## Cedar Break Outfitters

# www.e-ztower.com

# RAISE YOUR HUNT TO A HIGHTER LEVEL

#### Building a Blind with E-Z Tower Brackets

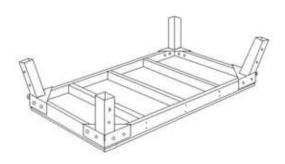
#### Step 1:

Establish your blind's dimensions & construct the base frame using 2x dimensional lumber. Frame the outer perimeter, then attach floor joists to carry the load, securing with wood screws or framing nails. Cover the floor frame with 5/8" or ¾" plywood & secure to frame.

# Step 2:

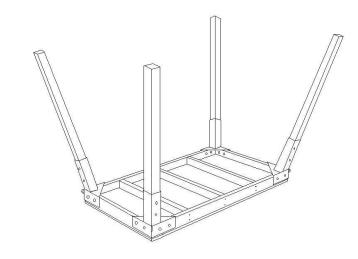
Flip your blind's completed floor frame upside down to prepare for attaching E-Z Tower brackets. Place a bracket on each corner & mark locations on your frame through the holes on the brackets. Drill each hole to accept ½" hex bolts. Secure each bracket to the corners using 4 ½" x 2-1/2" hex bolts, flat washers, lock washers & hex nuts. Fasten securely to prevent rocking.





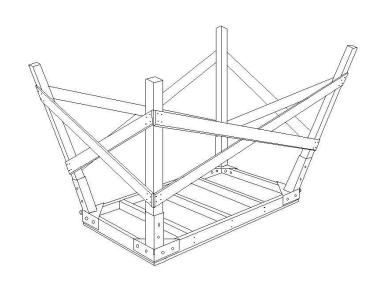
#### Step 3:

Insert 4"x4" treated wooden posts of your desired height, into each E-Z Tower bracket leg-socket. Ensure that each post is seated completely into each leg-socket & mark the posts through the leg holes on each bracket. Drill ¼" pilot holes into posts & secure to brackets with 3/8"x1-1/2" lag screws & flat washers.



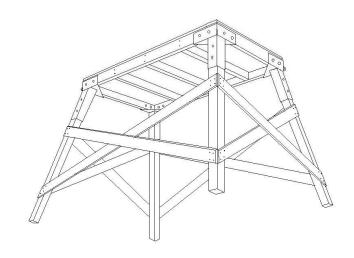
### Step 4:

Using 1x or 2x dimensional lumber, brace each side of tower legs in an X-pattern, by crossing brace boards as shown & securing to legs with wood screws or lag screws. Brace boards can be secured to legs, then trimmed flush with the edge of each leg. Proper bracing is *imperative* to the stability of the wooden posts. Stacked X-bracing, or 2 sets (one above the other) of X-bracing is recommended for towers above 12'.



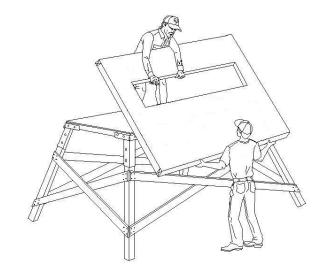
## Step 4:

Turn your base frame with tower assembly back over onto its feet. At this stage, the tower can typically be turned over by hand, however if building a tall tower, a mechanical device may need to be used at your discretion. Use caution!



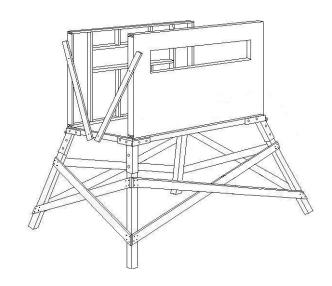
### Step 5:

Frame each wall of your blind on the ground with consideration for windows, doors & roof. Raise, place & secure the walls bottom plate to the floor frame with wood screws.



#### Step 6:

After placing & securing the front wall, attach a temporary brace from the walls edge to the floor frame edge, which will hold the wall plum & level. Follow the same procedure for the back wall. Remove bracing after setting end walls.



# Step 7:

Place end walls, securing them to the floor frame, front & back walls with wood screws. Raise & place the roof section, securing it to each walls top plate.



#### Step 8:

Congratulations, your blind & tower assembly is now complete, but it's now time to build & secure a simple ladder, install windows, trim the exterior openings & corners and customize the interior to meet your needs. If you are using manufactured windows, your wall cut-outs should be sized to slide them in & secure them. If you are making your own, the best way we've found is to build by-pass windows. You can do this by buying some "Parting Stop" or ½"x ½" square molding at your local lumber yard. Cut 6 sections of the parting stop to fit the length of your window frame. Nail 3 sections on the sill of the window frame & 3 sections in the top. Space each section about 3/16" apart to allow for the glass. Also, cut 6 sections and nail 3 on each side of the window frame, so the glass has a channel to stop into. Measure & cut 2 pieces of 1/8" Plexi-Glass to fit just over half the length of each window and just under the window's height. Make sure to make them just longer than half the window's length, so that the plexi-glass overlaps each other when closed. Cut the plexi-glass height just short of the window frame height so you have room to bend it a bit to pop it into the by-pass channels you've made. Once complete, each window should have 2 panes of plexi-glass, which bypass each other allowing a quiet opening to shoot through. This method is much simpler & cleaner than hinged windows & leaves no obstacles to bump into or drop causing loud noise.

After installing windows, securing doors & finishing the interior, all that's left is for you to *GET IN and HUNT!* 

