvc friction plate on the ends of the bridge before attaching the ramp brackets

The friction plates can normally be cut using a good pair

of scissors.

With the bridge set up in an upright position at the desired height attach the ramps using the bars provided







It is recommended to use a thread locking compound on bolts that are subject to consistent vibration

This will reduce the frequency with which you may have to retighten the bolts