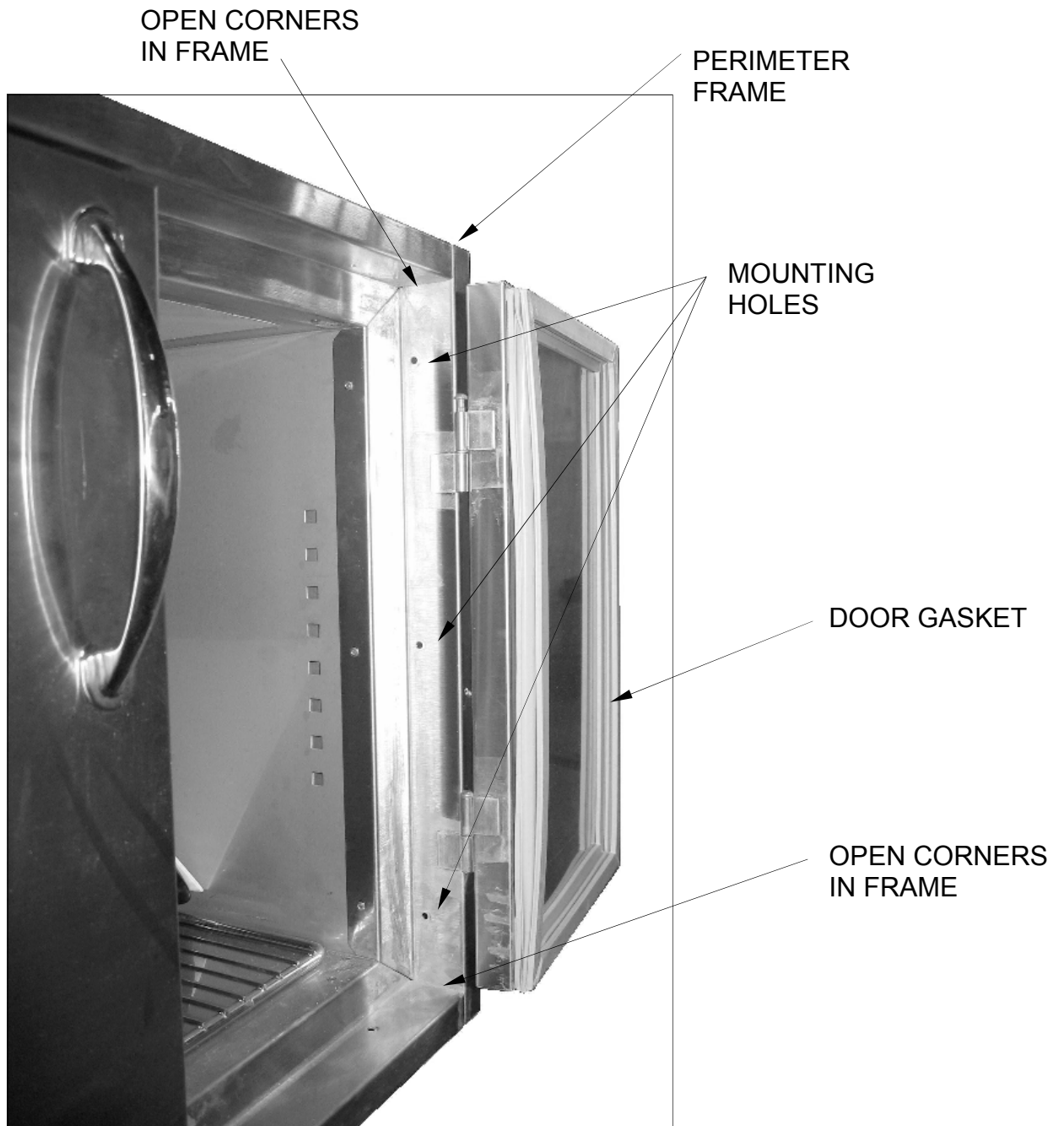


ADSP (DRY STORAGE PANTRY) TAPE SEALING KIT INSTALLATION AND SEALING GUIDELINES



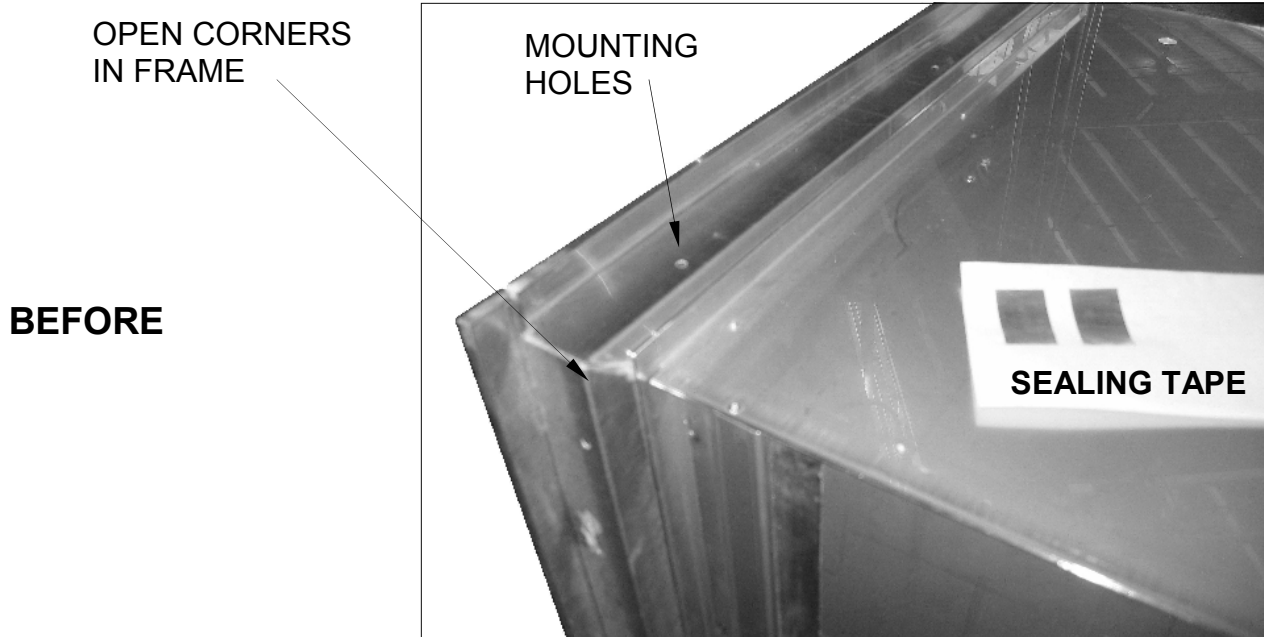
The ADSP Pantries water resistance properties lie in their gasket design and installation procedure.

- The holes found around the inside perimeter (or frame) of the doors are for mounting purposes. They are meant to be covered by screws which themselves, would protect the interior from water or vermin as they would provide a seal.
- There are 3 holes per side (top, bottom, left and right) for a total of 12 holes. We encourage the installer of these units to use all available holes and insert mounting screws in all of them to properly seal the sides of the unit. (See Picture # 1)
- Should it become unfeasible to mount one of them due to improper framing of the opening, the hole must be sealed with the special aluminum tape provided in this kit.
- This tape kit must also be used to seal the corners of the door frames to prevent water ingress. (See Picture # 1)
- Additionally, when installing the pantry into the cabinet, we strongly advice to seal the frame perimeter to the face of the wall with clear or color matching silicone, specially on walls that have heavy textures such as stucco, rock, tiles, etc...

