

+/- 34 kg

## Installation

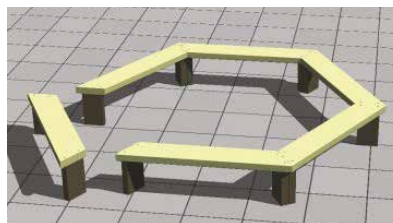
The Bench Mini Hexagonal consists of 6 benches, pre-assembled, to be fixed using stainless steel screws (type Torx). Anchorage is possible but not requested.

## Material

- Solid boards made from recycled plastic (PE), coloured throughout (brown and beige),
- Stainless steel screws (6 mm)

## Description

The hexagonal bench consists of 6 benches, which are to be fixed together in a hexagonal shape. Every bench consists of a beige coloured seat and 2 brown legs. The seat is made of a plank 4 x 15 x 90 cm, cut at both ends at 30°. At both ends, a leg of 4 x 12 x 20 cm is being fixed by means of stainless steel screws. Both plank and legs have rounded edges (radius 5 mm).



## Maintenance

The table and stools contain no moving parts. The plastic material requires very little maintenance, that is cleaning with soapy water and a sponge or soft brush and rinsing with water to remove dirt and soap. As the materials' water absorption is less than 0.29%, it will not get stained by oil, grease or other products. Moss and algae will not adhere easily and can easily be removed. Cleaning with high-pressure (max. 100 bar) is possible but not recommended and mostly even not necessary. Spray with a fan-shaped jet with minimum 30 cm distance from the surface. Painting or staining is useless as the material does not need extra protection and moreover the paint will not stick to the plastic.

## Anchorage (option)

Anchorage is not requested when supervision is guaranteed.

Anchorage is done by fixing the bench legs to the ground by means of brackets and nail plugs. Before screwing, pre-drilling with wood drill bite of 4 mm is recommended. The holes for the nail plugs are to be drilled with a stone drill bit of 8 mm.

### Important suggestion

To drill the holes in the ground, use a sharp drill and just put the plastic plug into the hole. It is better to screw the nail into the plug than to hammer. This way, you don't damage the head of the nail and unfixing will be easy.

