

IMPORTANT NOTES: Read First

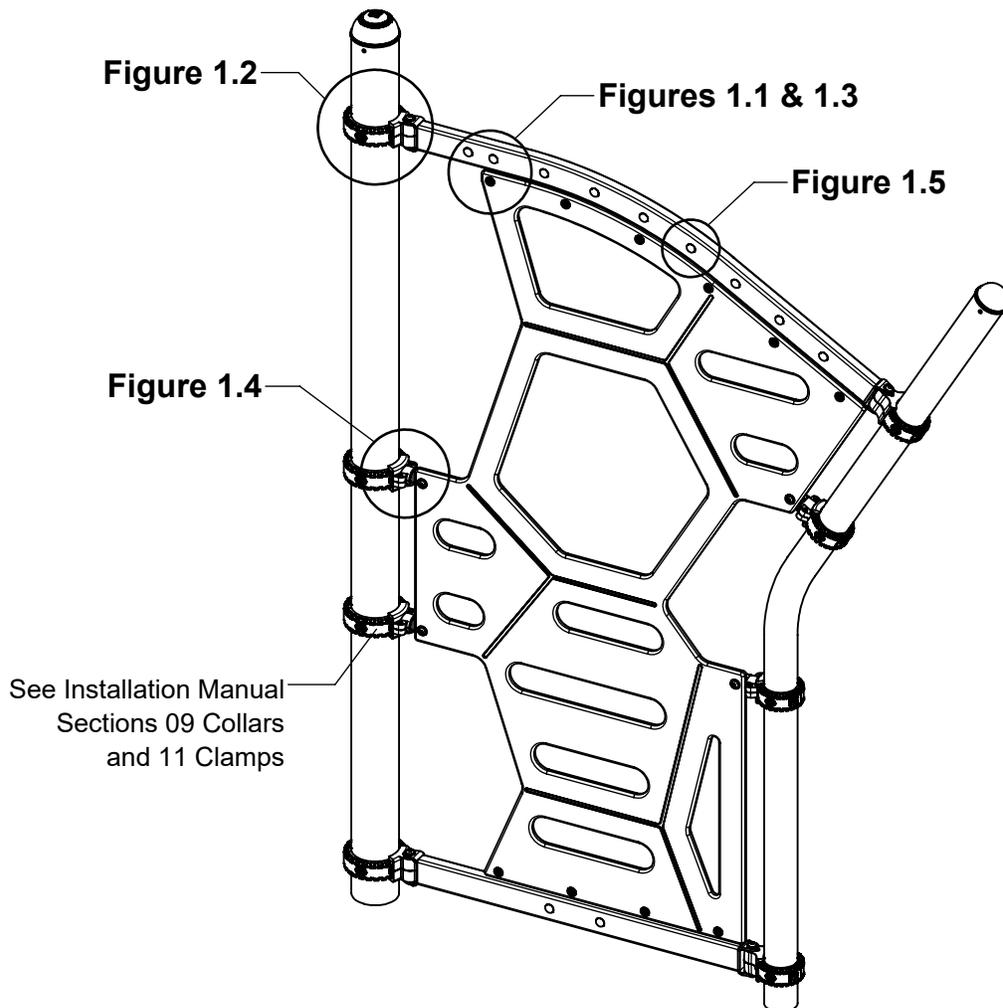
(A) Use liquid thread lock (such as Loctite®) with all threaded hardware. **Important:** Liquid thread lock (prior to curing) helps to eliminate the common problem of "thread seizure" in stainless steel hardware by serving as a lubricant during assembly.

(B) Do not pour concrete until the equipment is completely assembled, leveled and plumbed. Concrete must be allowed to cure completely before using the equipment (at least 72 hours).

(C) Refer to Installation Manual for 09 Collars and 11 Socket Clamps.

(D) An appropriate energy absorbing safety surface is required under and around all playground equipment. Loose fill protective surfacing is shown only as an example for the purpose of this assembly instruction. Other surfacing material may vary in thickness and/or compression depths. See free publication - The Handbook for Public Playground Safety, Publication #325 at www.cpsc.gov for the surfacing appropriate for the fall height of the equipment or consult your surfacing supply representative.