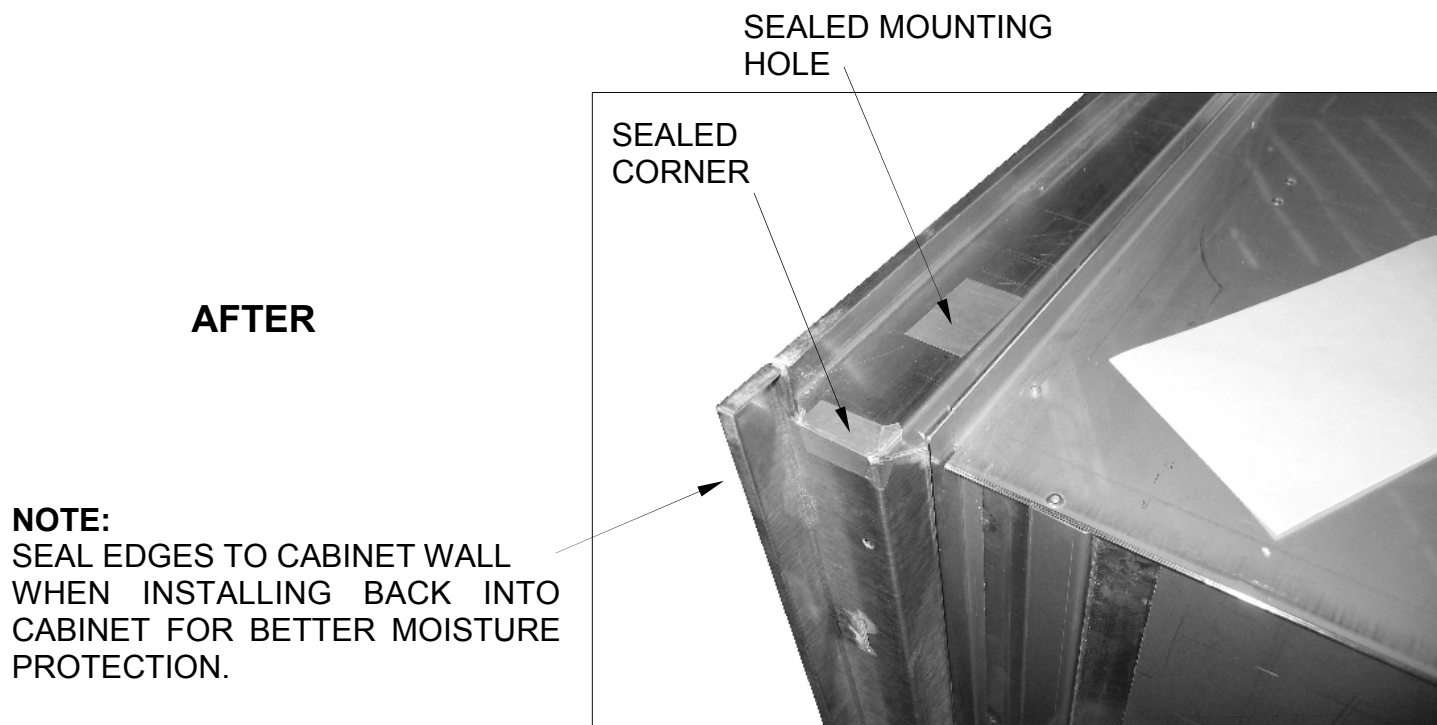


PICTURE # 1

- Mounting holes must be covered by screw to fix the unit to the cabinet frame.
- Unused holes and frame corners must be sealed from behind the unit with the Special Aluminum Tape provided in this kit according to pictures # 2 and # 3 on the following page.



PICTURE # 2



PICTURE # 3

ADDITIONAL CONSIDERATIONS:

- When choosing a location and installing your Pantry unit, consider a location where it might be exposed to light or occasional rain and avoid areas where nearby roofs or rain water spouts can directly flood the face of the cabinet forcing water through the frame and edges of the unit.
- Avoid direct water jets such as nearby sprinkler systems that might come in direct contact with the unit, forcing water through the edges or gasket assemblies.