Size of Mattress and Foundation

The length and width of the upper and lower bunk mattress and foundation are as follows :

Size	Length	Width	Thickness
Twin	74"- 75"	37 ¹ / ₂ "- 38 ¹ / ₂ "	9 ½" max
Full	74"- 75"	52"- 53"	9 ½" max

You must use only this size mattress.

Ensure thickness of upper and lower mattress and foundation combined does not exceed 9 ¹/₂" and that the mattress is at least 5" below upper edge of guardrails.

This Bunk Bed uses a slat kit for mattress foundation.

Replacement Parts



- (1) Follow the information on the warnings appearing on the upper bunk end structure and on the carton. Do not remove warning label from bed.
- (2) Always use the recommended size mattresses or mattress support, or both, to help prevent the likehood of entrapment or falls.
- (3) Surface of mattress must be at least 5 in. (127mm) below the upper edge of guardrails.
- (4) Do not allow children under 6 years of age to use the upper bunk.
- (5) Periodically check and ensure that the guardrail, ladder, and other component are in their proper position, free from damage, and that all connectors are tight.
- (6) Do not allow horseplay on or under the bed and prohibit jumping on the bed.
- (7) Always use ladder for entering or leaving upper bunk.
- (8) Do not use substitute parts. Contact the manufacturer or dealer for replacement parts.
- (9) Use of a night light may provide added safety precaution for a child using the upper bunk.
- (10) Always use guardrails on both long sides of the upper bunk. If the bunk bed will be placed next to the wall, the guardrail that runs the full length of the bed should be placed against the wall to prevent entrapment between the bed and the wall.
- (11) The use of water or sleep flotation mattresses is prohibited.
- (12) **STRANGULATION HAZARD** : Never attach or hang items to any part of the bunk bed that are not designed for use with the bed; for example, but not limited to, hooks, belts and jump ropes.
- (13) Keep these instructions for future reference.





