FIGURE 1
NFuse Geo-Hex Wall Frame

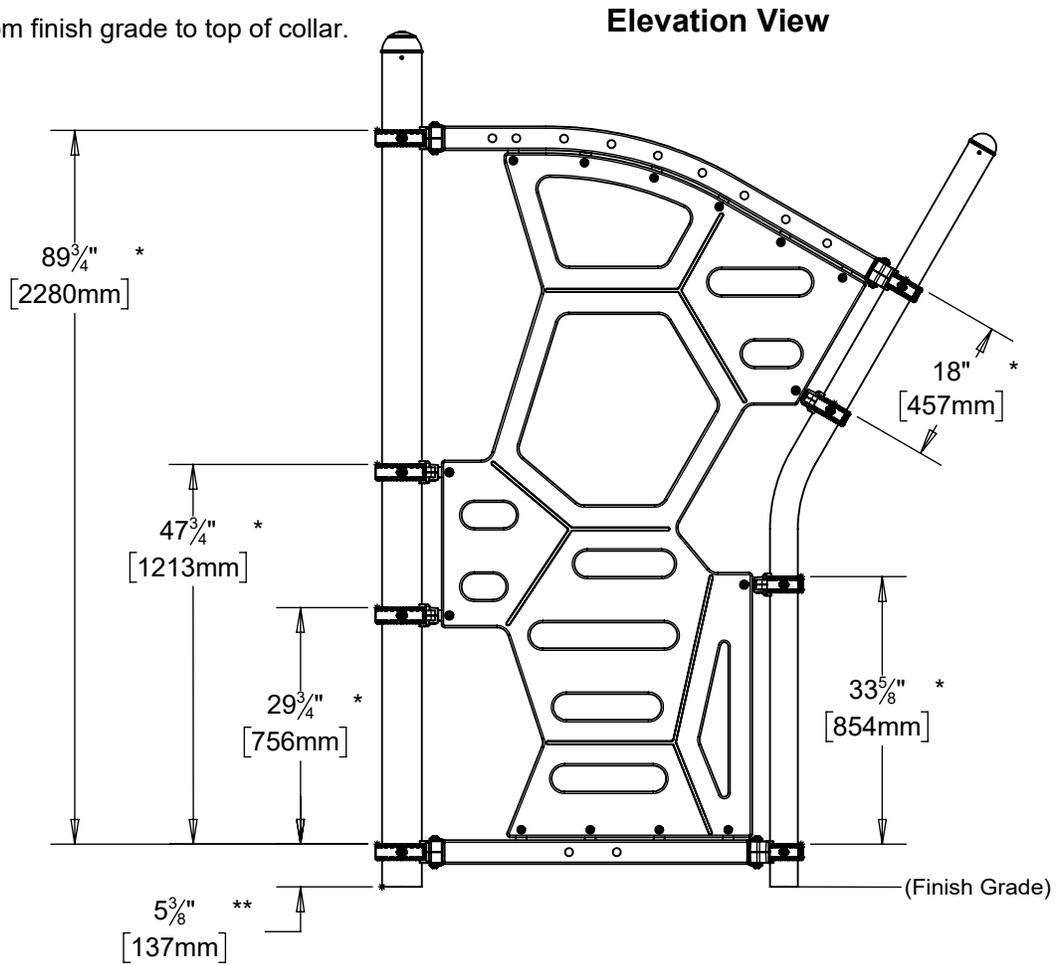


Step 1

Locate and attach collars at heights shown in Elevation View. (See Note B)

* Height shown from top of collar to top of collar.

** Height shown from finish grade to top of collar.



Step 2 (Factory Assembled)

Install Nutserts into upper and lower frame tubes and on both sides as shown in Figure 1.1.

