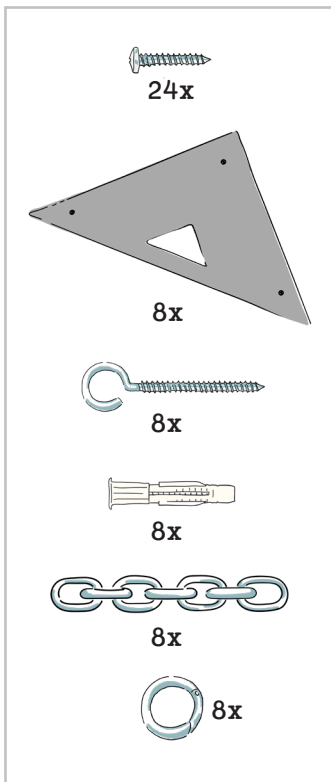
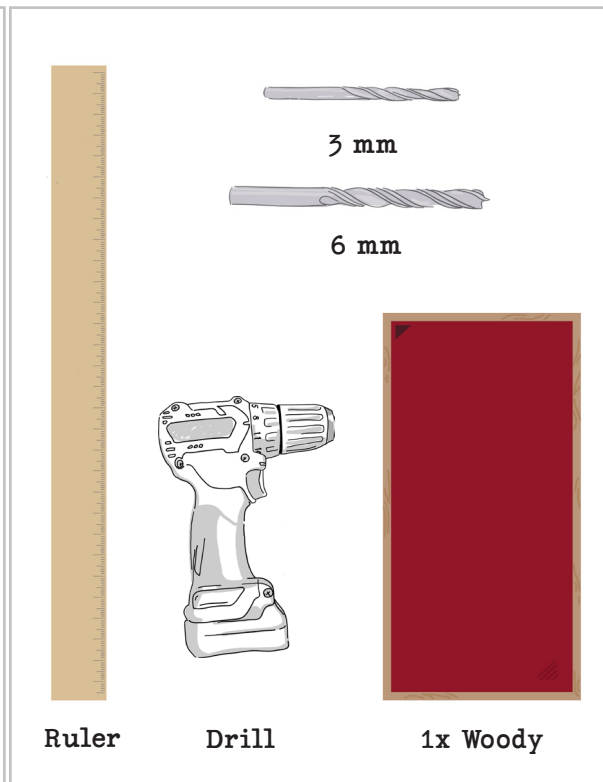


HOW TO PLACE YOUR WOODY ON A CEILING

In the package



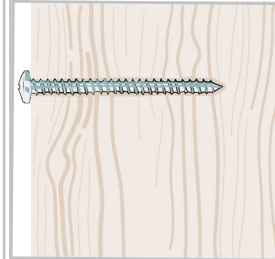
What else will you need?



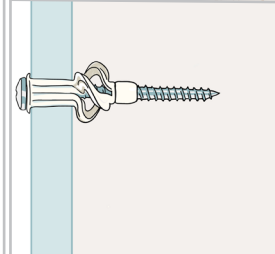
Keep in mind!



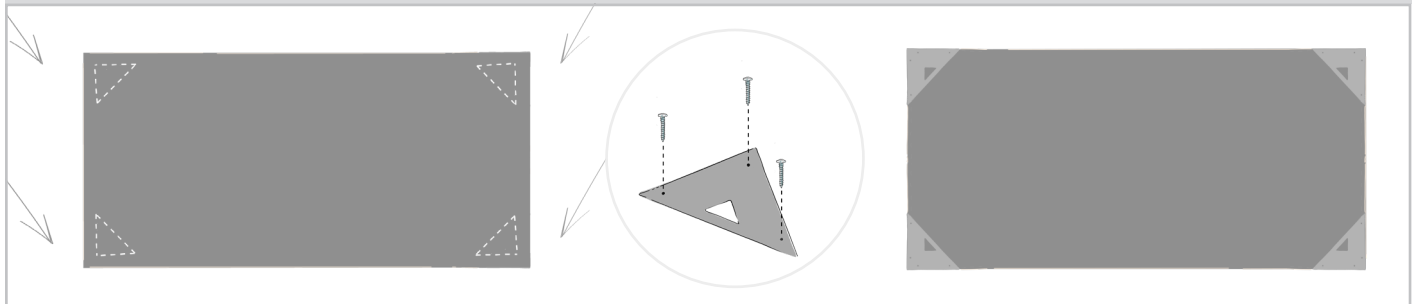
The plugs inside the package fit only into **masonry** and **concrete walls**.



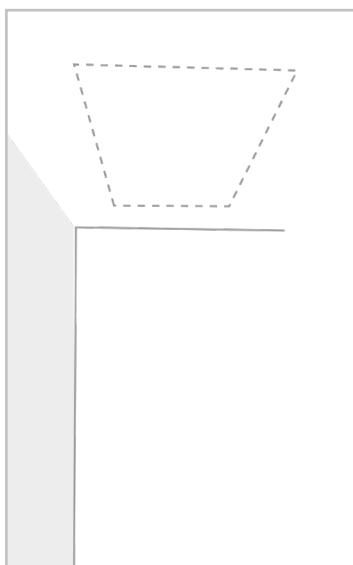
If you have a **wooden** wall, you won't need a plug at all ...



