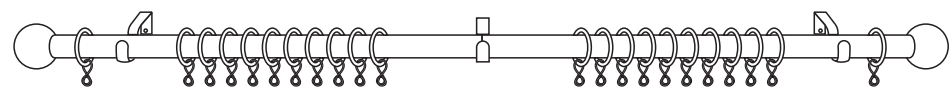

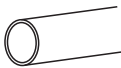
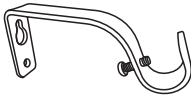


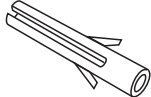




13/16mm metal curtain pole



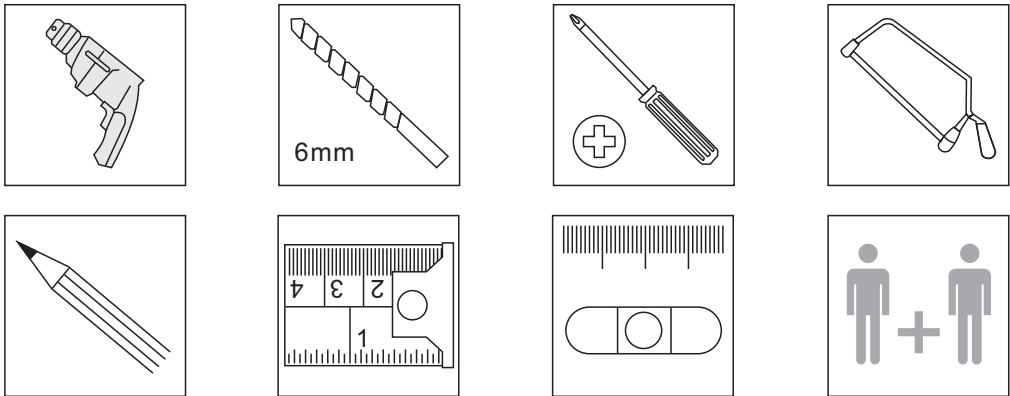
Your Product

	Picture	Fitting parts	1.1m to 2m
A		13mm pole	1
B		16mm pole	1
C		Bracket	3
D		Finial	2
E		Ring	20
F		Wall plug	6
G		Screw	6

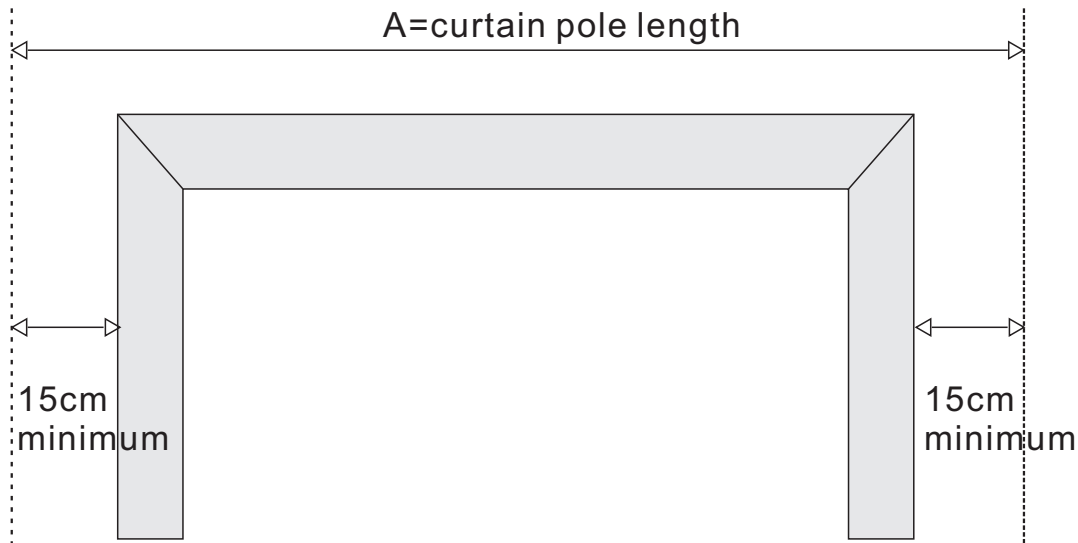
 **Note:** Actual finials and rings may differ from illustration; Wall plugs & screws provided are suitable for solid walls only. For any other type of wall or ceiling ensure correct wall plugs & screws are used. If in doubt, seek professional advice.

IMPORTANT: RETAIN THIS INFORMATION FOR FUTURE REFERENCE. READ CAREFULLY BEFORE ADJUSTING, INSTALLING AND USING THE PRODUCT.

