



3990 Old Town Ave. A-100
San Diego, CA 92110

Maintenance and Care Guide-Distressed Portable Bar Station

General Maintenance and Care

- ALWAYS follow the instructions in the set up guide when assembling and disassembling the bar
- Do not leave bar uncovered in a harsh environment and/or exposed to the elements.
- After each use, cover bar, or break it down, clean it and store in a dry place.
- Keep two hands on the bars when pushing them to help with its stability going over uneven surfaces. Two people are HIGHLY recommended when moving the bar.
- When transporting or breaking down the bar, be mindful of the LED strips and disconnect the appropriate cables and connectors (if applicable).
- When running your LED system, make sure that the battery is not being used while the charger is plugged into on outlet. Use only one power source at a time (if applicable).
- Do not leave your battery charged for more than 12 hours at a time (if applicable).

Laminate Maintenance and Care

- To clean the surface, use a damp cloth or sponge and a mild soap or detergent. Rinse thoroughly with warm water and wipe dry.
- Difficult stains such as coffee or tea can be removed using a mild household cleaner/detergent and a soft bristled brush, repeating as necessary. Windex and Formula 409 are OK to use. Acidic or abrasive cleaners can damage laminate surfaces; do not use them.

- If a stain persists, use a paste of baking soda and water and apply with a soft bristled brush. Light scrubbing for 10 to 20 strokes should remove most stains. Although baking soda is a low abrasive, excessive scrubbing or exerting too much force could damage the surface, especially if it has a gloss finish.
- Food dyes can cause permanent stains. If dye should happen to spill, wipe it up immediately with dishwashing detergent or an all-purpose cleaner.
- Never place pots or dishes directly from the oven or burner on an unprotected laminate surface; such extreme heat can cause cracking or blistering. Always use a heat shield, hot pad or trivet.