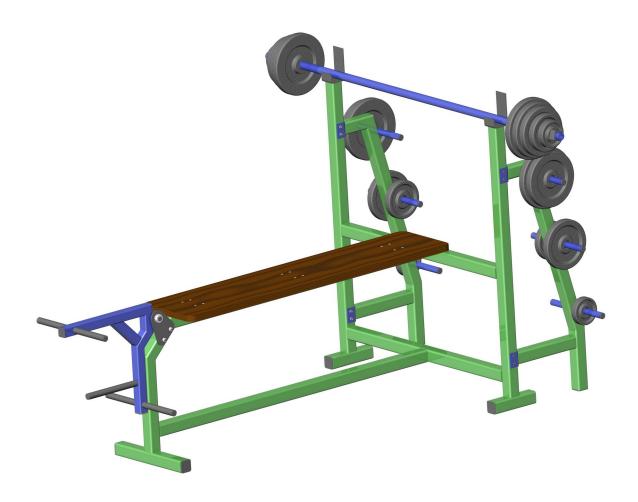
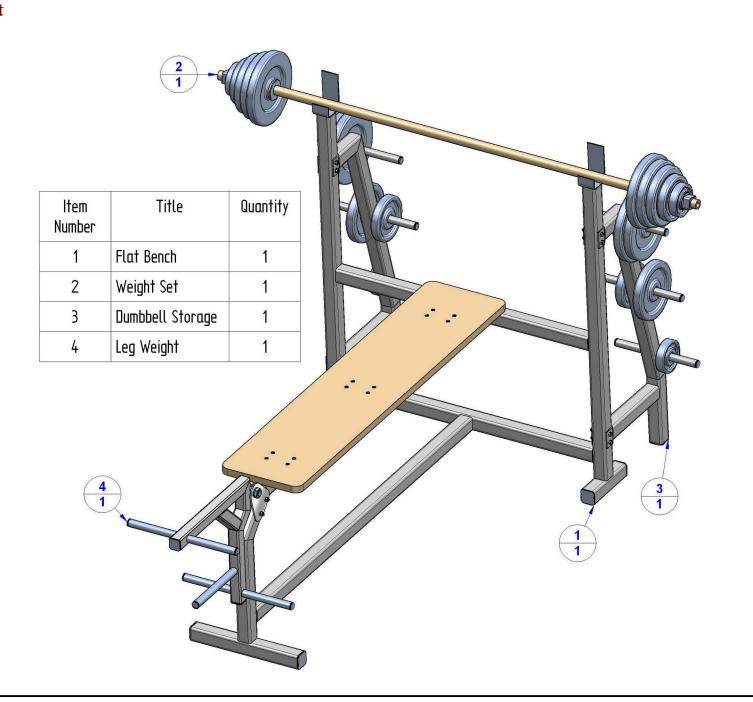
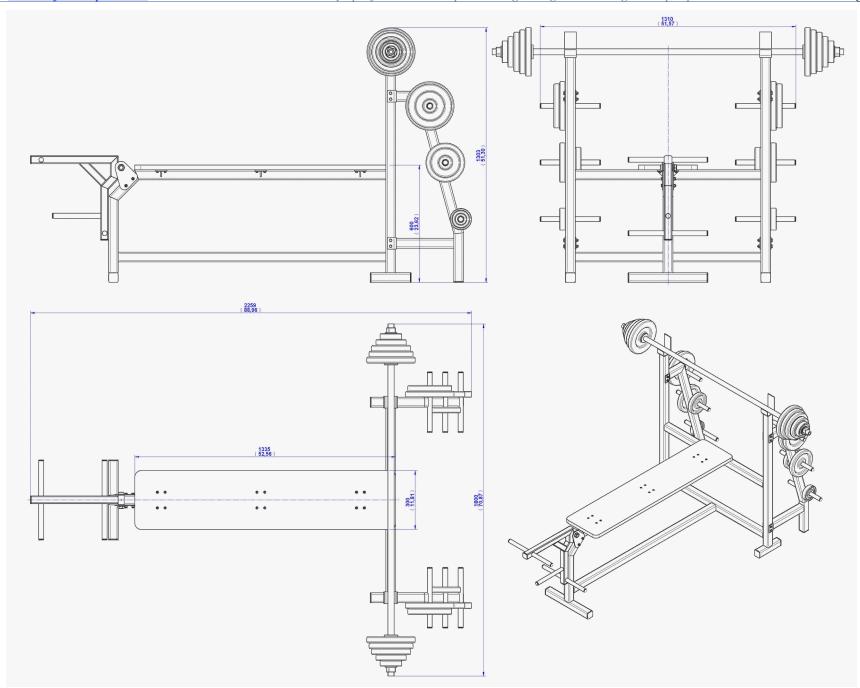
# Olympic flat bench with plate storage, weight set and leg developer

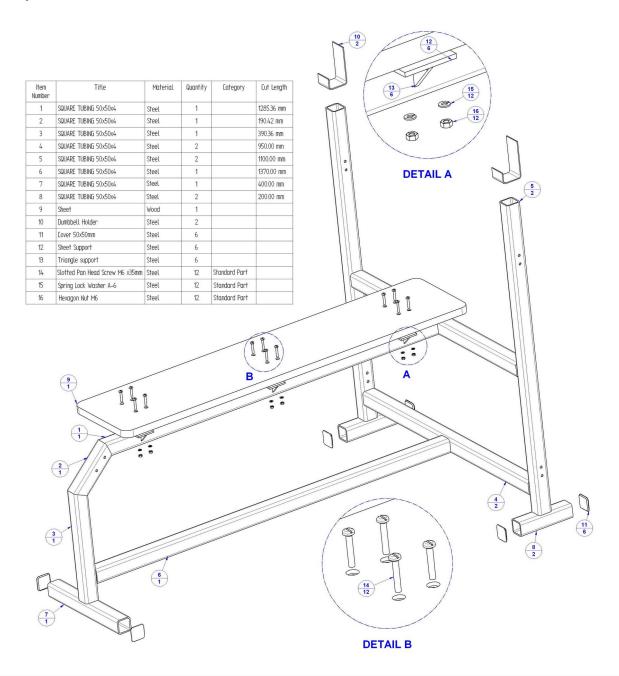


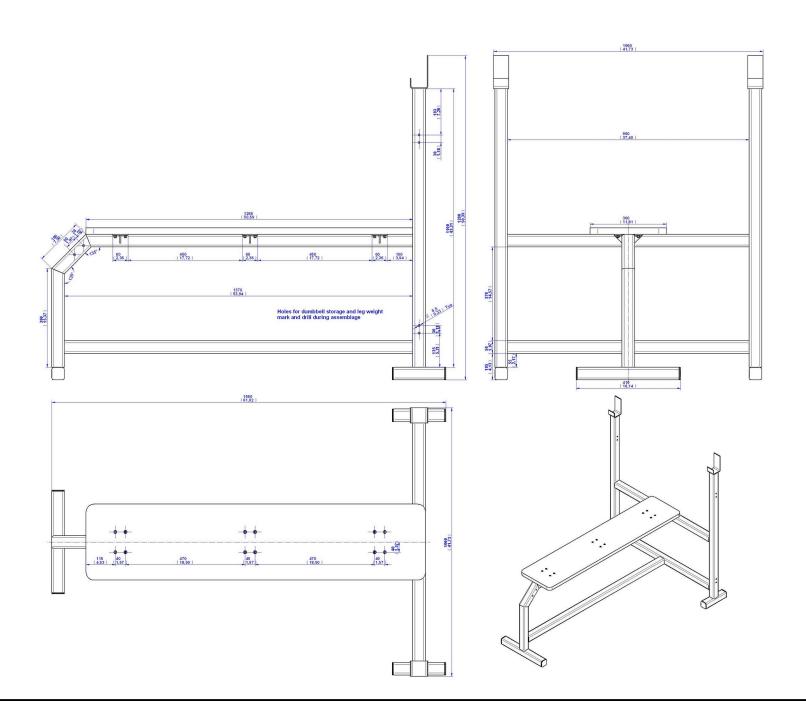
# **Sub-assembly list**



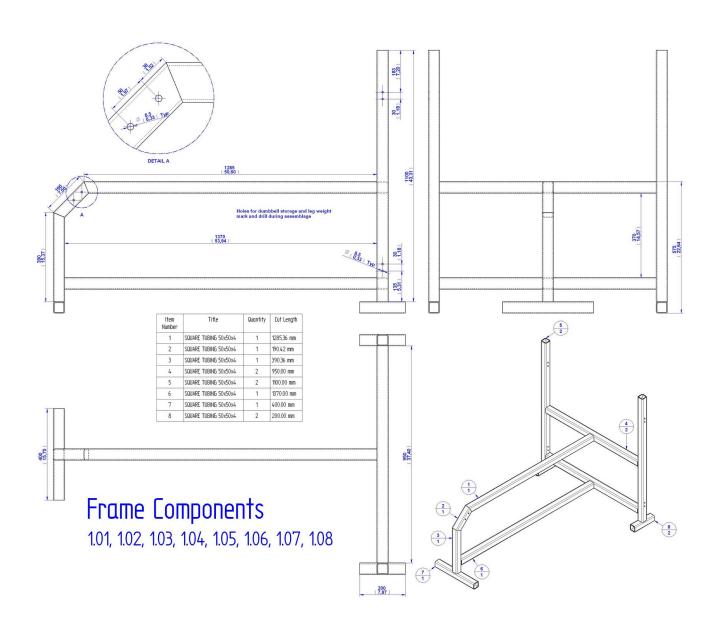


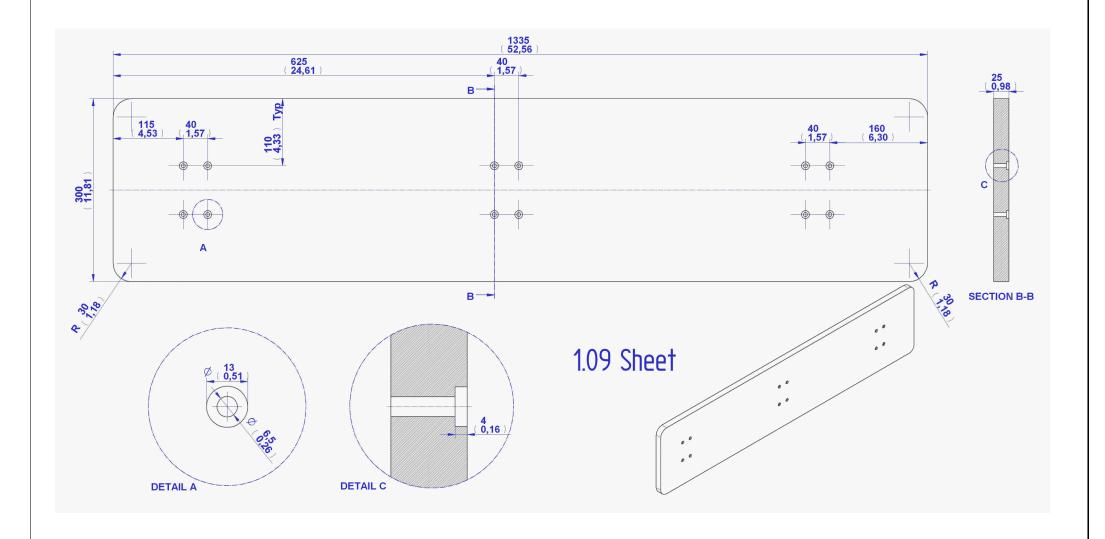
## 1. Flat bench sub-assembly – Parts list and 2D documentation