You will need



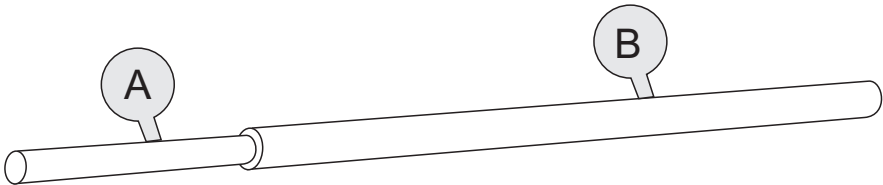
1



For larger windows and thicker curtains, this dimension can be increased so the curtains don't obstruct the windows when open.

2 Extend the pole according to the window size.

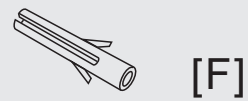
The pole can be extended from 1.1m to 2m.



3



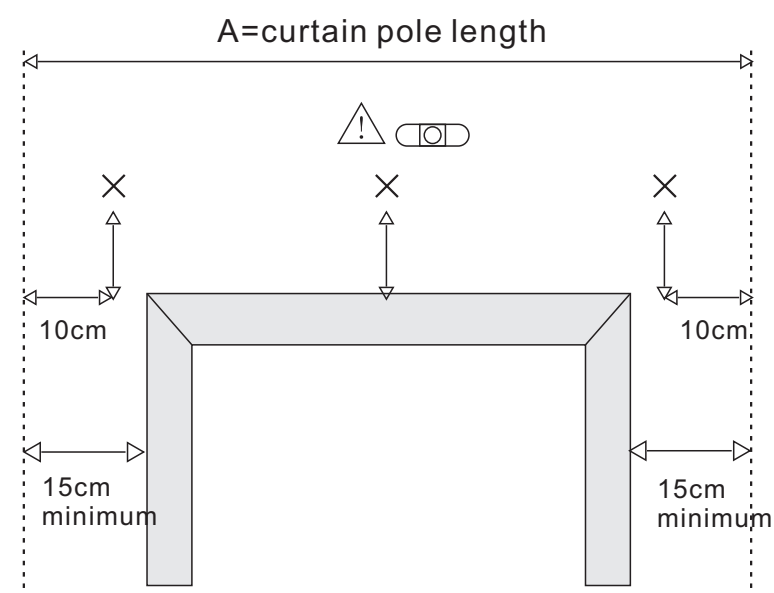
[C]



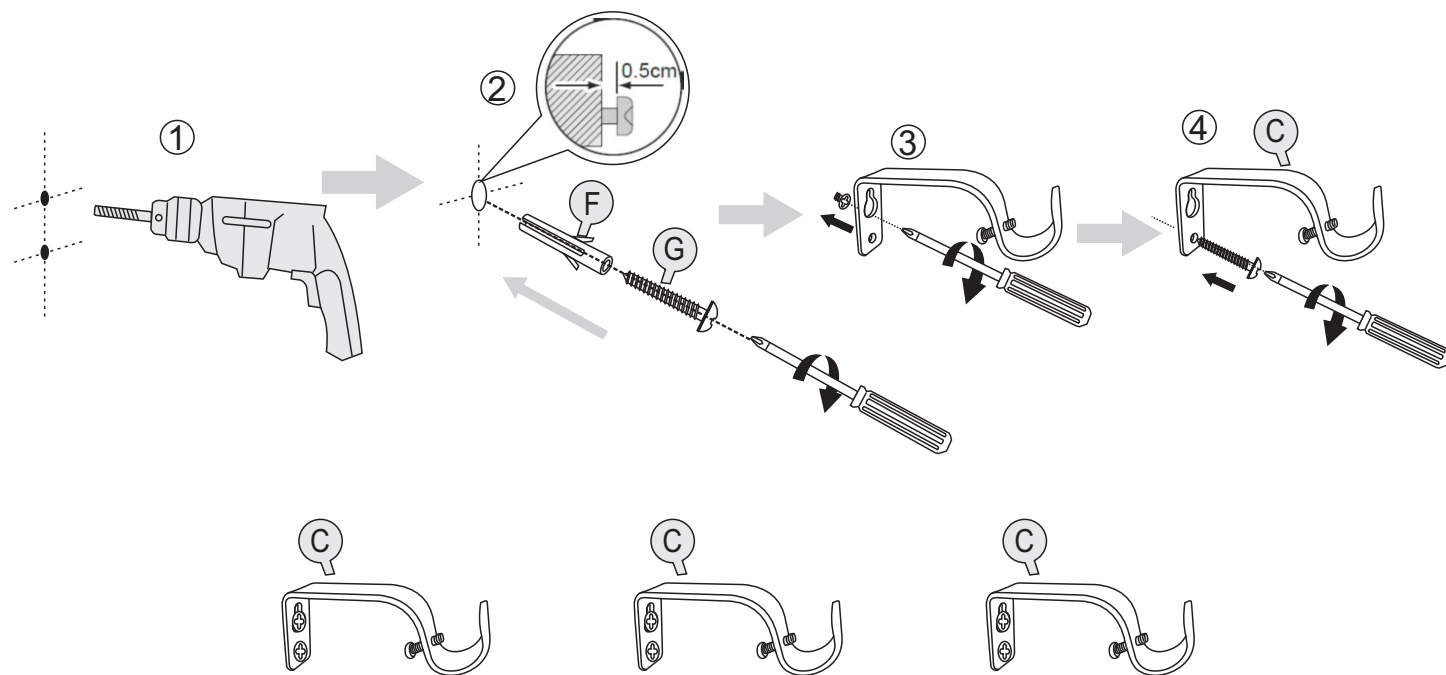
[F]



