# **REI MOUNTAIN 3**

## SETUP INSTRUCTIONS



### CHECK INSIDE THE TENT BAG FOR:

- Tent body and rainfly
- Gear attic (inside tent)
- 3 poles + 1 pole/hub set Pole bag and repair tube
- 13 stakes and stake bag = 6 guylines with tighteners





#### **PITCHING THE TENT**

- Lay out and tautly stake down tent. Lay the orange poles with the hub on top of tent. Flat side of hub points up.
- Insert pole tips into the grommets with orange webbing (use middle grommets). Raise the tent. Clip the small hook on top of the tent into the hub.
- Plug silver poles' tips into silver side-tabs' outer grommets. (Poles go outside orange poles.) Find the paired clips on 1 side; lift orange pole; clip to silver pole above and below orange pole. Repeat on other side.
- Attach all pole clips to poles.

#### ATTACHING THE FLY

- Drape rainfly over the tent so that the orange tabs on the fly and tent body align.
- Attach the rip-and-stick wraps on the fly's underside to the poles.
- Set the tips of the silver pole into outer grommets on orange corner tabs near the door. Attach clips on the rainfly to this pole.
- At corner and side tabs, slip the rainfly's grommet onto the bottom of the pole tip: then tighten all buckles.
- Stake down vestibules via 1 rear and 2 front webbing loops, then tighten buckles.
- Snow flaps keep wind and snow out of vestibule; tie flaps together to create a vestibule floor.

#### ADJUSTMENTS

- The door stows in a pocket by the "hinge" on the side.
- Increase ventilation by unzipping the vent on the rainfly and the vent on the tent ceiling.
- If the tent body is slack, move pole tips to inner grommets. Increase fly tension by tightening buckles (see above) at corners.
- Using extra guylines in wind: Tie free end of guyline to a guyout point on the fly; pull a loop of line out from the tightener: stake down the loop and slide the tightener toward the fly.
- For camping on snow, use snow stakes (sold separately).

**3 WAYS TO GET REPLACEMENT PARTS:** 

**REI STORES • WWW.REI.COM • 1-800-426-4840** 