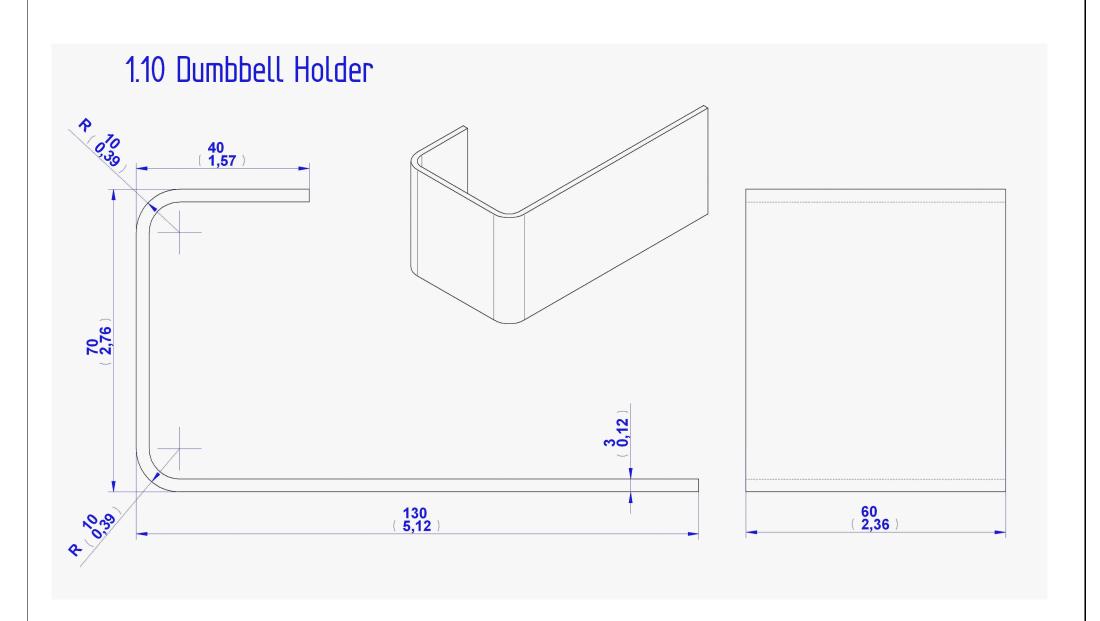


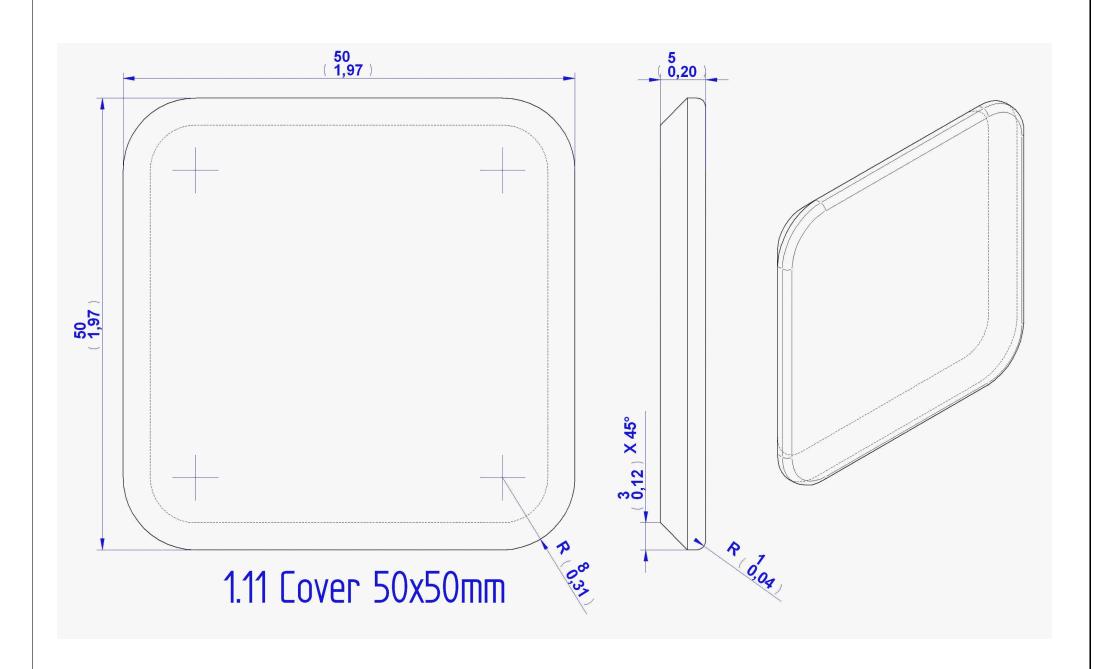


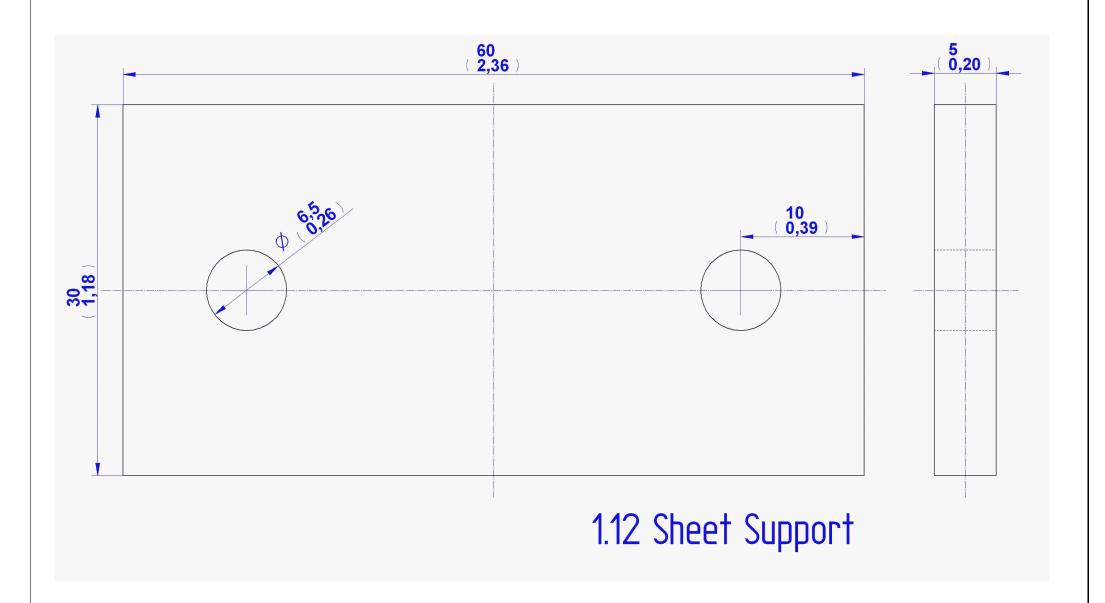
### Frame components

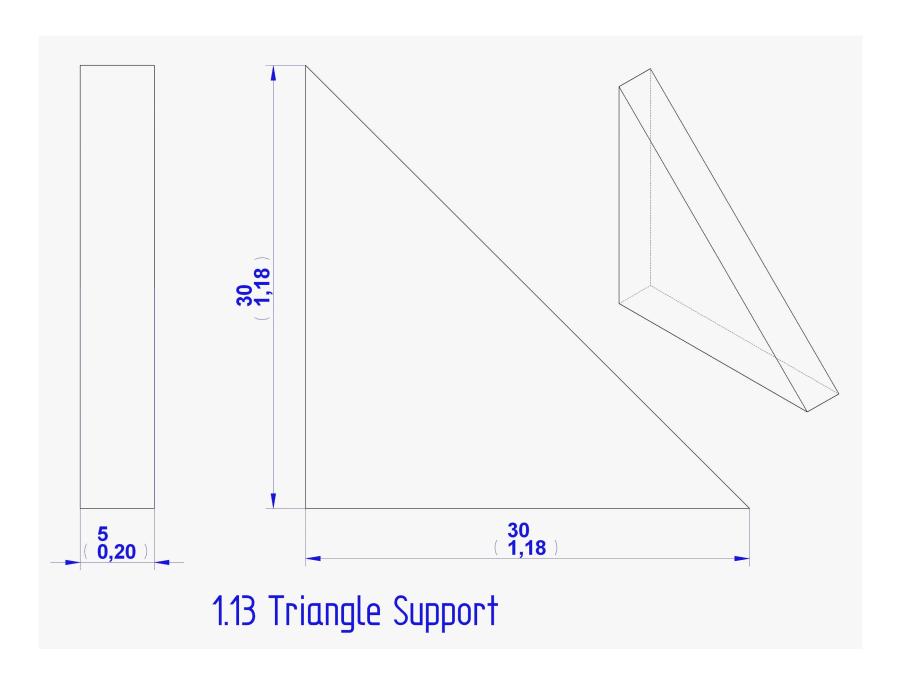








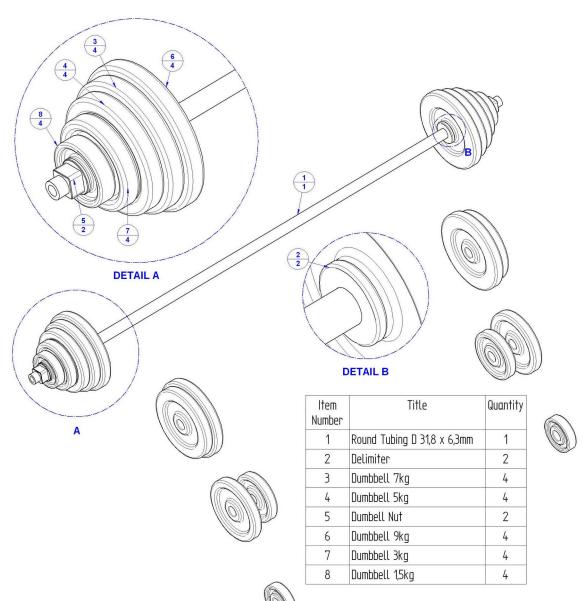


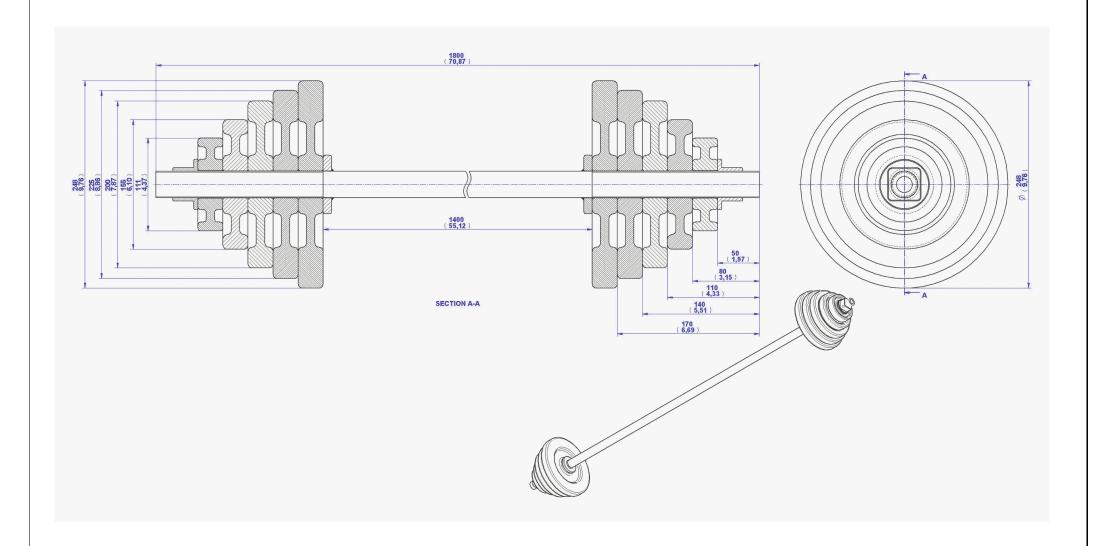


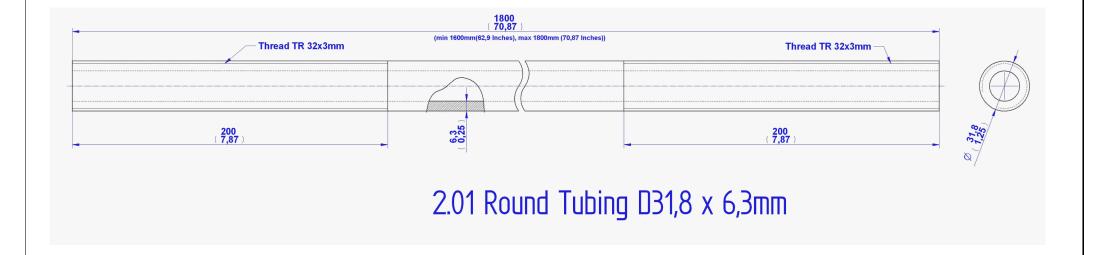
#### **Standard Parts**

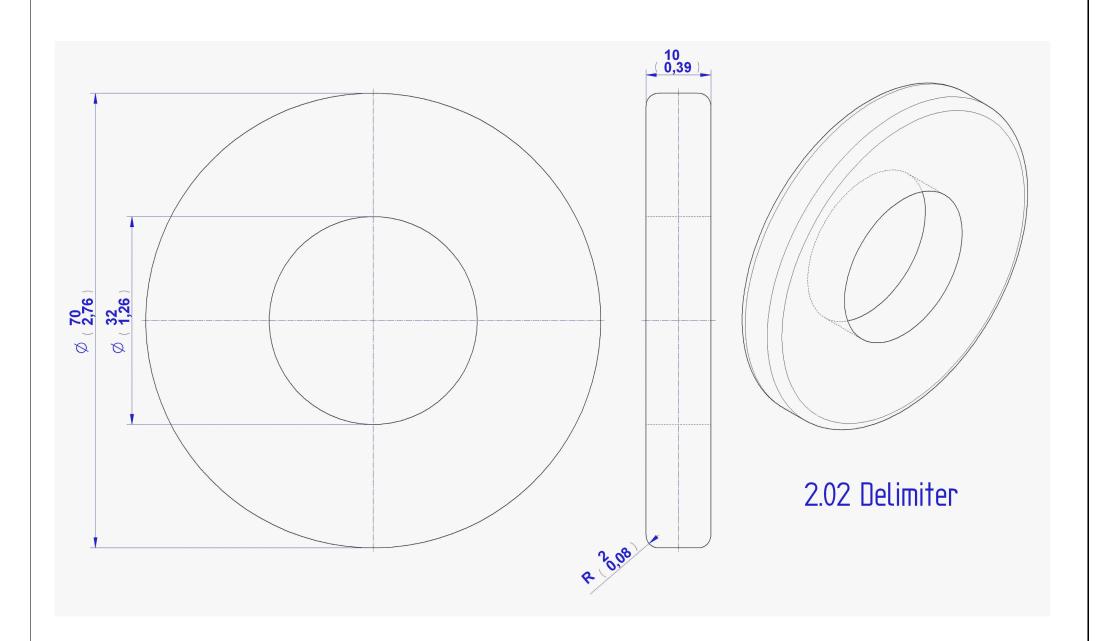


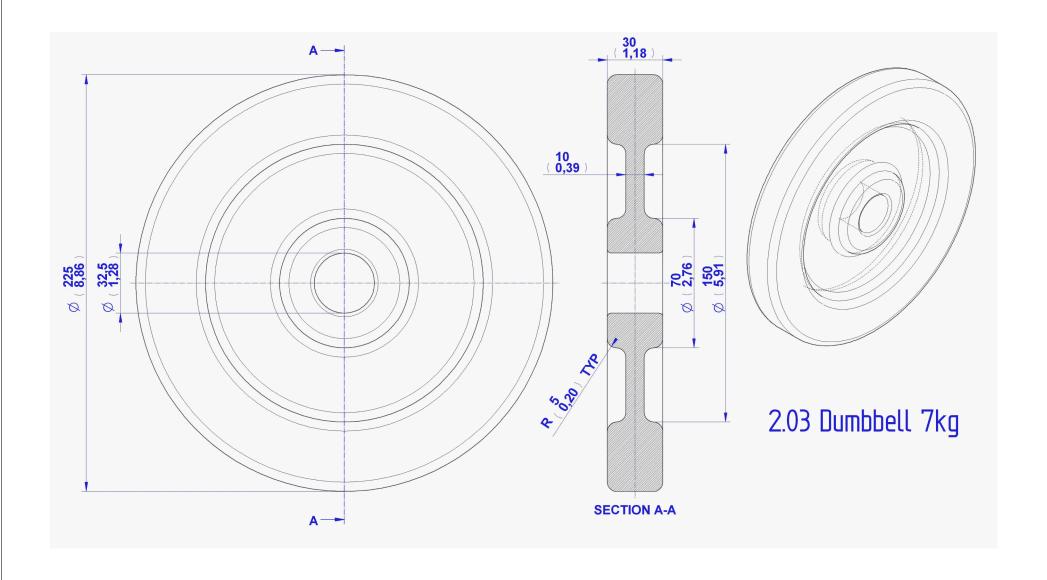
# 2. Weight set sub-assembly – Parts list and 2D documentation

