

## TF300 Assembly Instructions

### Parts List

Qty	Item	Qty	Item
1	Hopper	1	Battery
4	Legs	1	Varmint Screen
4	Angle Braces	1	Hardware Package
1	EZ612 Timer		

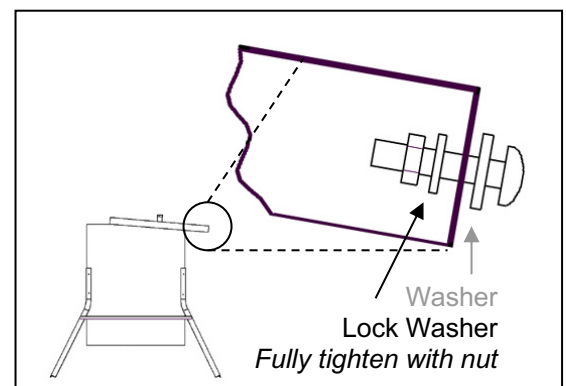
**Recommended Tools: 7/16" wrench / ratchet, slotted & Phillips screwdriver**

QTY	Hardware Description	QTY	Hardware Description
24	1/4" x 3/4" bolts	2	#10 x 3/8" machine bolts
24	1/4" lock nuts	2	#10 x 3/4" machine bolts
16	1/4" flat washers	4	#10 flat washers
16	#8 Philips sheet metal screws	4	#10 star washers
		4	#10 hex nuts

- IMPORTANT! Be careful when removing the hopper from the box not to damage the spinner plate attached to the bottom of the hopper.** Lay feeder on its side – on a surface that will not scratch the hopper - immediately upon removing from box. Attach the short angle steel legs (they will only bolt on one way) using 16 each 1/4 x 3/4 bolts, 1/4" nuts and 1/4" flat washers provided. Insert with bolt head on the outside with a flat washer, and lock nuts on the inside.
- Install the 4 angle braces onto the 4 legs (turn angle so flat side is up) using the 8 1/4 x 3/4 bolts and lock nuts. (Head of the bolt inside the angle of the leg).
- Install the handle using 2 #10 x 3/8" screws (head on the outside), 2 small #10 star washers, #10 flat washers and nuts provided.
- Install two #10 x 3/4" screws through the back edge of the lid only, by inserting a washer on the screw and then inserting the screw through the hole in the back of the lid (with the washer and head of the screw on the outside). Secure screws with star washers and nuts. **Note:** The screw tips fit through the oval slots in the back of the hopper when placing the lid onto feeder. (See **Figure 1** below).
- Using the 16 sheet metal screws, install the varmint guard onto the bottom of the hopper using the predrilled holes.
- Connect the EZ612 Timer according to the instructions provided with the timer.

**Warning Extension Legs must be anchored. Use Texas Hunter L8-4 extension legs and stakes, or equivalent.**

**Fig. 1 Lid Screw Assembly**



TF300