



Side Kit

Workman[®] 2/3 Industrial Bed

Part No. 100-4510

Parts Catalog

Ordering Replacement Parts

To order replacement parts, please supply: the part number, the quantity, and the description of each part desired.

Understanding Reference Numbers

Each identified part in an illustration has a reference number. The reference number for a part also appears in the parts list, along with other information about the part.

This catalog uses two special reference number formats, one to indicate parts in a service assembly and another to indicate the quantity of a given part in an illustration.

Service Assembly Reference Numbers

Parts in service assemblies have reference numbers in the form **a:b**. The **a** represents the reference number of the entire service assembly and the **b** represents a sequential number unique to each part within the service assembly.

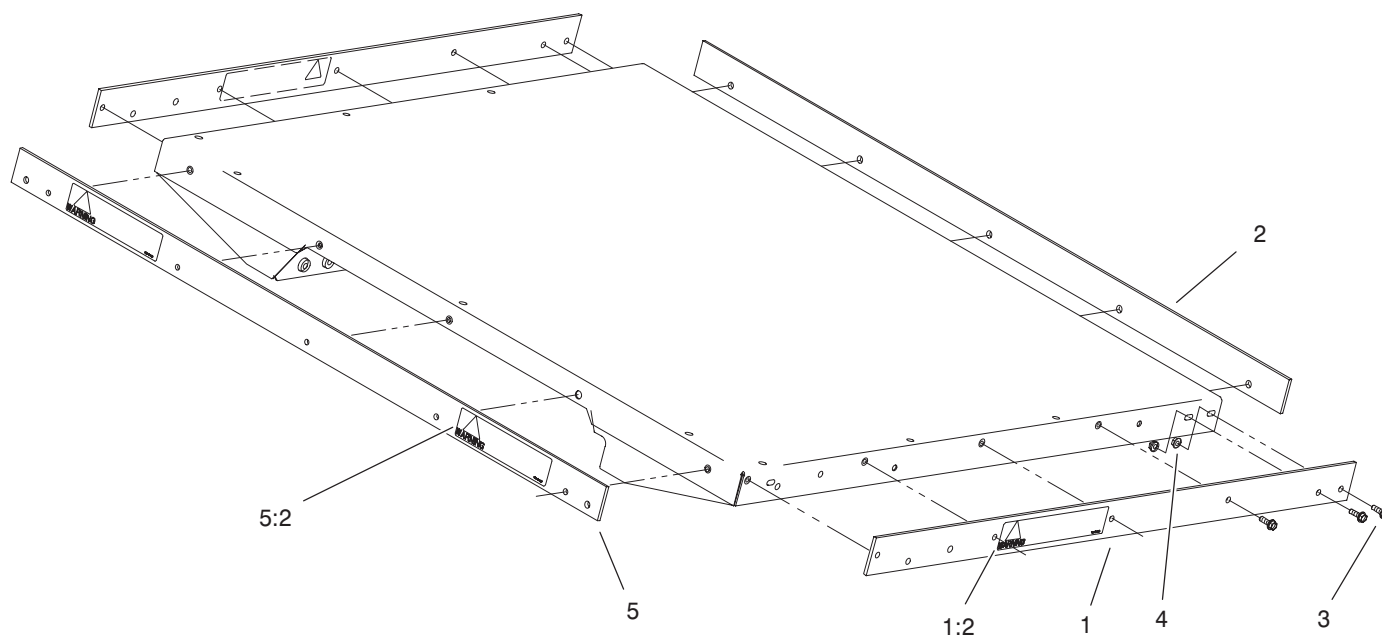
For example, a wheel assembly might be identified by reference number **6**, the tire by **6:1**, the valve by **6:2**, and the wheel by **6:3**. When you order the assembly identified by reference number **6**, you receive all parts identified by reference numbers **6:1**, **6:2**, and **6:3**. However, you may also order any part individually.

Reference numbers of this type appear in illustrations and in part lists.

Reference Numbers Indicating Quantity

In an illustration, if a reference number indicates more than one part, the reference number has the form **nX y**. The **n** represents the quantity of the part, the **X** is the multiplication symbol, and the **y** represents the reference number.

For example, in an illustration, the reference number **2X 37** means that two of the parts identified by reference number **37** are indicated.



Sheet No.:1

Side Kit Assembly

Ref. No.	Part No.	Qty.	Description
1	100-9425	2	Side Rail ASM
1:2	100-9420	2	Decal-Warning
2	100-4521-03	1	Rail-
3	3234-17	22	Screw-HHF
4	32128-20	4	Nut-HF
5	100-9426	1	Front Rail ASM
5:2	100-9421	2	Decal-Warning

Ref. No.	Part No.	Qty.	Description