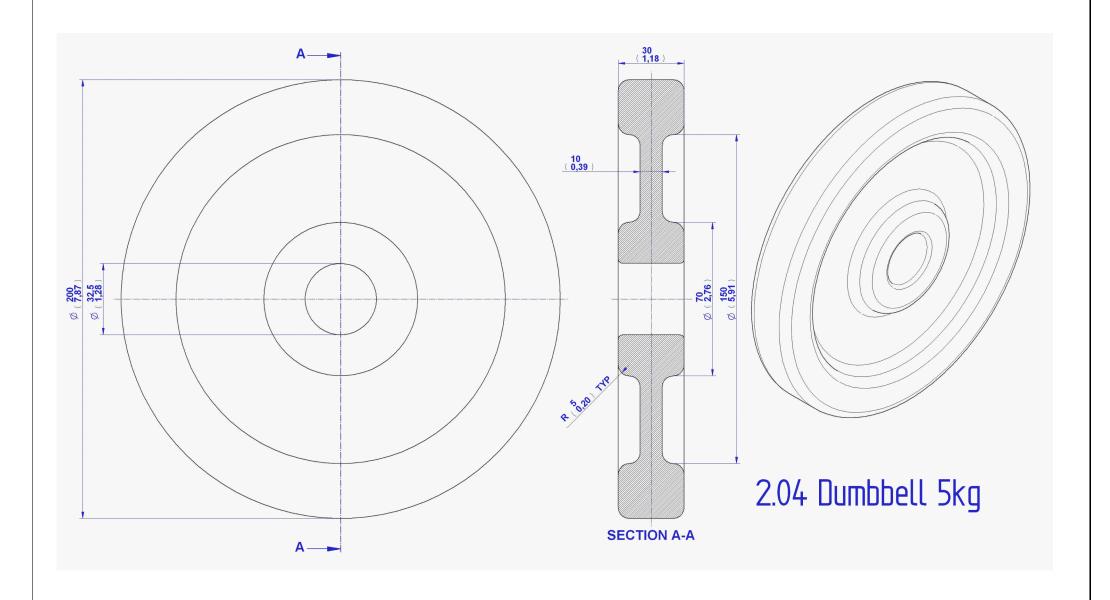


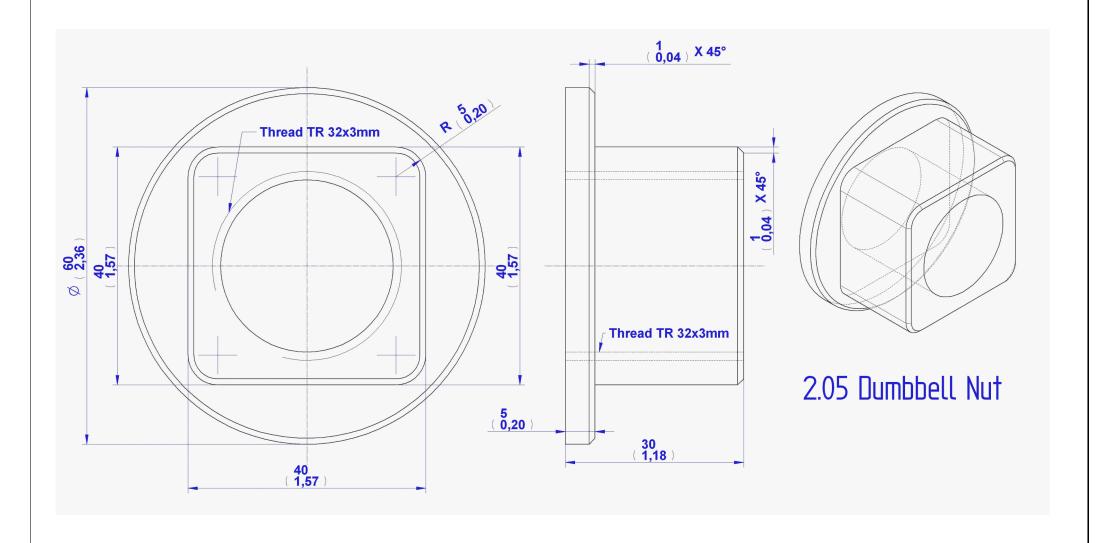


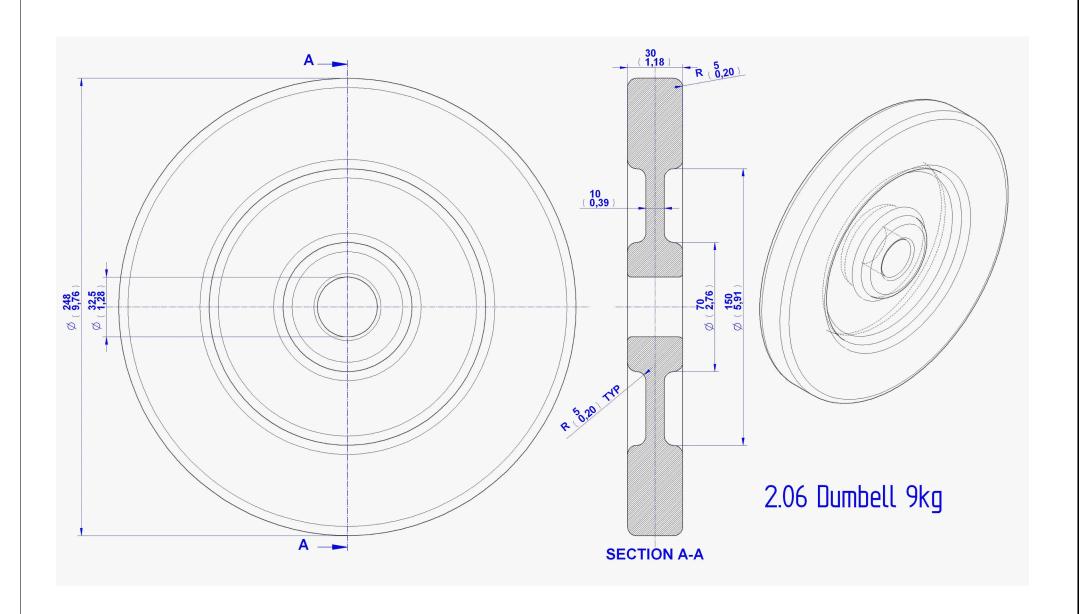


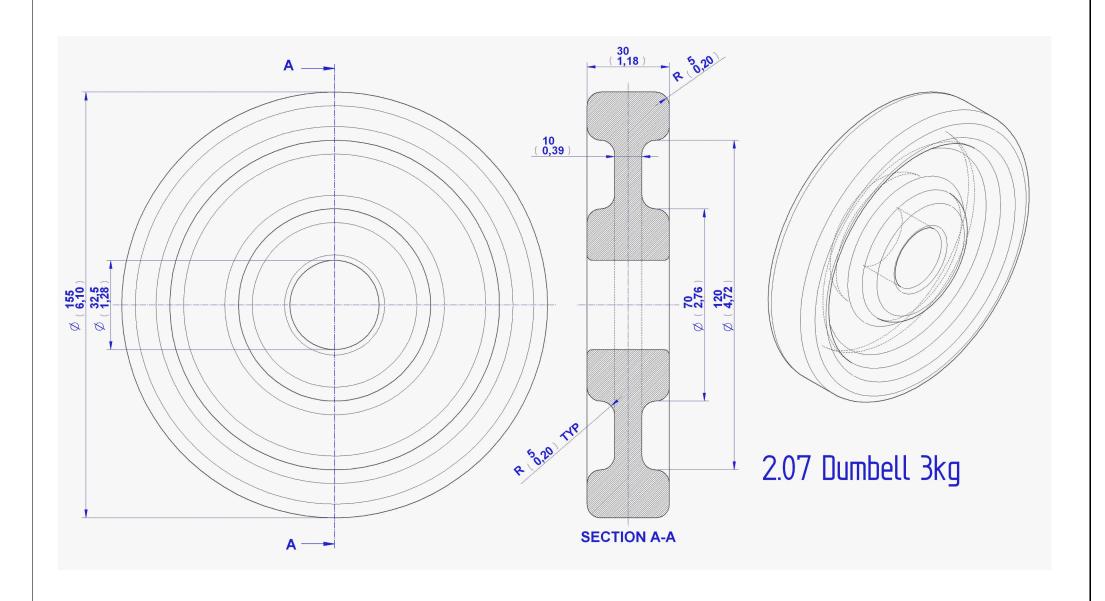


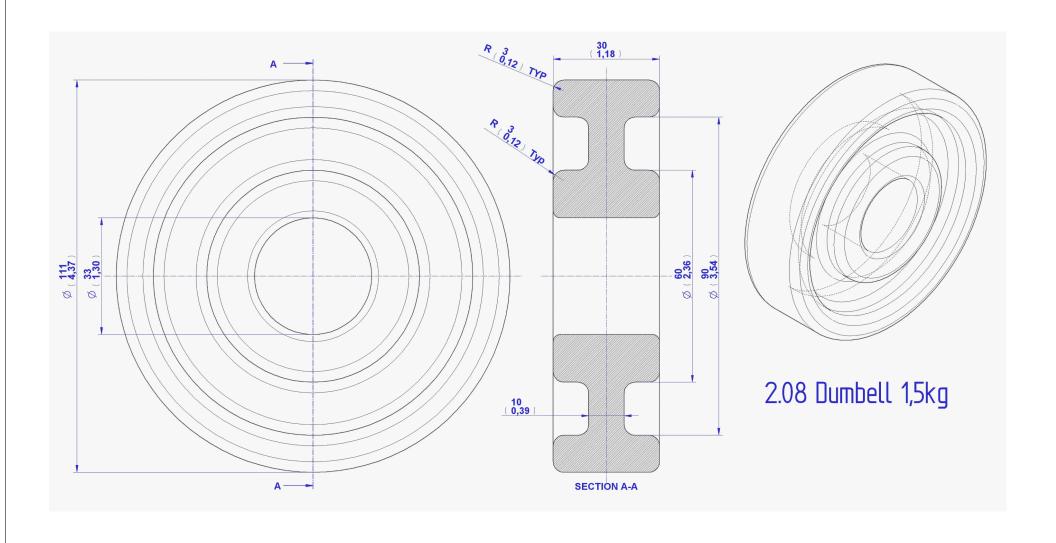