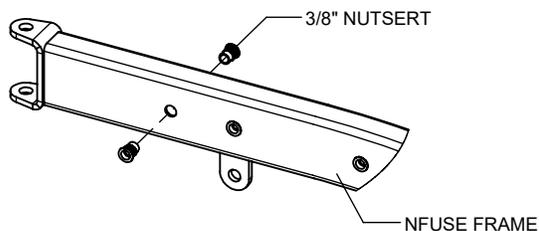


Figure 1.1

Step 3

Attach Frame Tubes to Collars as shown in Figure 1.2.
(See Note A)

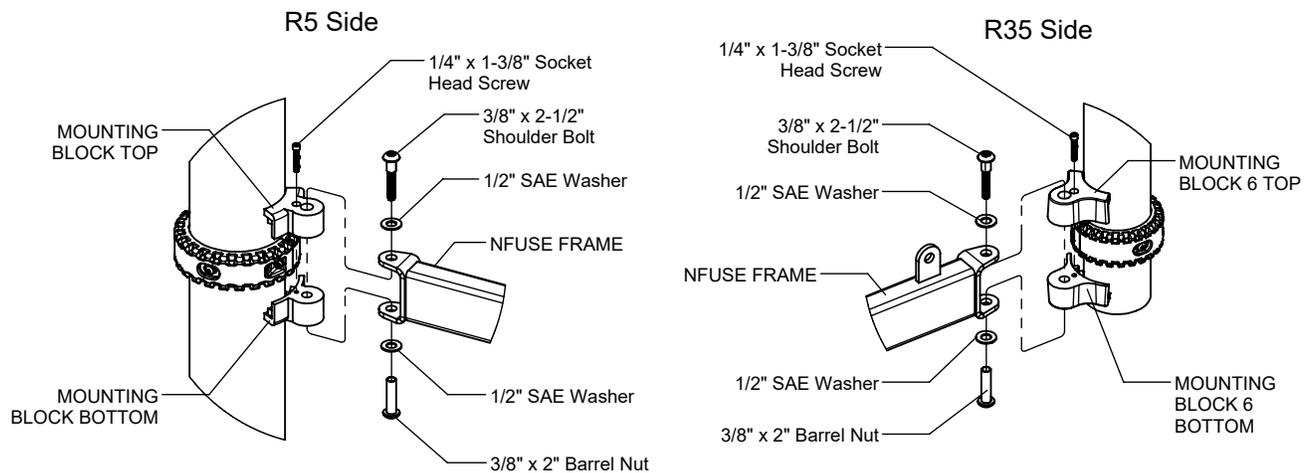


Figure 1.2

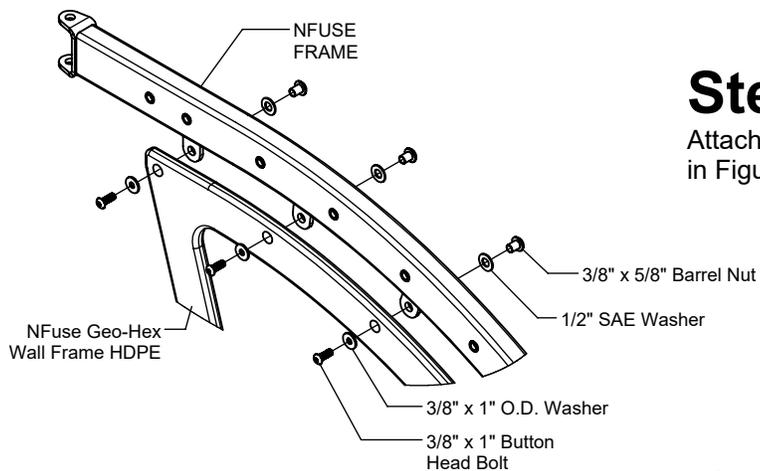


Figure 1.3

Step 5

Attach NFUSE GEO-HEX WALL HDPE to Frame Tubes as shown in Figure 1.4. (See Notes A & C)

Step 4

Attach Nfuse Geo-Hex Wall to Frame Tubes as shown in Figure 1.3. (See Note A)

