

BEDNET® CARGO VAN BULKHEAD

BN-0323

This bulkhead requires the installation of rings or eyebolts into the roof support at the juncture of the roof and walls above the factory floor rings. The position of the bulkhead can be changed by the installation of additional rings to the floor.

TO DEPLOY

- Remove bulkhead from packaging and place so that the rubber Bednet® label is at the top and will face the rear of the van.
- Feed the loose strap at the top right of the net through the installed anchor point at the right roof support and back to the float bar buckle. From the flat side of the right top buckle, feed the loose end of the webbing between the net side of the buckle and the float bar, then down through the buckle on the other side of the float bar. Pull though about 12 inches.
- Repeat at top left and adjust tails so that the net is centered and top webbing strand is taut.
- At the bottom, feed both right and left bottom straps through float bar buckles and tighten until there is considerable tension.

TO REMOVE

- Lift tabs on float bar buckles to loosen bulkhead.
- Pull all straps through buckle and stow net.

WARNING

The attachment of this product is critical and beyond the control of Bednet®. Bednet® is NOT responsible for the attachment nor the installation. It neither guarantees, nor will it be liable for any damage resulting from the misuse of this product. Never use this product for lifting, towing or personal restraint. Do not use this product if hardware is defective, webbing is cut, frayed, exposed to extreme heat, burned, melted or abraded. This product was not designed to secure transportation of items or articles which are small enough to escape the restraint system. Do not exceed working load limit or working load of anchor points to which this product is attached or product used to secure.

READ COMPLETE OPERATING INSTRUCTIONS PRIOR TO USE.

For technical information or other questions regarding our products, call toll free 1-866-423-3638 or visit us online at www.thebednet.com.