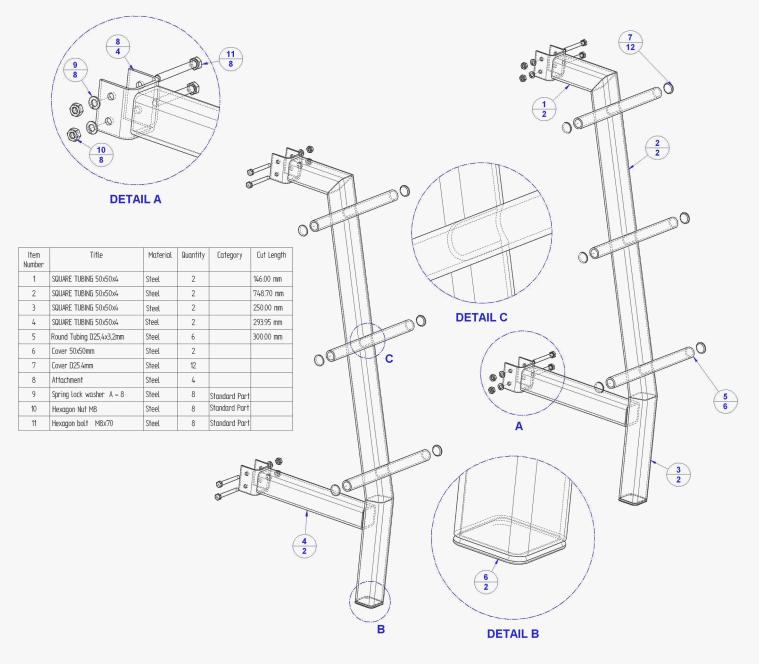


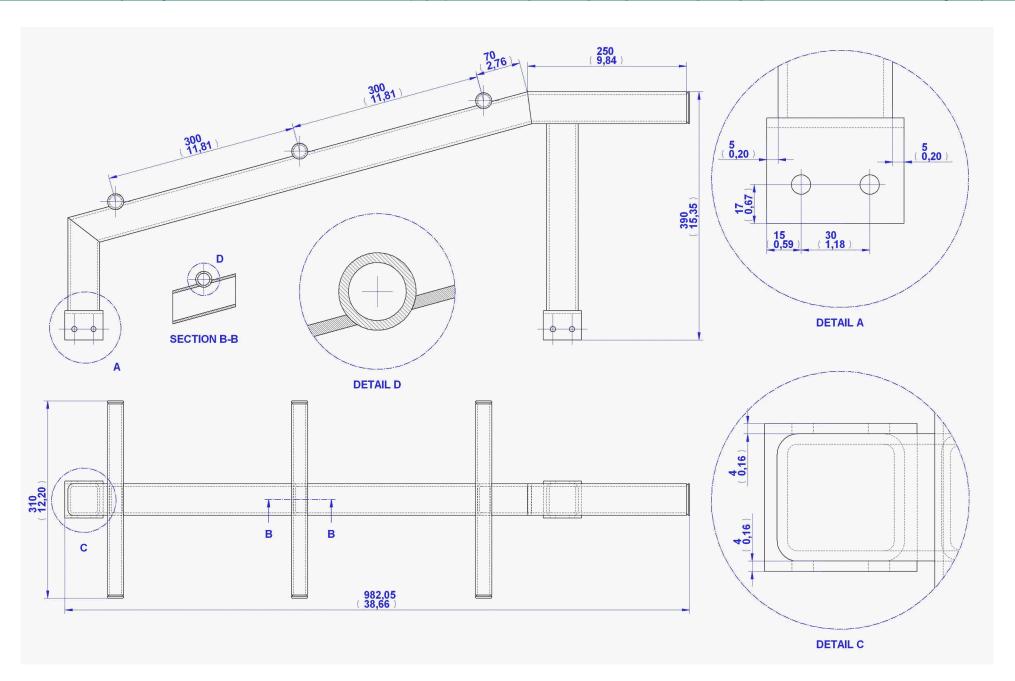




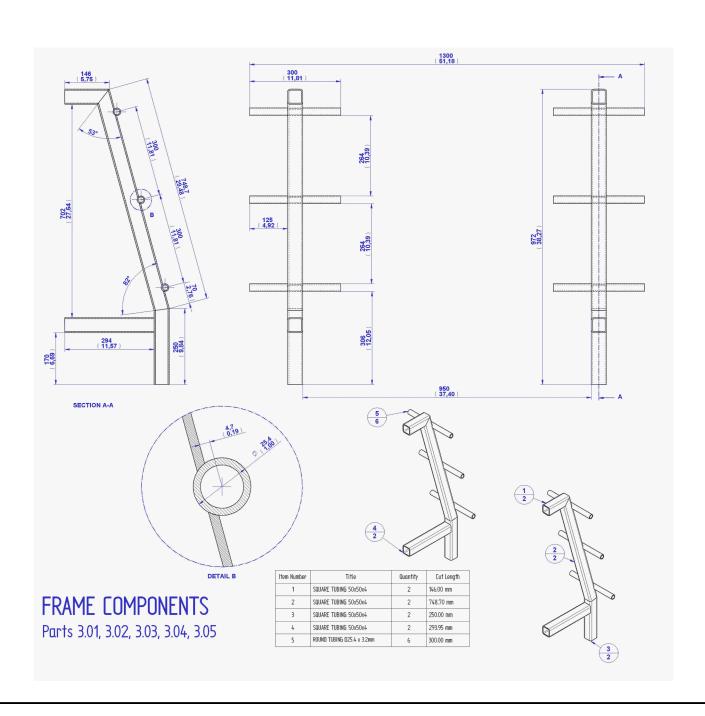


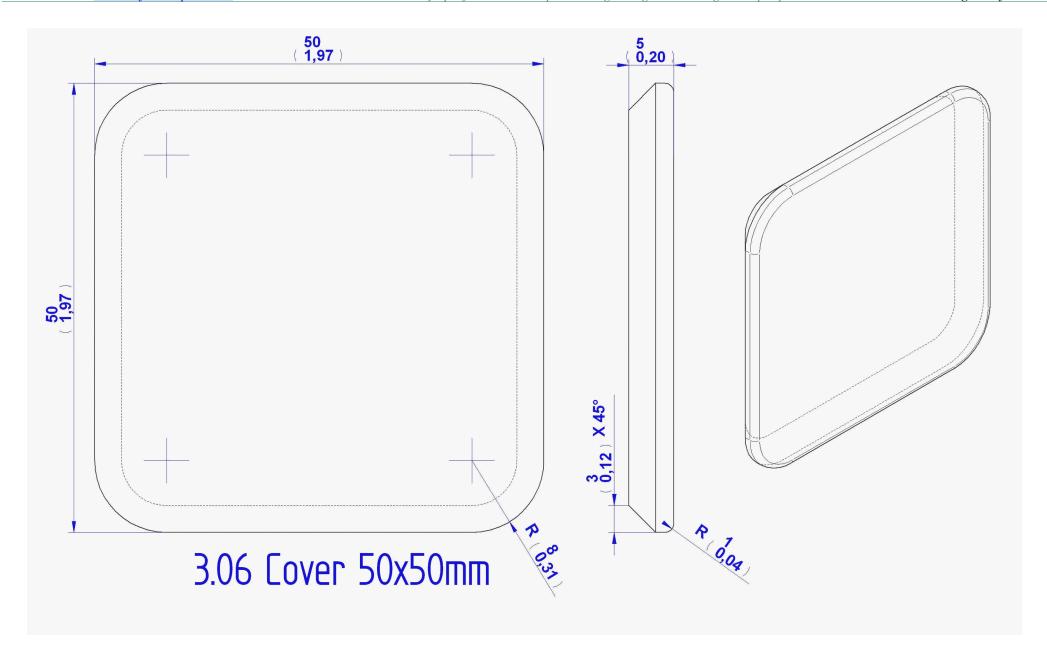
### 3. Plate storage sub-assembly – Parts list and 2D documentation

