

Item 22900 - Self-Inflating Camping Mattress

Thank you for buying a Texsport Authentic Adventure Gear Product. We hope you enjoy your new self-inflating camping mattress and that it will serve you with many years of camping pleasure. We encourage you to read and understand each step of the set-up instructions prior to working with the self-inflating camping mattress.

FIRST TIME USE INSTRUCTIONS:

This self-inflating mattress has been stored in a compressed state, it may not inflate satisfactorily on the first inflation. To inflate allow the mattress to lie flat with the valve open overnight. Then deflate and inflate. For best results, repeat two or three times before first use.

TO INFLATE:

Step 1 ..Lie mattress flat and open valve

Step 2 ..Allow mattress to gradually fill with air and inflate automatically (may take up to 30 minutes for new mattresses)

Step 3 ..Close valve.

Step 4 ..Mattress may be slow to inflate in cold weather. Body heat will improve inflation efficiency. For best results, carry it close to your body or lie on it before inflation to warm foam.

TO DEFLATE:

Step 1 ..Open valve

Step 2 ..Roll the end that is opposite the valve toward the opened valve to force air out, close valve.

Step 3 ..To achieve a more compressed roll, with valve closed unroll and again roll the end opposite the valve towards the closed valve. Then open valve and force any remaining air out.

Step 4 ..Close valve.

Step 5 ..Tighten roll up straps.

Step 6 ..Failure to close valve will cause re-inflation

CARE:

Step 1 ..To clean, be sure valve is closed tightly, use mild soap and water, dry thoroughly.

Step 2 ..Never store your mattress damp – mildew may damage the cover.

Step 3 ..It is best to store your mattress fully inflated in a dry place.

WARNING:

This mattress is not designed to be used as a flotation device. It will not float if water or if excess moisture is allowed to get into the float cells. This mattress is flammable and should not be used in close proximity to open flame or extreme heat.