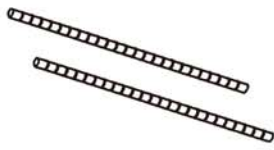


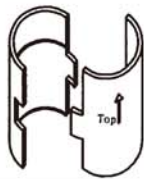
#WEB189

**ASSEMBLY INSTRUCTION - Industrial Shelving****A-4 pcs**

Poles With Screw Connector

**B-24 Pairs**

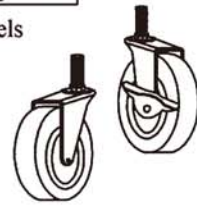
Slip Sleeves

**C-6 pcs**

Shelves

**D-4 pcs**

Wheels

**E-4 pcs**

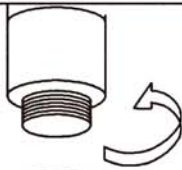
Threaded Inserts

**F-8 pcs**

Leveling Feet

**G-4 pcs**

Caps



①

**Step 1**

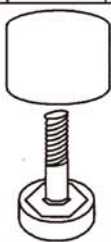
Screw the top and bottom pole (A) together.



②

**Step 2**

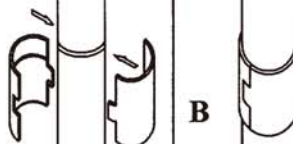
Screw the leveling feet (F) or wheels (D) into the bottom end of each pole.



③

**Step 3**

Starting at the bottom, fasten a pair of slip sleeve (B) around the groove of each pole. If necessary, move the sleeves slightly up or down until it "snaps" into place.



④

**Step 4**

Slide the shelf (C) over the top of the 4 poles until it rests snugly over the sleeves. Repeat for 5 other shelves (C).

Tip: If necessary, use a rubber mallet to further secure the shelf.

**CAUTION: DO NOT STAND ON OR CLIMB ON THE SYSTEM. DO NOT DROP HEAVY ITEMS ON THE SYSTEM SHELVES. PLACE HEAVIER ITEMS ON THE LOWER SHELVES AND LIGHTER ONES ON TOP. DO NOT MOVE SYSTEM WHILE LOADED.**

**WARNING: MAXIMUM WEIGHT CAPACITY PER SHELF IS 600 LBS (272.1 KGS) EQUALLY DISTRIBUTED. MAXIMUM FOR ENTIRE SHELF SYSTEM IS 3,600 LBS (1,632.9 KGS) MAXIMUM WEIGHT FOR ENTIRE SHELVING SYSTEM WITH CASTERS IS 500 LBS (226.8 KGS).**

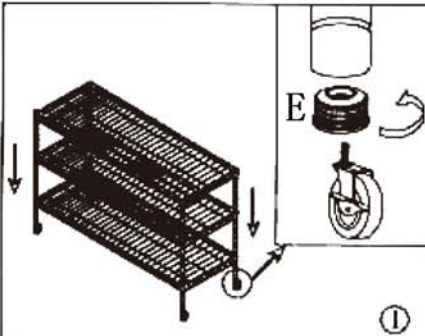
**NOTE: MAXIMUM WEIGHT DOES NOT APPLY TO THE SHELVING SYSTEM WITH CASTERS.**



## Step 5

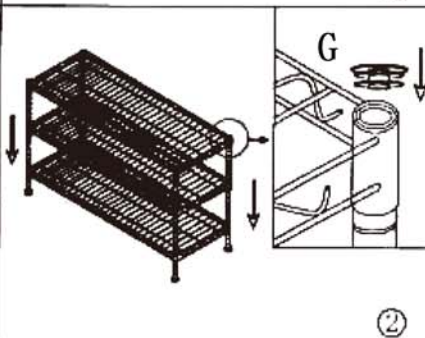
Fasten slip sleeves (B) around the groove at the top of the poles. Install the top shelf (C) over the top of the 4 poles.

## TO ASSEMBLE 2 SEPARATE UNITS:



## Step 1

Screw the threaded insert (E) into each of the bottom piece of the pole.

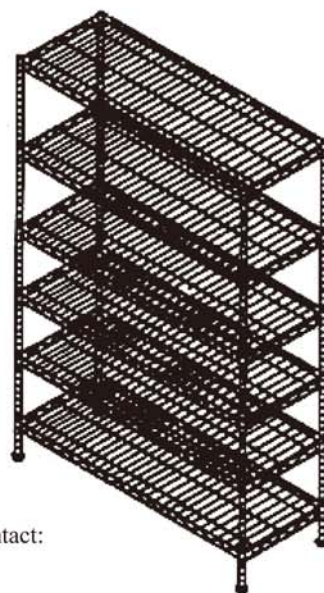


## Step 2

Put the plastic cap (G) on top of the pole to cover the hole



OR



For questions or assistance, please contact:  
Seville Classics, Inc.  
Torrance, CA 90501  
[www.sevilleclassics.com](http://www.sevilleclassics.com)

Customer service:  
Toll free: 800-323-5565  
Monday through Friday 9:00AM - 4:30PM(PST)