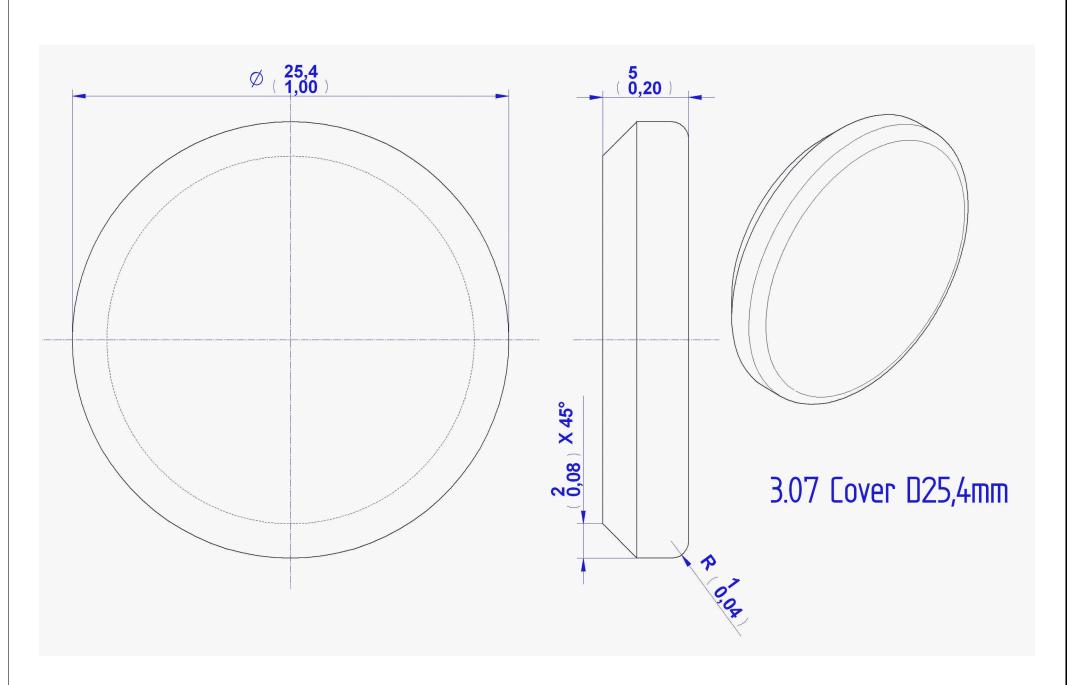


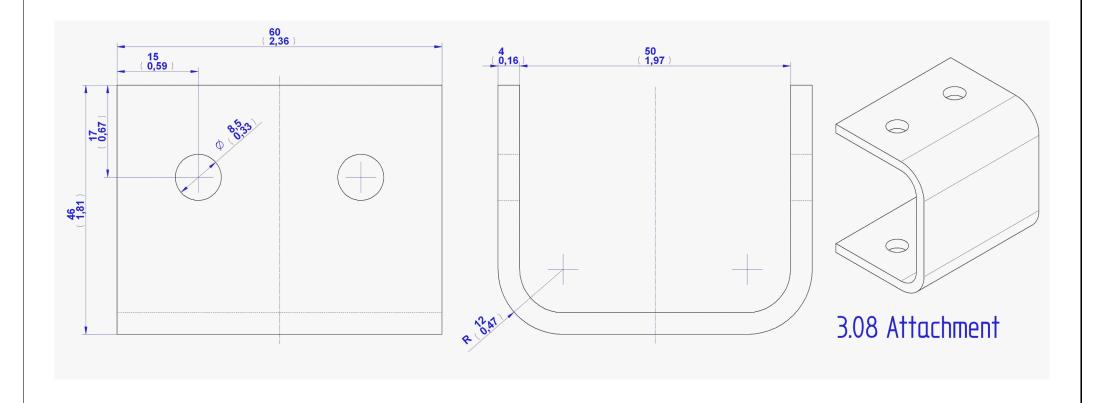


### Frame components

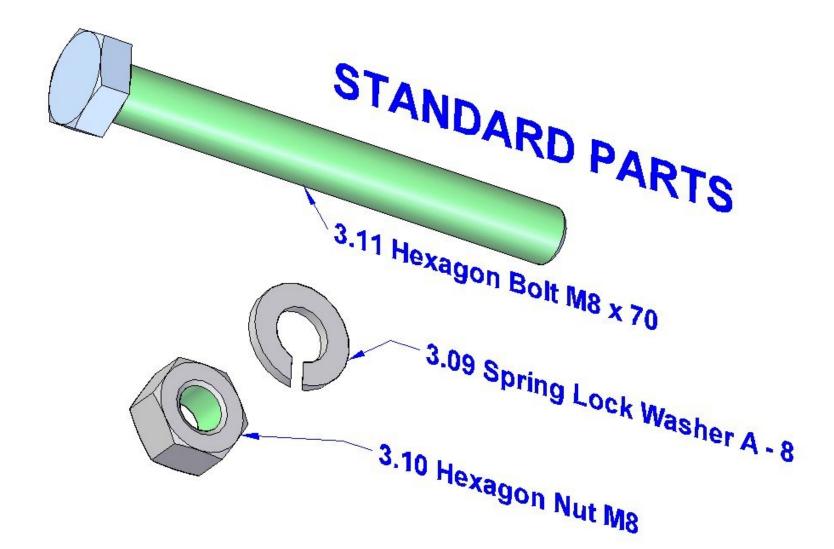




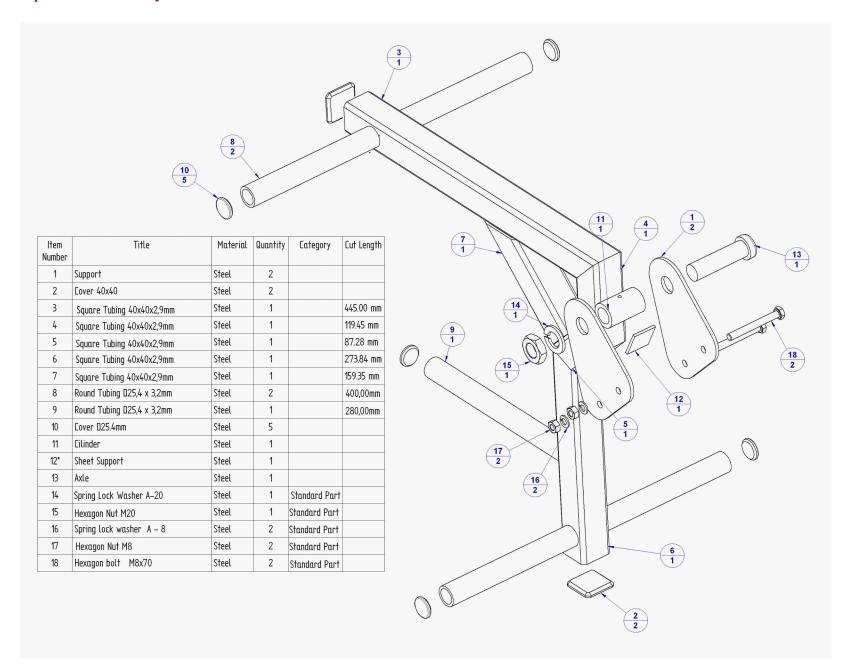


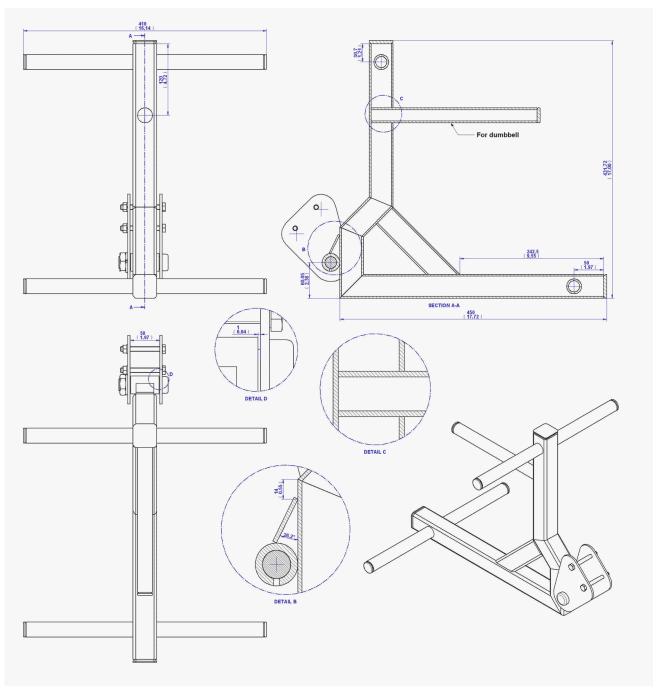


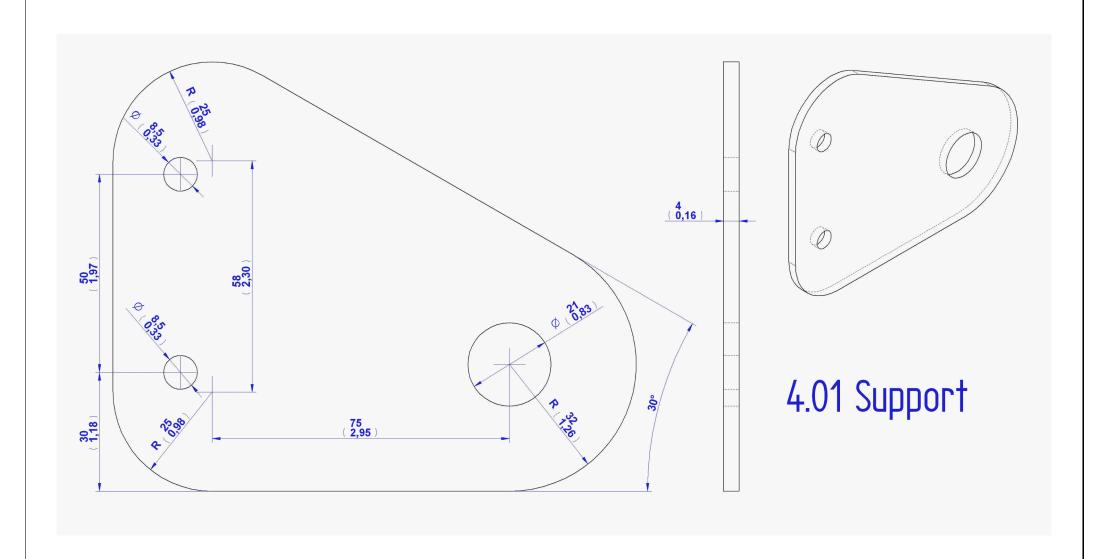
#### **Standard Parts**

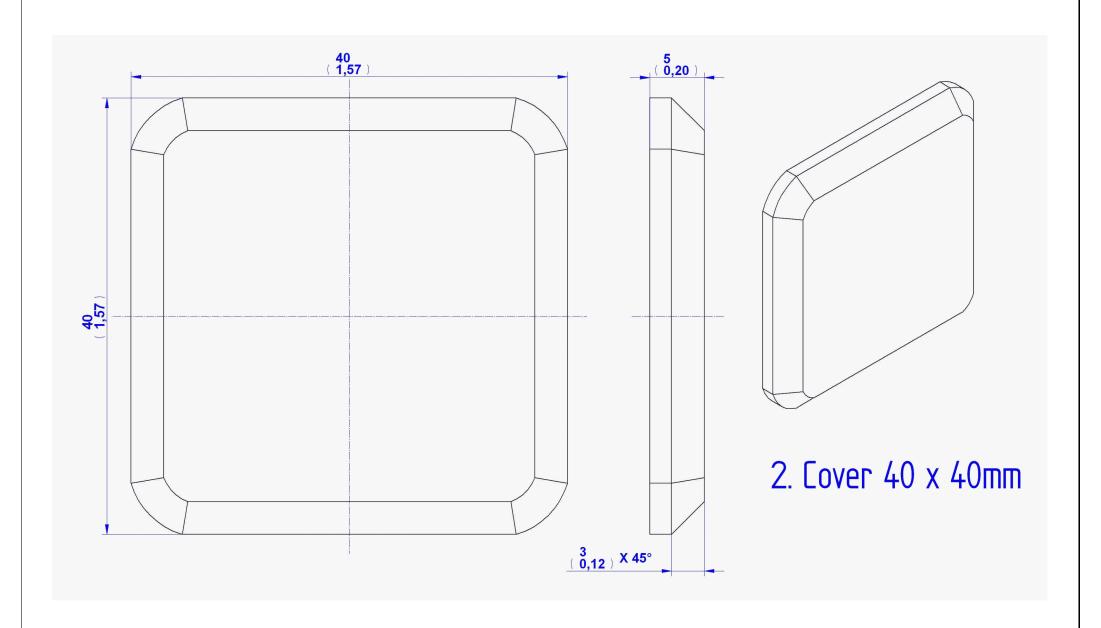


### 4. Leg developer sub-assembly – Parts list and 2D documentation

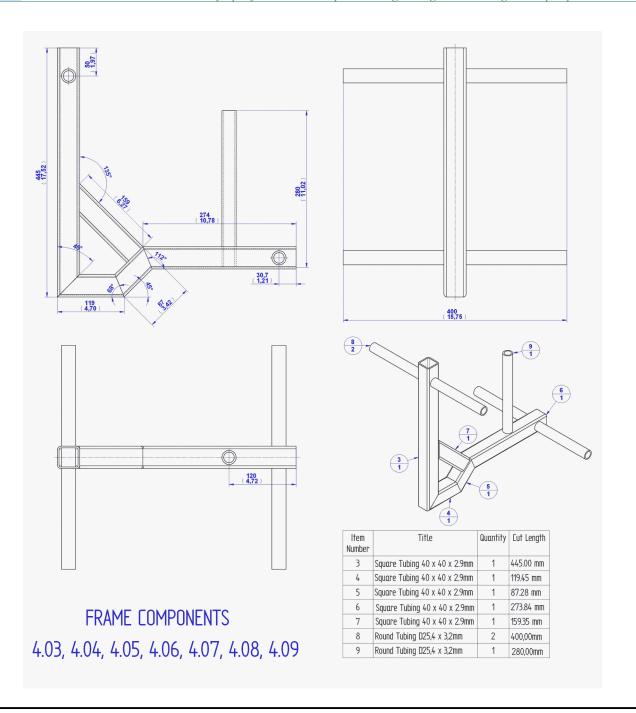


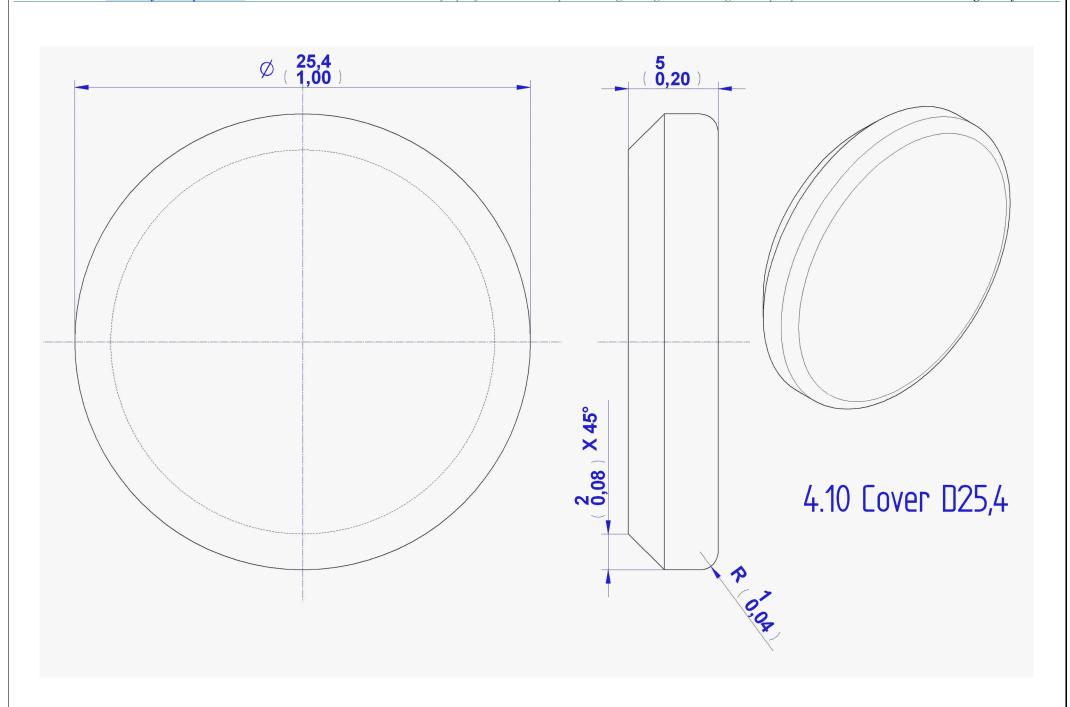


