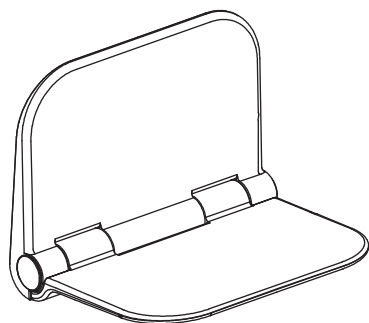


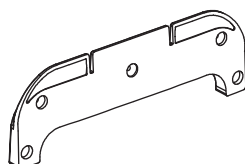
# Shower Seat

Please retain for future reference

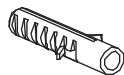
## parts included



1 x Shower Seat



1 x Seat Bracket



5 x Wall Plug



5 x Screw

## tools required

- 9mm Tile Bit
- 9mm Masonry Bit
- Drill
- Pencil
- Spirit Level
- Tape Measure
- Masking Tape

## important care and safety

This product is only suitable for installation to solid stone / brick / reinforced stud walls. Use the supplied fixing screws and wall plugs. Note: Wall plugs supplied are only suitable for solid stone / brick walls.

Take care using power tools - The use of a residual current device (RCD) is recommended. Beware of hidden cables or pipes when drilling. Take care when drilling on glazed tile surfaces in case the drill slips.

This product can be dangerous if installed incorrectly.

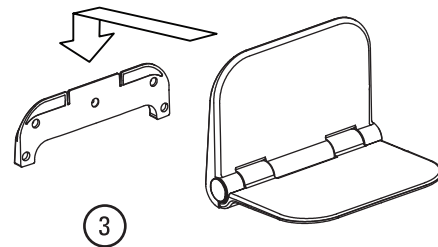
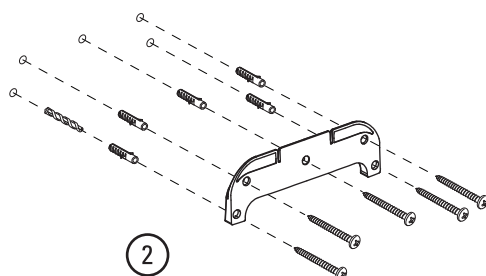
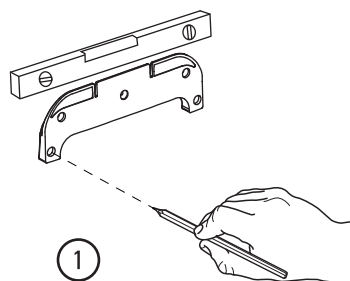
- Do not bounce on the seat
- Do not stand on the seat



This product will safely support a static load of up to 160kg

## installation instructions

- Apply masking tape at the desired fixing height on the wall tiles. Recommended seat height is  $450\pm 50$ mm.
- Offer the seat bracket at desired height, ensure it's horizontal using a spirit level then mark fixing holes with a pencil.
- **For solid stone / brick wall Installations:**  
Using a 9mm tile and masonry bit drill the fixing holes and install the wall plugs. Screw the seat bracket into the wall plugs with the screws provided.
- **For reinforced stud wall Installations:**  
Screws must fix into studs and noggins. Using a 9mm tile bit drill through the tiles at marked locations then drill pilot holes into the studs and noggins. Screw the seat bracket to the wall with the screws provided.
- Position the shower seat against the wall and slide downwards onto the seat bracket. Ensure the shower seat is securely fitted to the seat bracket.



## care / maintenance

- Lightly clean surfaces with a soft damp cloth & mild soap solution
- Do not scrub or scour
- Do not use abrasive cleaning agents