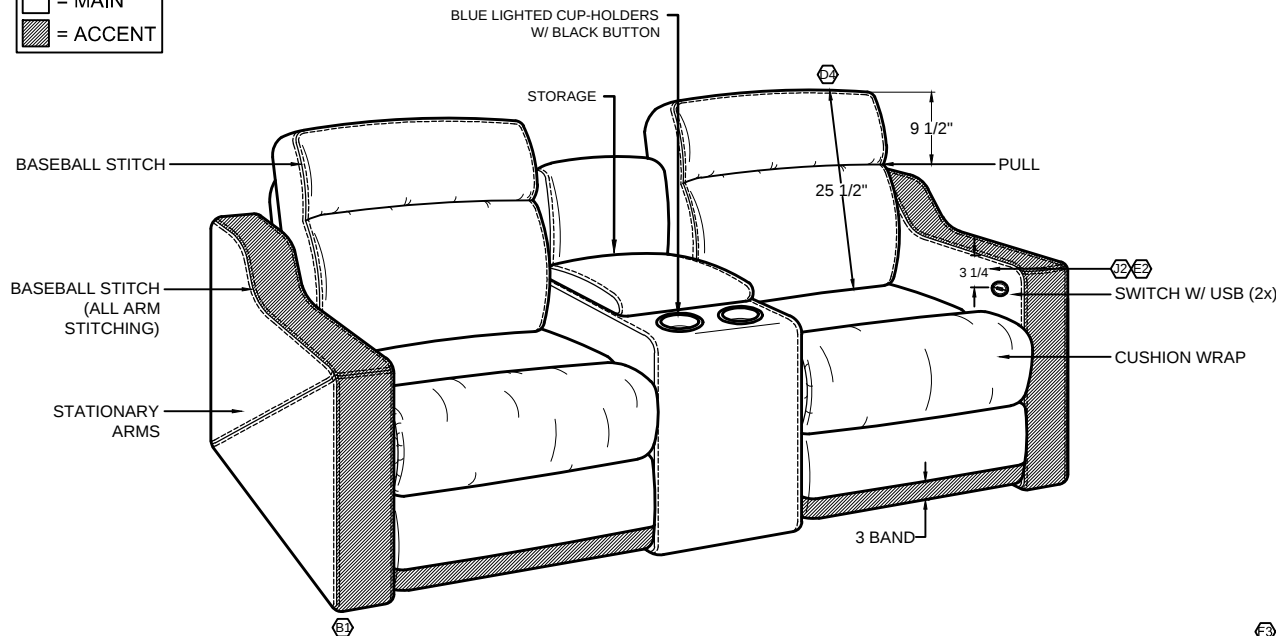
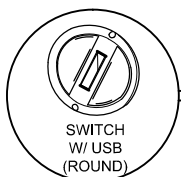
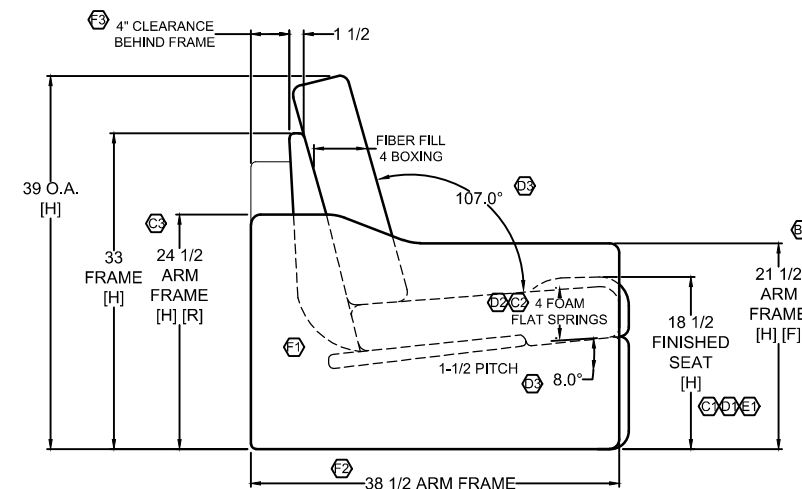
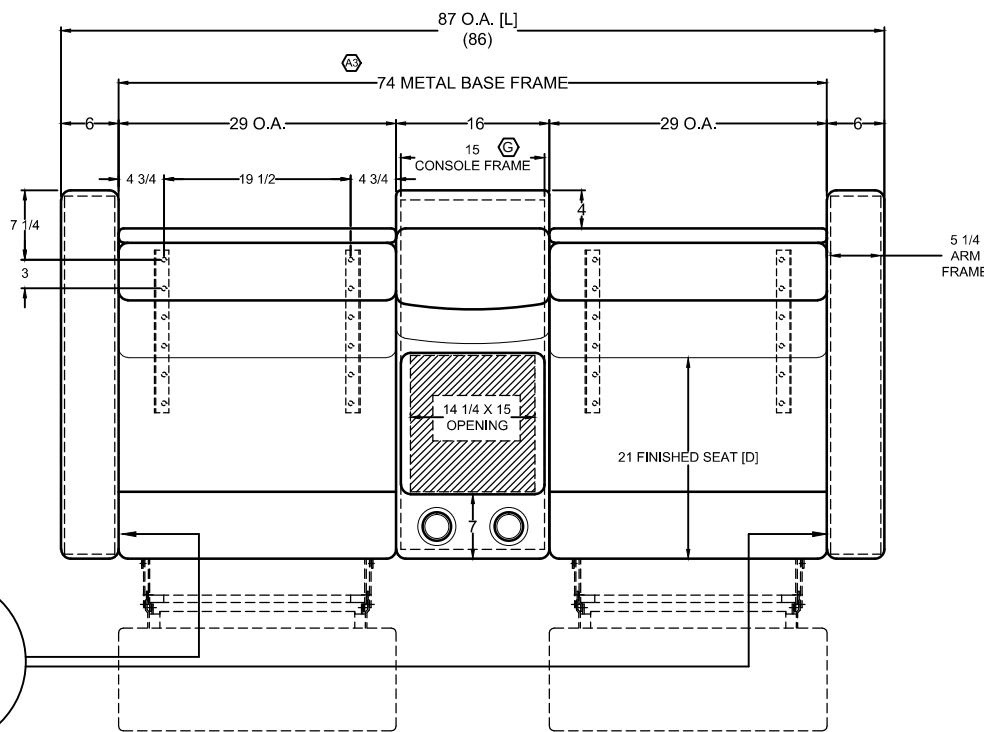
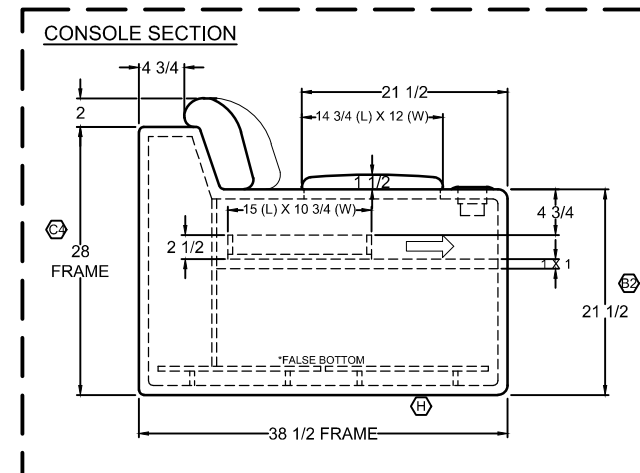