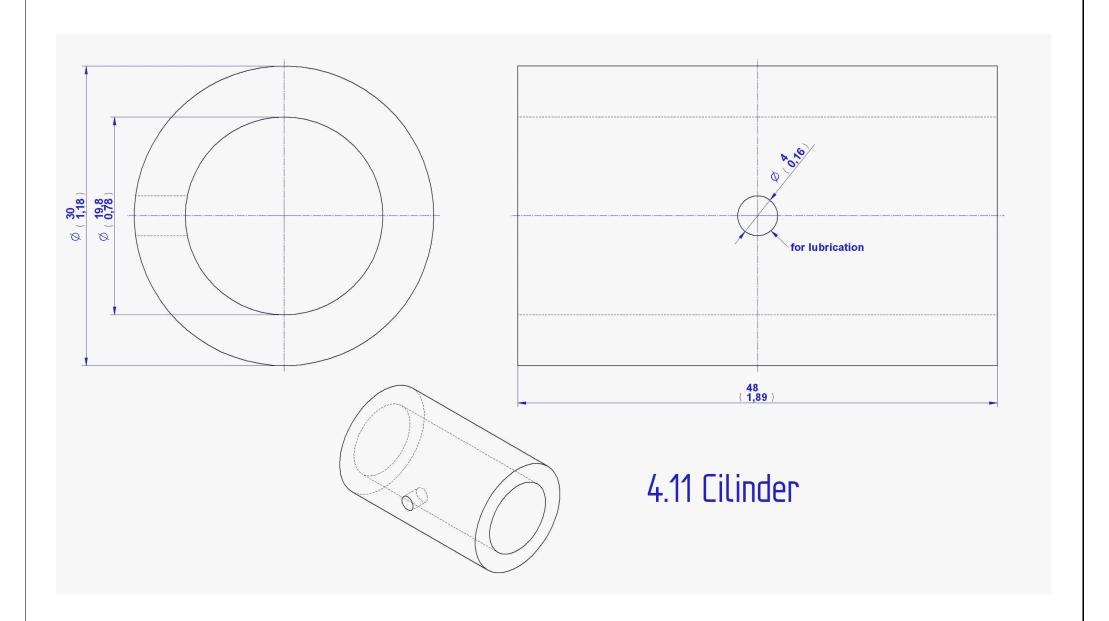


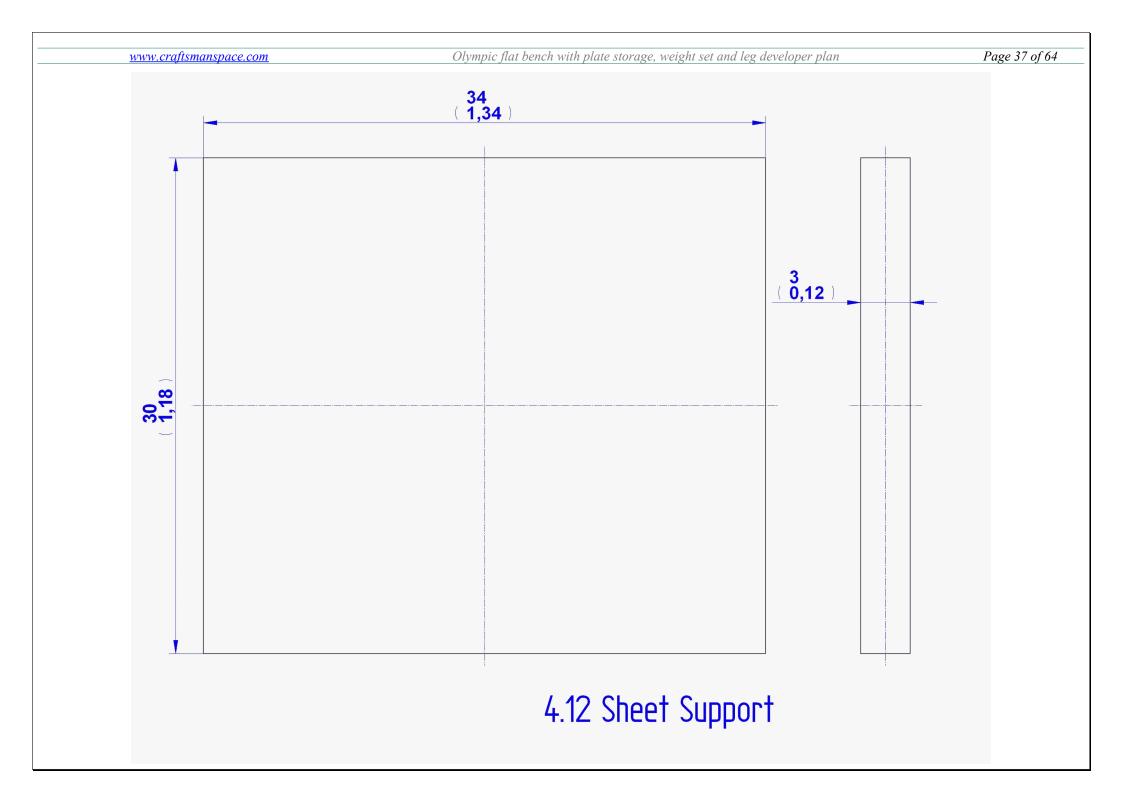


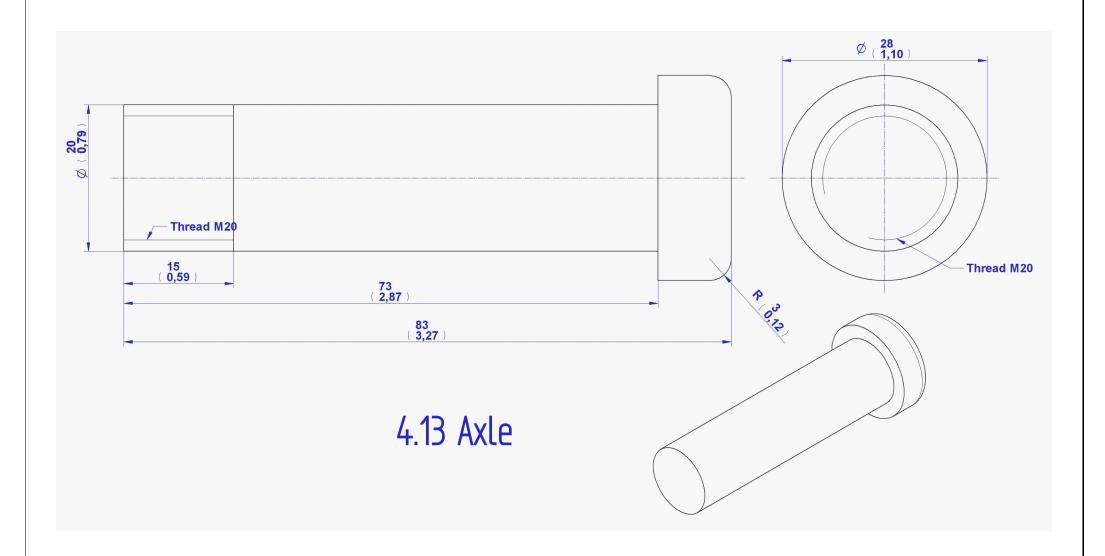
# Frame Components











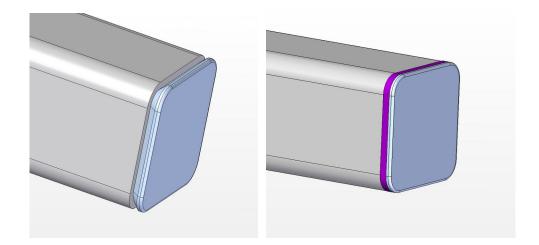
#### **Standard Parts**

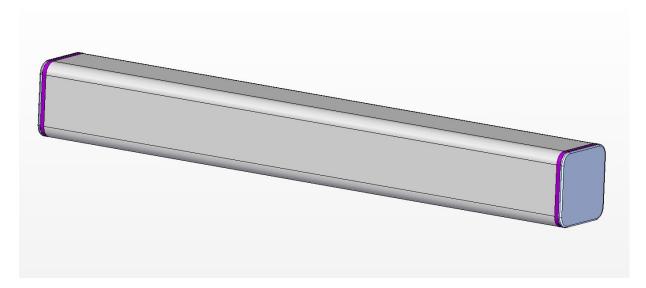


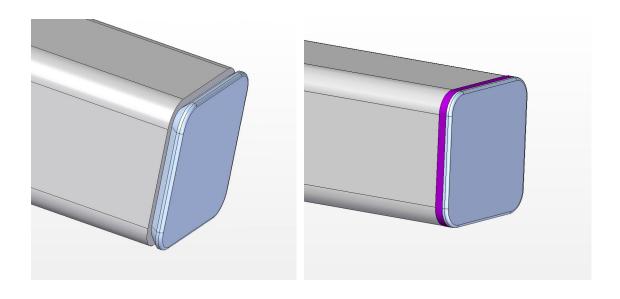
# Assemblage images

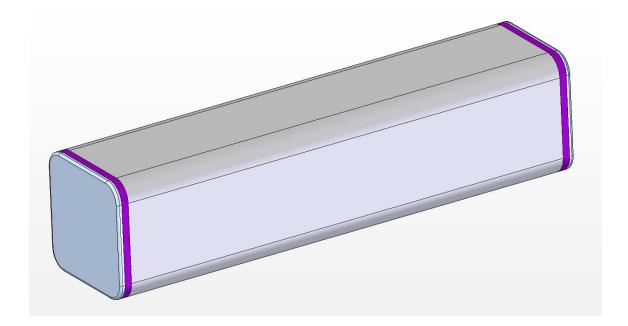
## 1. Flat bench sub-assembly

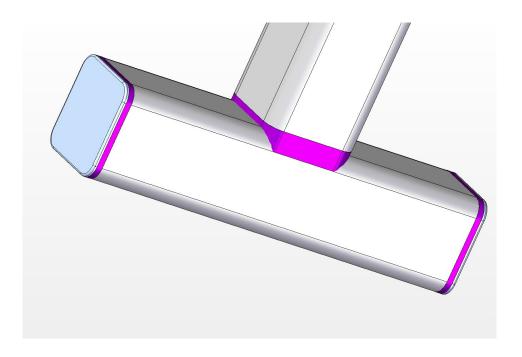
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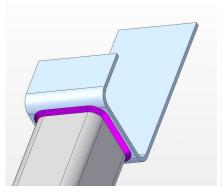