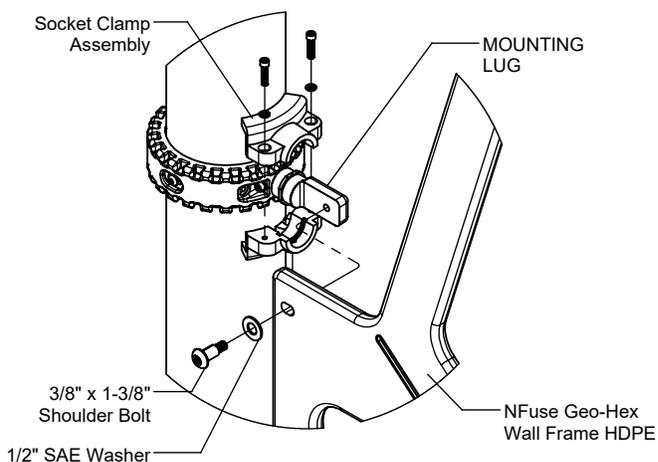


Figure 1.4

Step 6

Install Plugs into all Nutserts that are not in use on upper and lower frame tubes, both sides as shown in Figure 1.5.

Step 7

Fully tighten all fasteners according to the "TIGHTENING TORQUE FOR HARDWARE" section of the Installation Manual.

Step 8

Place required protective surfacing under and around NFuse Geo-Hex Wall. (See Note D)

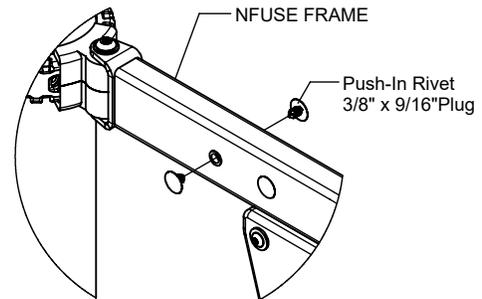


Figure 1.5

Assembled Parts List

Part #	DESCRIPTION	QTY
FS-5103-B	NFuse Geo-Hex Wall Frame Weldment - Bottom	1
FS-5103-T	NFuse Geo-Hex Wall Frame Weldment - Top	1
455110	Nutsert 3/8 x .690	22

Parts List

Part #	DESCRIPTION	QTY
EM-0002	NFuse Geo-Hex Wall Frame HDPE	1
GF-7006-B	Mounting Block R5 Bottom	2
GF-7006-T	Mounting Block R5 Top	2
GF-7007	Mounting Lug R5	2
GG-8113	Mounting Lug R3.5	2
GG-8125	Mounting Block 6 Top R3.5	2
GG-8127	Mounting Block 6 Bottom R3.5	2
HS-1001-R35	Socket Clamp Set R3.5	2
HS-1001-R5	Socket Clamp Set R5	2
301238	Push-In Rivet 3/8" x 9/16"	22
9103052-TR	Bolt Button Head 3/8" x 1"	10
9143062-TR	Bolt Shoulder 3/8" x 1-3/8" BH	4
9143112-TR	Bolt Shoulder 3/8" x 2-1/2" BH	4
9281062-5-TR	Screw Soc HD 1/4" x 1-3/8"	4
9333002	Washer Flat 3/8" x 1" O.D. x .100" thick	10
9345002	Washer Flat SAE 1/2"	22
9443022-TR	Nut Barrel 3/8" x 5/8" BH	10
9443092-TR	Nut Barrel 3/8" x 2" BH	4

Specifications

NFUSE GEO-HEX WALL FRAME:

Shall be fabricated using 1-1/2" x 3" Rectangle Tube and 1/4" thick steel clevises and tabs and will have a multi-stage baked-on powder coat finish.

NFUSE GEO-HEX WALL FRAME HDPE:

Shall be made from high density 3/4" sheet plastic specially formulated for optimum UV stability and color retention.

MOUNTING BLOCKS & LUGS:

Shall be two-part and precision die-cast from a high strength aluminum alloy and will have a multi-stage baked-on powder coat finish.

SOCKET CLAMPS:

Shall be two-part and precision die-cast from a high strength aluminum alloy and will have a multi-stage baked-on powder coat finish.

HARDWARE:

Shall be stainless steel, zinc/nickel plated or galvanized as required to resist rust and corrosion.

Maintenance

Periodically tighten all screws, bolts and nuts. A periodic inspection of all parts is necessary. If a part is broken or worn, replace immediately. For general maintenance please refer to our Playground Maintenance Manual.