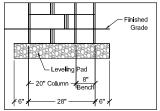




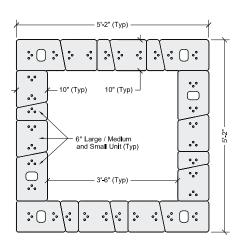
Step 1 : Prepare the location

After selecting your location, measure the required 5' 2" for the square length and width. Remove dirt from the square until you have a hole 12" deep with a level bottom.

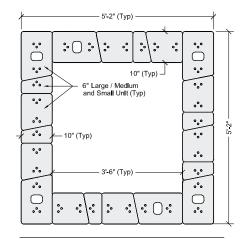


Step 2 : Construct the leveling pad

Add 3" of crushed stone. Level and compact with a hand tamper. Repeat one time to complete the 6" leveling pad. Use illustration above as a guide.



Typical Base and / or Odd Numbered Courses Fire Pit Plan View



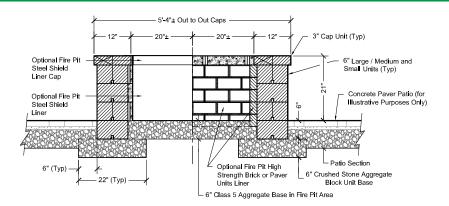
Typical 2nd and / or Even Numbered Courses
Fire Pit Plan View

Step 3: Installing the first/even course(s)

For the first course, place the units as illustrated above on the prepared leveling pad. The first course must be 6" below finished grade. Check the front-to-back and side-to-side of each unit to make sure it is level. Adjust as necessary with sand.

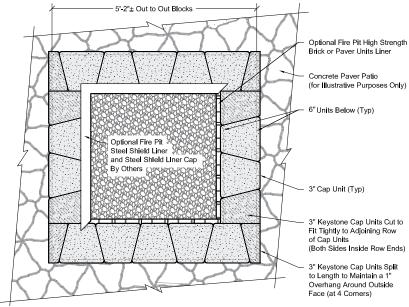
Step 4 : Installing the second/odd course(s)

Place two ¼" wide strips of exterior grade construction adhesive completely around the first course approximately 3" away from the edge of the units. Place the second course of units on top of the first course as illustrated above. Apply adhesive as before. Continue alternating course layouts as indicated until the fourth course is completed.



Step 5 : Capping the Fire Pit

Hard split all exposed perimeter cap units labeled "split" cap units and soften the outside edges of the hard split "split" cap units using a masons hammer to match the cap units tumbled edges. Saw cut all other interior cap units labeled "cut" units. Optional miter cut cap units at corners to continue the KeyKut face look around the corners.



Fire Pit Lining Note:

It is recommended that the inside area of the fire pit be lined with a steel shield or high strength brick or paver units or equal to protect the 6" Stonegate units from the affects of direct heat degradation. Do no use fire brick as a liner material. Optional steel shield liner cap with rim only, may be welded to the steel shield liner.