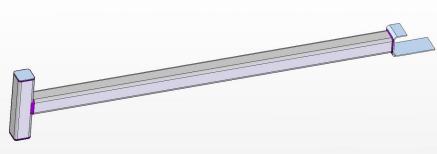


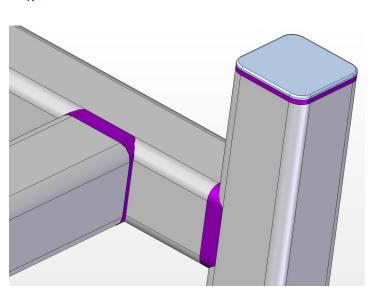


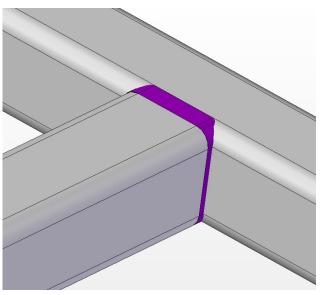


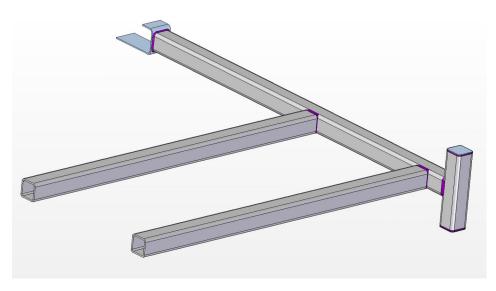


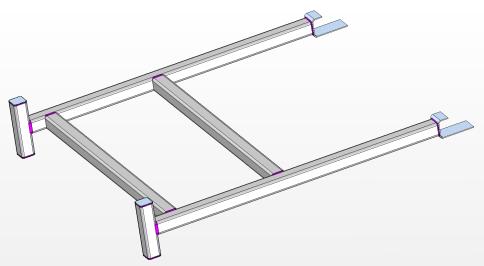


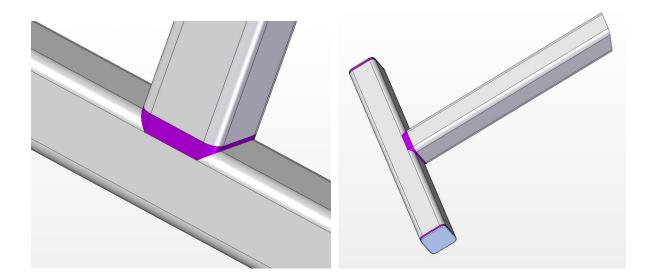


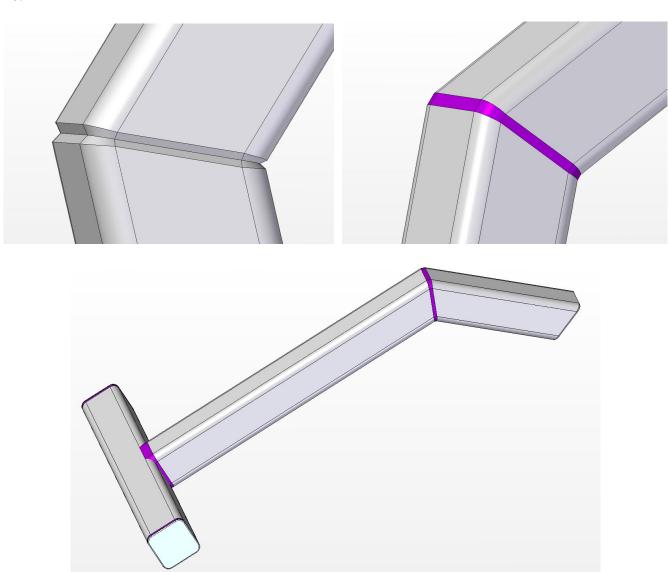


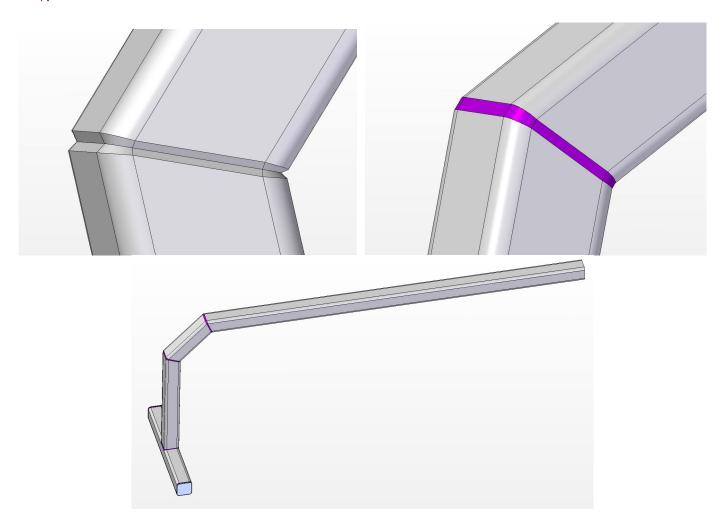


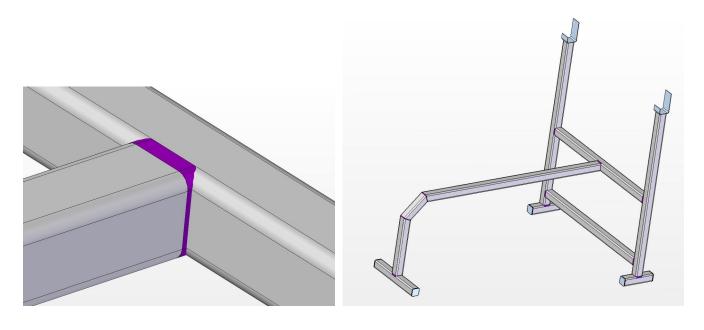


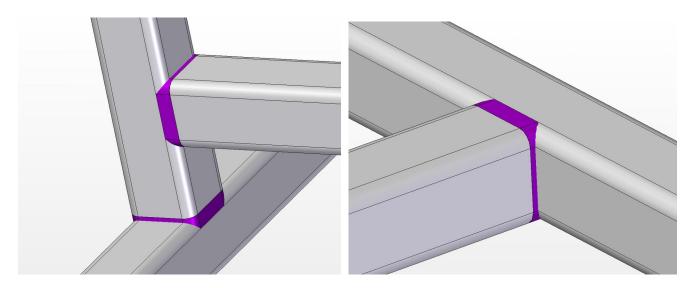


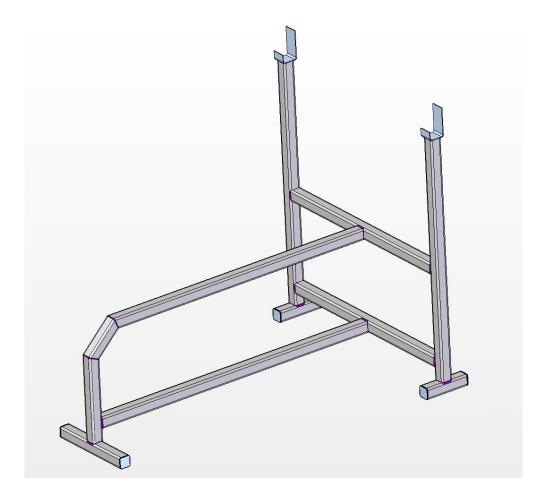


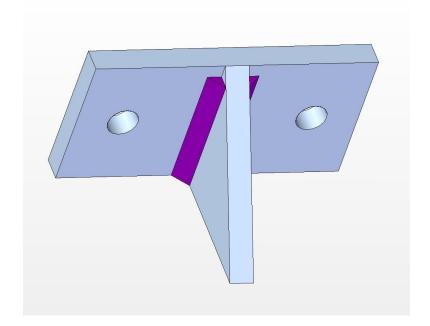


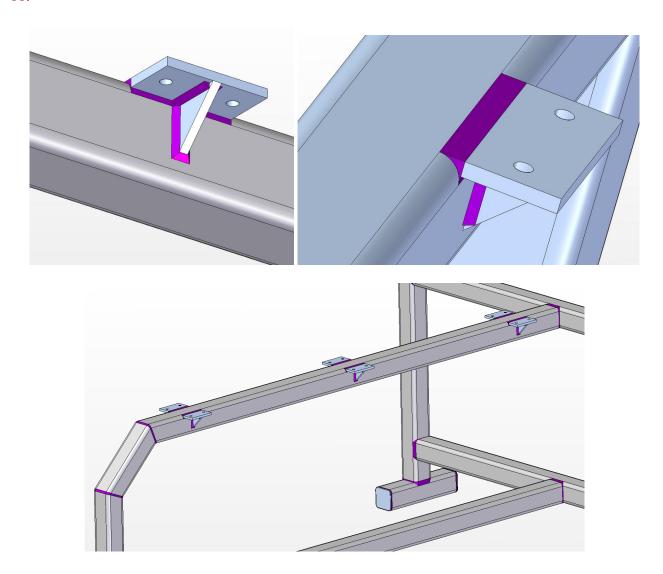


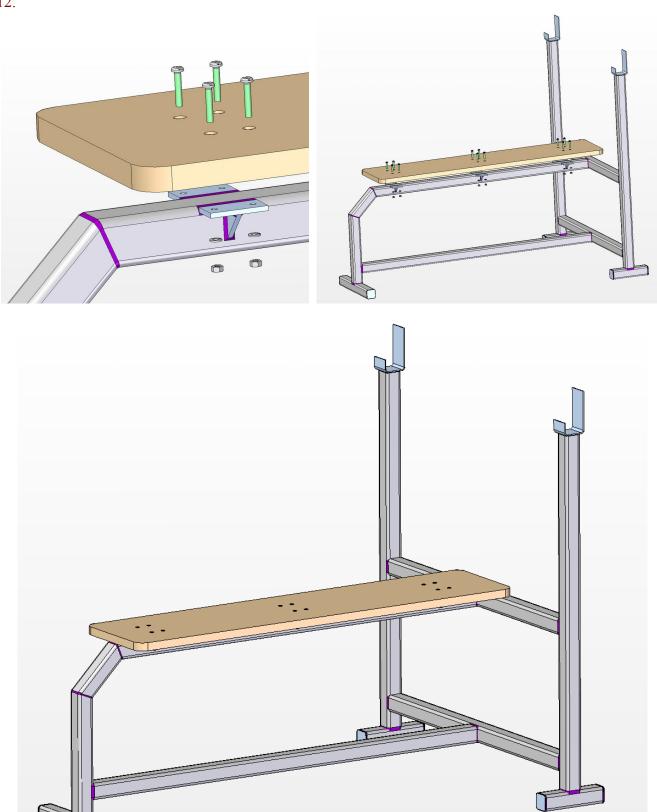






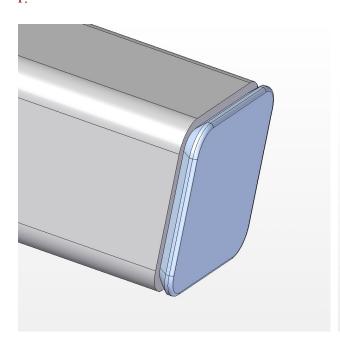


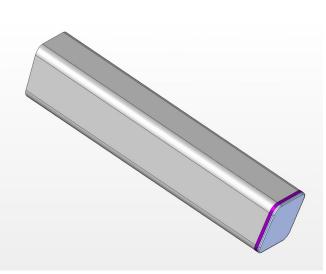


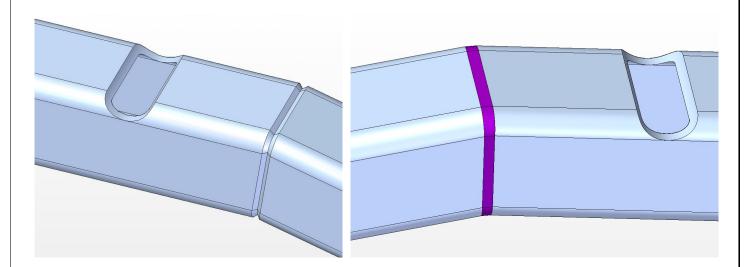


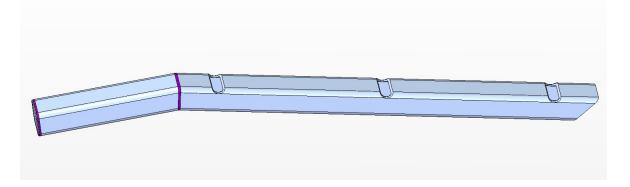
## 3. Plate storage sub-assembly

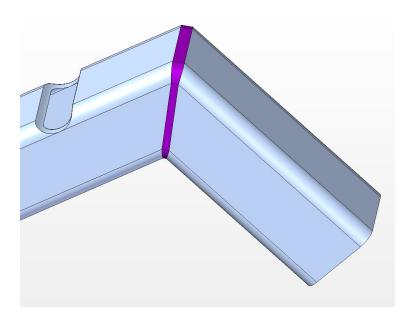
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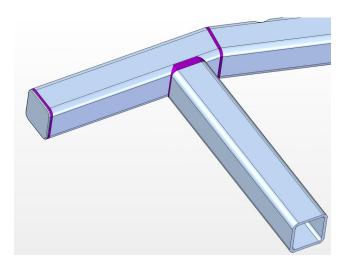