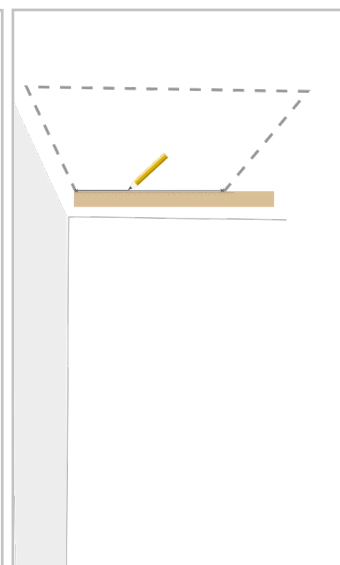
... but into **plasterboard** wall or **hollow bricks**, you'll need to buy another special plug - which is **not included**.



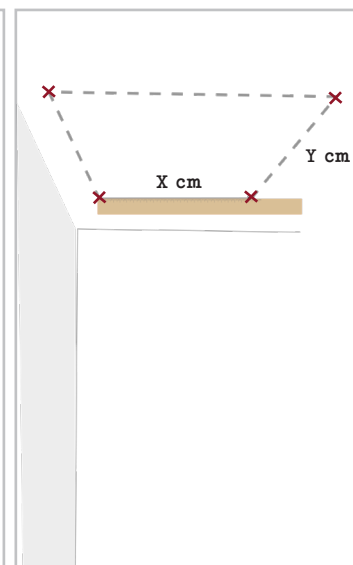
1. Screw the **metal hangers** into all four **corners** of your Woody.



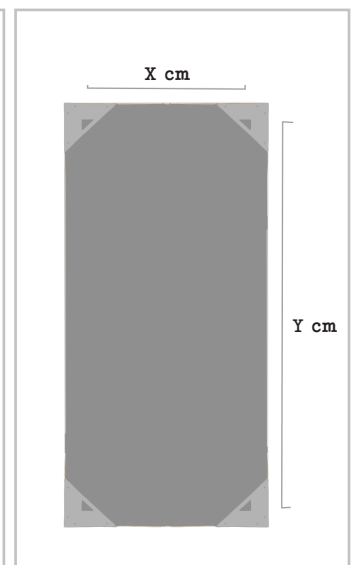
2. Choose the best place for your Woody. If unsure check out our **Tips & tricks** articles.



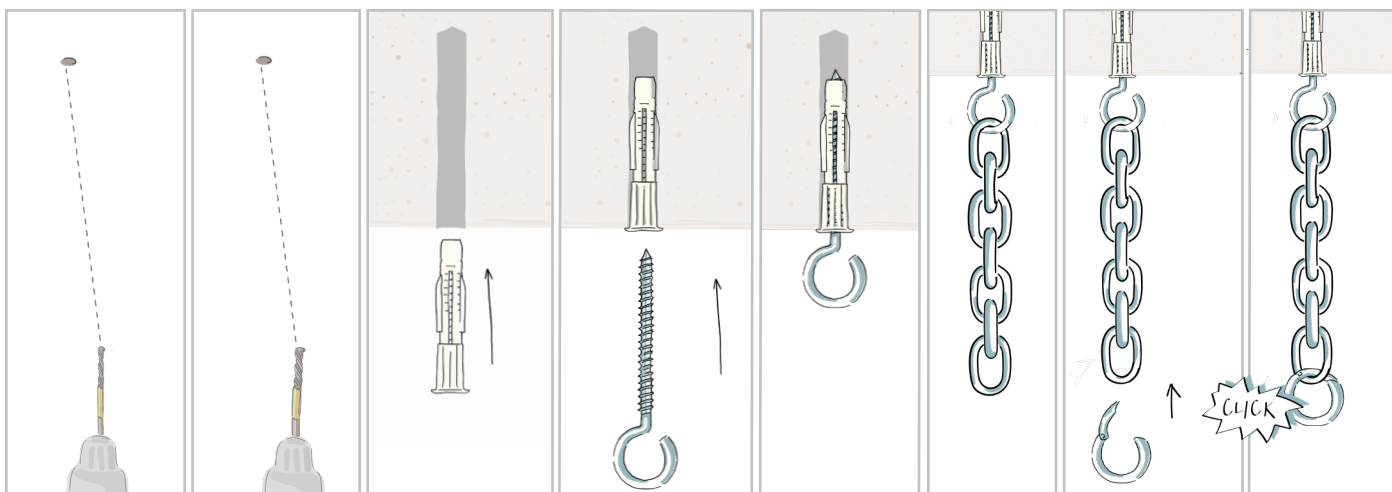
3. Use a **ruler** to draw a **horizontal line** in the high where you wish to place your Woody.



