

RADAMA

ASSEMBLY INSTRUCTIONS



TENT CONTENTS

- 2 DAC Pressfit™ poles
- 12 tent pegs
- 4 guy lines
- 1 tent pole and peg bag
- 1 Gear Loft Theater™

TENT SETUP

1. Evenly spread out the tent with doors and windows facing up. Choose a level location for best results. Stake out the four corners.
2. Assemble tent poles by aligning pole sections. Make sure poles are assembled and no gaps can be seen between pole sections.
3. Lay one of the tent poles diagonally corner to corner, on top of the tent. Connect the ball end of the pole into the *Jake's Foot* clip on one corner of the tent. See *Figure A*
4. Lay the second tent pole diagonally, corner to corner and attach one end to the *Jake's Foot*.
5. Bend poles and attach the other ball ends to the *Jake's Foot* clip on opposite corners.
6. Raise tent up and attach the 12 pole clips to the arced poles. See *Figure B*

RAIN FLY ATTACHMENT

7. Drape rain fly over the tent and align the fly doors with the tent doors. Ideally, all zippers will be closed for this step.
8. Clip corners of rain fly to the end of the tent's corner *Jake's Foot* clips. Tension fly with corner nylon tension straps. See *Figure C*
9. Stake rain fly doors away from the tent through the webbing loop on zipper end. See *Figure D*
10. Adjustable guy lines on the rain fly may be staked and used for additional tension and support in rough weather. See *Figure E*

PEREGRINE RADAMA WARRANTY AND SERVICE

Peregrine offers a lifetime warranty against defects in materials and workmanship. We will repair for a nominal charge damage due to accident and normal wear and tear. We do not cover damage due to improper use, improper care, accidents or the expected natural breakdown of materials over extended time. All product returned to Peregrine must be cleaned. Dirty products will be returned to you for cleaning. Distributed by Liberty Mountain 800-366-2666 <http://libertymountain.com>

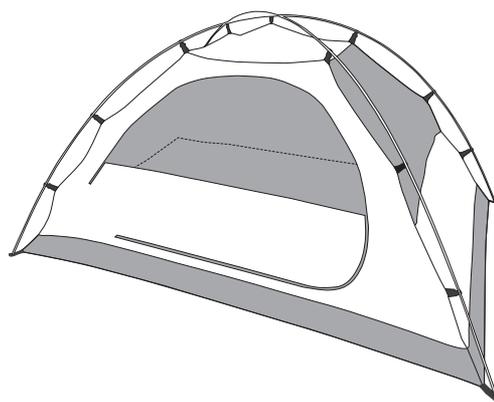
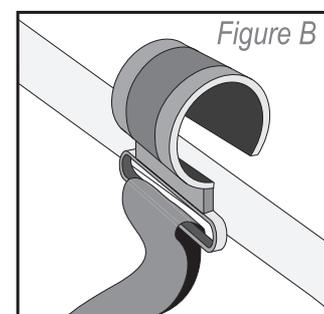
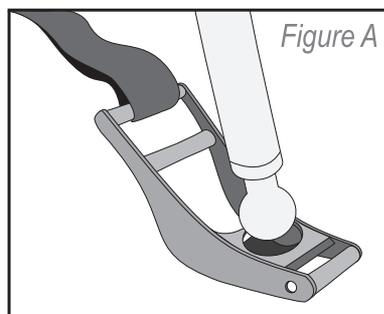
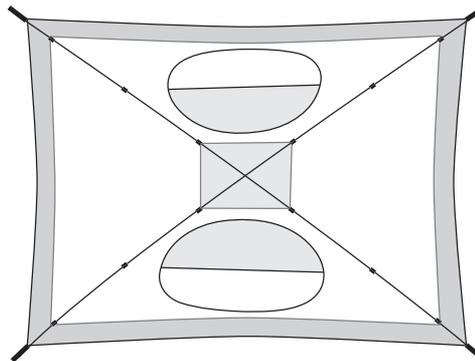


Figure C

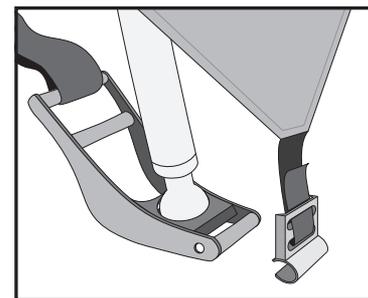


Figure D

Figure E