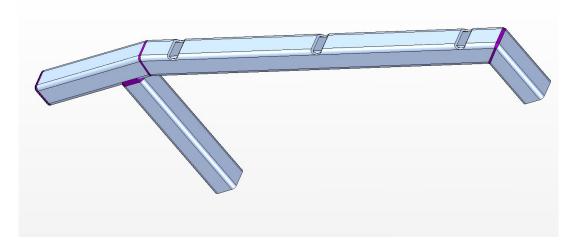


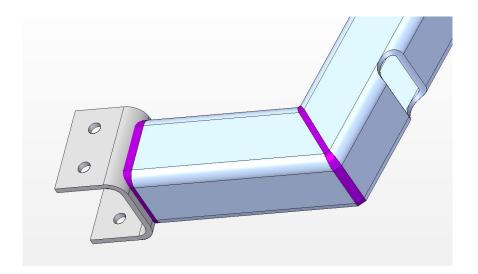


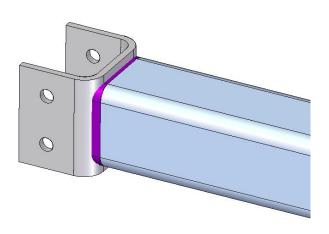


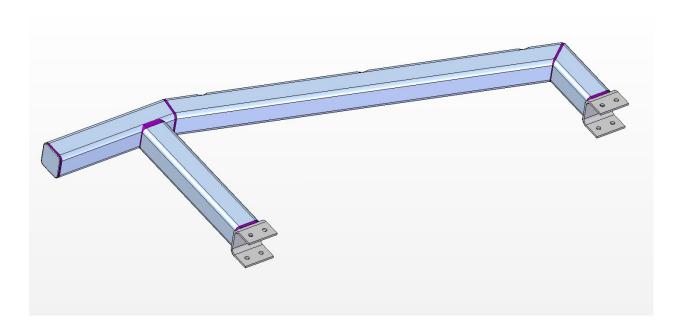


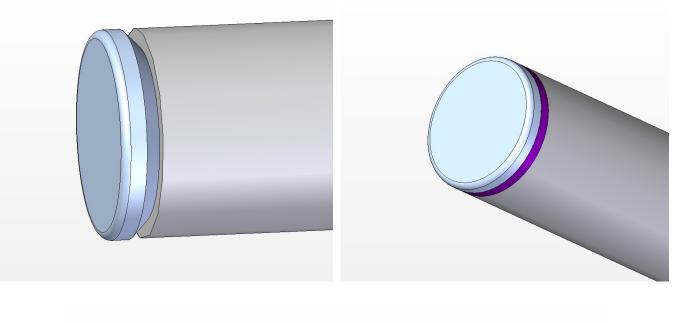


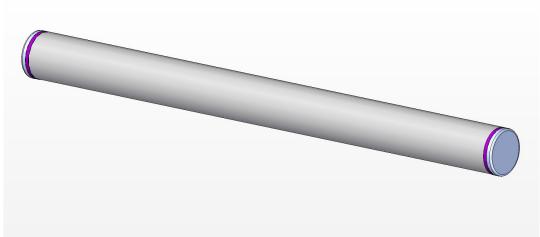


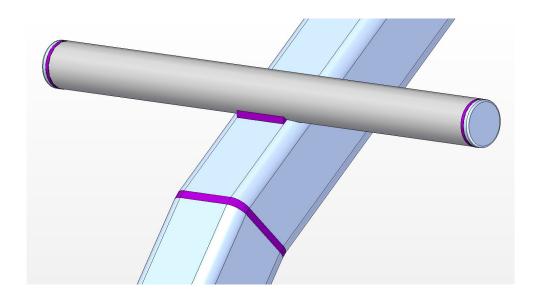


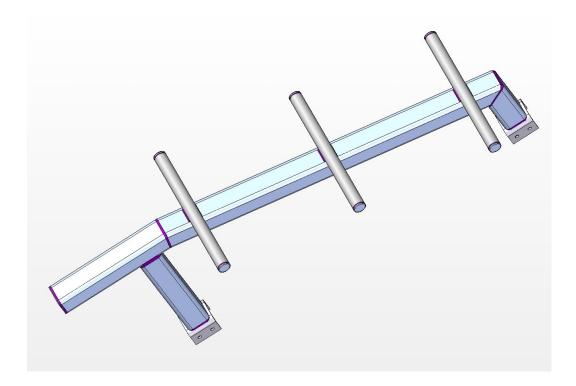




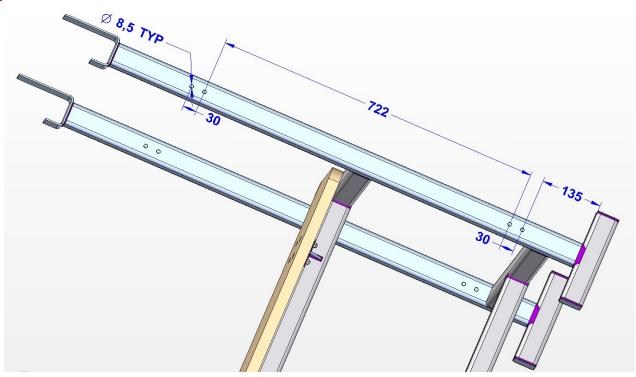


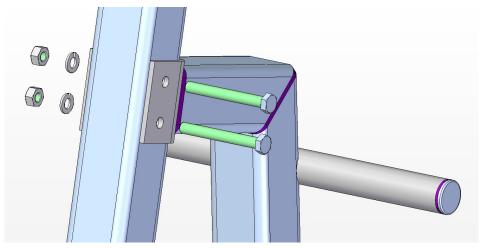


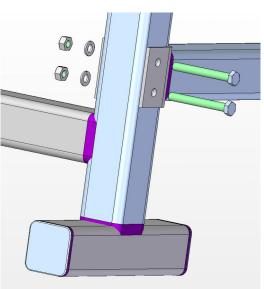


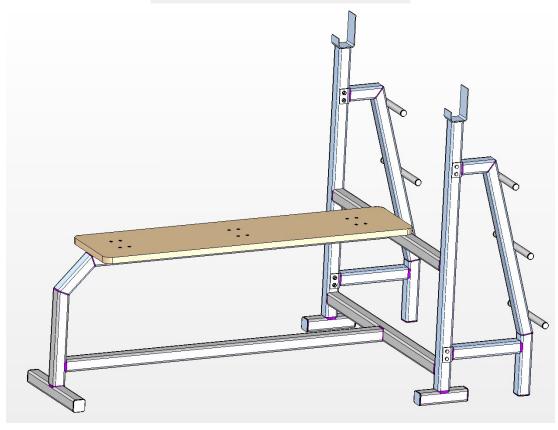




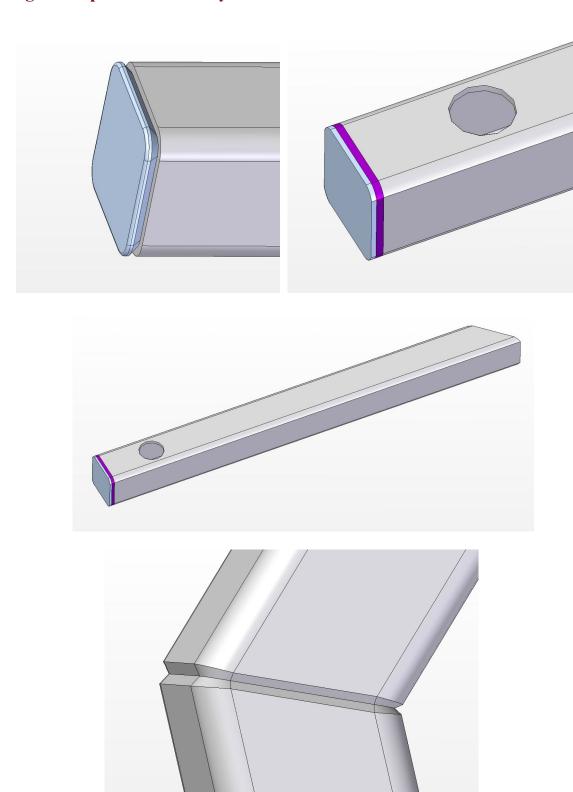


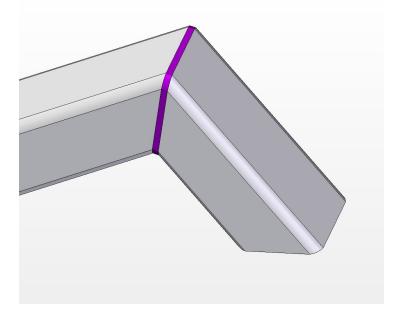


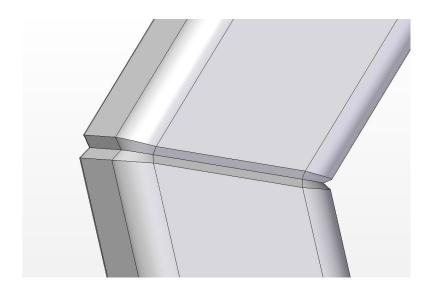


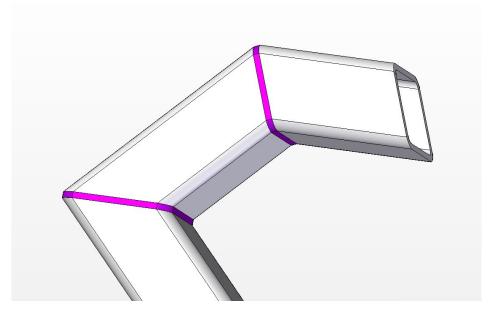


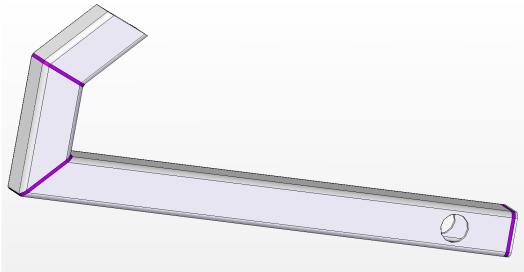
#### 4 Leg developer sub-assembly

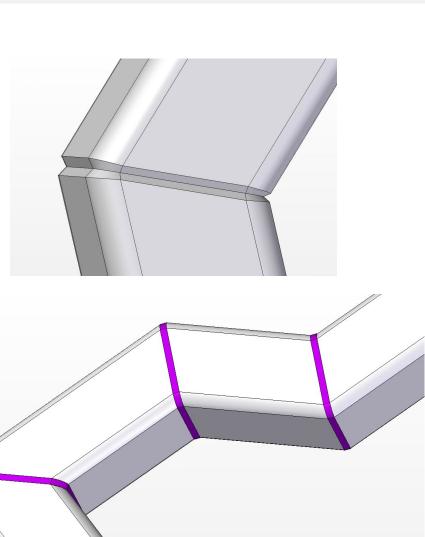


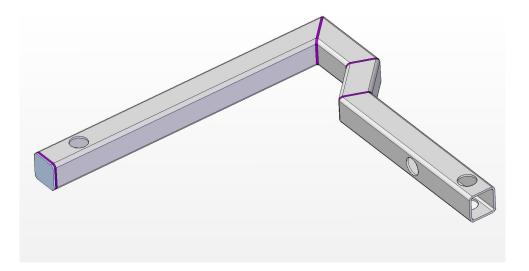


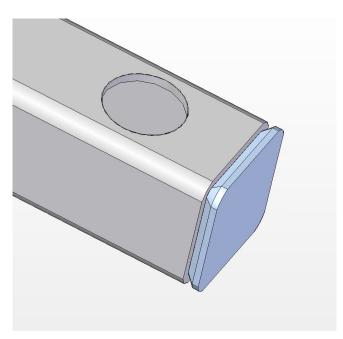


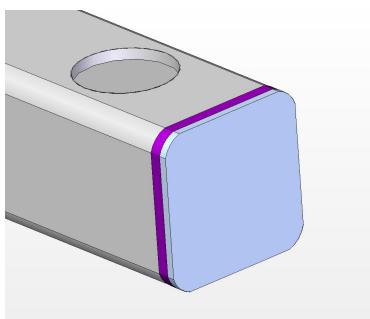


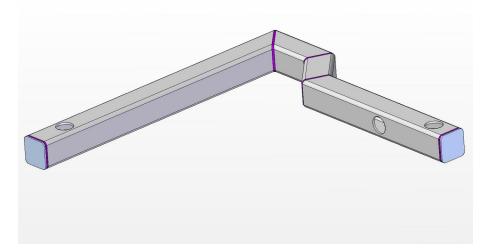


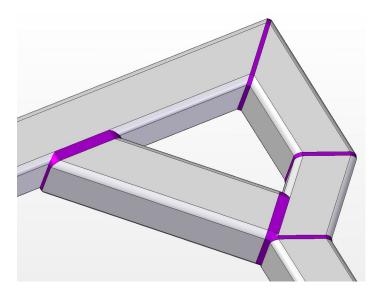


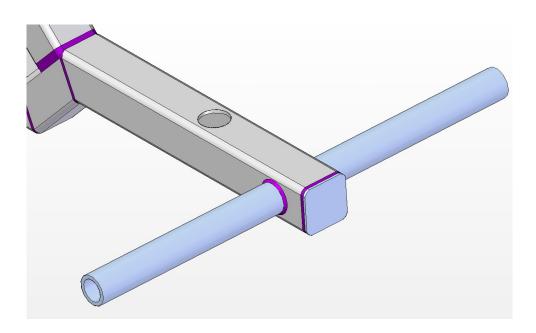


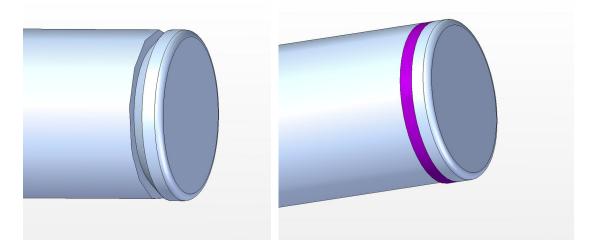


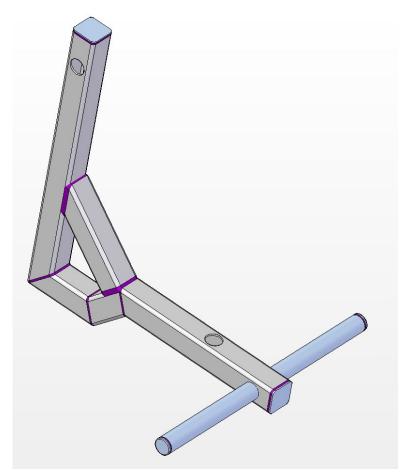


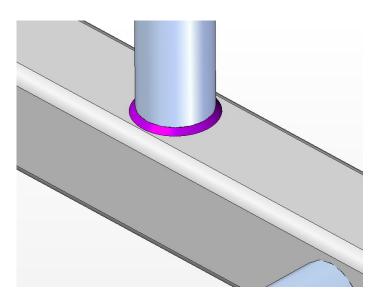


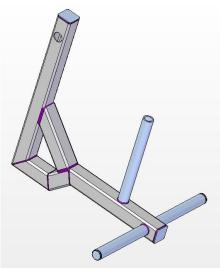












10. .