□ = MAIN
■ = ACCENT



CUT PATTERN	
BACK FRAME NO.	
BASE FRAME NO.	
WOOD PATTERN	



JA	J	[1] REMOVE BASEBALL STITCH FROM INSIDE OF ARMS. [2] CHANGE SWITCH PLACEMENT FROM TOP OF ARM TO 3-1/4"; WAS 5-1/4". (REF. ECO #089-2019)	08.08.19
JA	H	ADD FALSE BOTTOM TO MIDDLE CONSOLE. (REF. ECO #018-2019)	07.26.19
LB	G	PRODUCTION UPDATE: CHANGED THE WIDTH OF THE CONSOLE FRAME TO 15"; WAS 15 1/4".	04.25.19
JA	F	PRODUCTION UPDATE: [1] ADJUST BACK FRAME RENDERING ON SIDE VIEW. [2] REMOVED O.A. DEPTH AND ADDED 38-1/2" ARM FRAME DEPTH TO DRAWING. [3] ADJUSTED CLEARANCE ON SIDE VIEW. [4] ADDED 74" METAL BASE FRAME WIDTH TO DRAWING.	01.16.19
JA	E	PER RL, [1] CHANGE SEAT HEIGHT TO 18-1/2"; WAS 18". [2] ADD 5-1/4" HEIGHT DIMENSION FROM TOP OF ARM TO USB SWITCH.	11.27.18
JA	D	PER RL, [1] CHANGE SEAT HEIGHT TO 18"; WAS 19-1/2". [2] CHANGED SEAT FOAM TO 4"; WAS 5". [3] ADDED 8" ANGLE DIMENSION TO BOTTOM OF SEAT AND 107" ANGLE DIMENSION TO TOP OF SEAT AND BACK. [4] ADDED 25-1/2" HEIGHT DIMENSION TO BACK PILLOW.	11.21.18
JA	C	PRODUCTION UPDATE: [1] CHANGE SEAT HEIGHT TO 19-1/2"; WAS 18". [2] CHANGE SEAT CUSHION FOAM TO 5"; WAS 4". [3] CHANGED BACK ARM FRAME HEIGHT TO 24-1/2"; WAS 26-1/2". [4] CHANGED BACK CONSOLE FRAME HEIGHT TO 28"; WAS 30".	11.06.18
JA	B	PER RL, [1] ADD ACCENT TO FRONT OF ARM. [2] REDUCED ARM AND CONSOLE FRAME HEIGHT TO 21-1/2"; WAS 23-1/2".	11.02.18
JA	A	PER PRODUCTION, REMOVED ARM FRAME DIMENSION DESCRIPTION FROM DRAWING.	10.31.18