[G]



The end brackets must be positioned 10cm in from the end of the pole.
If a centre bracket is required, please position this in the centre between the two end brackets.
Mark the position on the wall ensuring they are level.



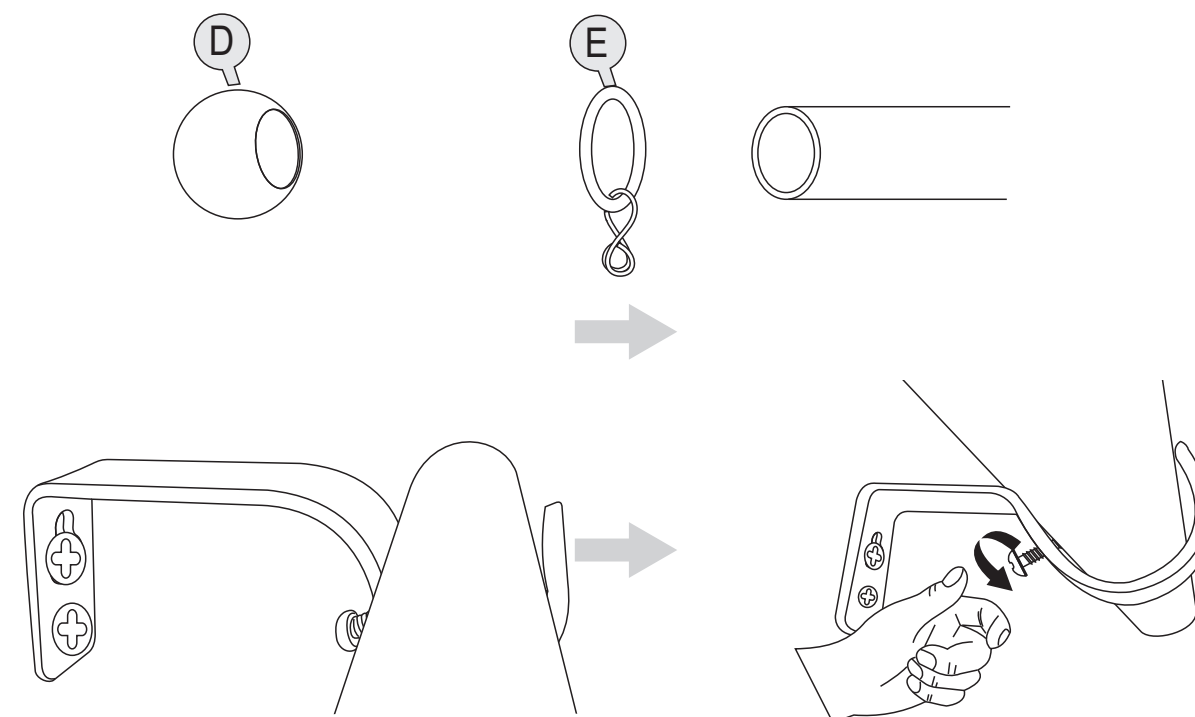
4



[D]



[E]



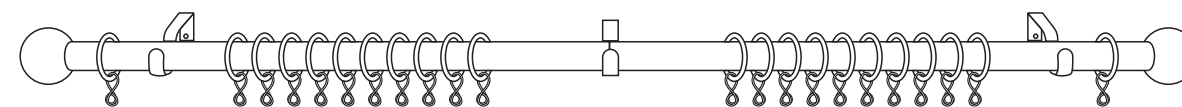
Tighten the bracket screw



Note: Bracket screws to secure the poles are pre-fitted to the brackets, the curtain poles must be secured with the bracket screws.

You'll need to use the Allen Key to lock the finials to the pole if the finials are with Grub Screw.

5



The pole is now ready to accept curtains by slipping hooks through the eyelets on the rings

After assembly, wipe the pole with a dry cloth to remove any fingerprints. To maintain the smooth performance of your pole, periodically wipe the pole with furniture polish.

Please note that specifications of fittings may vary from those illustrated. Retain for future reference. Periodically check and re-tighten fixings.