4. Mark the **spots** where you'll need to drill holes for the plugs and hooks in the wall.



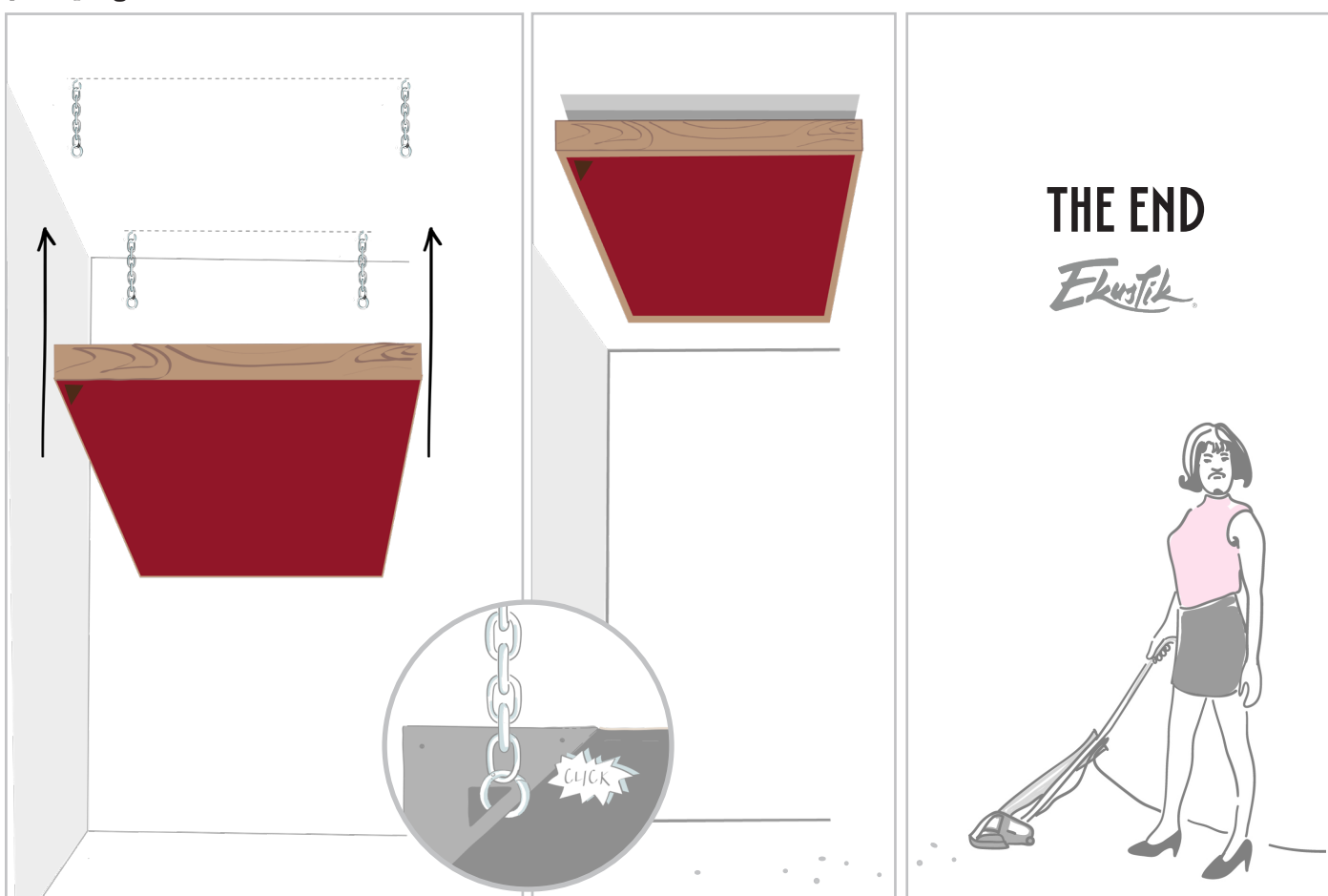
5. Make sure the **distance** between the **marked spots** = the distance between the holes in the **hanging system** on the back side of your Woody = **X cm, Y cm**.



6. Drill holes on the marked spots. Use the **smaller drill first** to avoid bigger damage on plaster and masonry. Repeat drilling with the **6 mm drill size** = the **same size as your plugs**.

7. Insert the **plug** into each drilled hole. Make sure it fits properly. Screw in the **hooks**.

8. Hang your **chains** onto the hooks. Click the **rings** on the last link of the chain. You will use the click ring to interlink the chain with the absorber



9. Attach the Woody to all the chains using the click ring. **You will need two people for this.**

10. Admire your work.

11. Let's clean it all up for a bit...
... and you're ready Freddie

**CONGRATS!
NICELY DONE!**

Was this helpful? Do you have any question? Don't hesitate to **contact us!**



Different wall materials require different types of fixing devices. If you are uncertain about what type of screws and plugs to use, please contact your local hardware store.

