

#### DESCRIPTION

An easy DIY that will bring a high-end finish to a "wanna-be" build-in at your kid's room while increasing the square footage of your house

All the measurements here, are simply for you to have some references, the final ones, will depend on the high of your ceiling and the material syou use.

Our choice was tu use slats made with pine-wood since are very affordable and sturdy. We got them "nature", without stain. It will allow us to change it's appearance if we want to at any time. As a upper floor, we got a plywood board, as big as the mattress surface. This time we went for white, to bright up the space and give the feeling that it is bigger than actually is.



#### STEP BY STEP



### Step 1

Build your IKEA MYDAL Bunkbed. Place it on a corner and leave the side facing the room of the upper "bed" opened.



Cut the legs off. It will give additional space on top so the children can easily stand while allowing the kids go up and down the bed even at young age.





#### Step 3

Cut a Plywood board apx. 15mm thick into the space for the upper mattress and place it there. The slats of the MYDAL will give enough suport for the floor.



Place a little fence on the lower part of the Bunk Bed, it will give your child a protected feeling when laying down on bed.





#### STEP BY STEP



### Step 5

If you already have a niche to place the Bunk Bed in, great! Otherwise, you can built a wall at the foot of it.



Change the slat of the ladder of the existing Bed for one with your room hight. Place it and add the latter and the fence for the upper part. For a built-in look, place left and right a slat to cover the gaps betweed the bed and the walls-



#### Step 7

Screw the vertical slats onto the horizontal fence (original) and the top beam which is bolted to the ceiling for maximum steadiness.

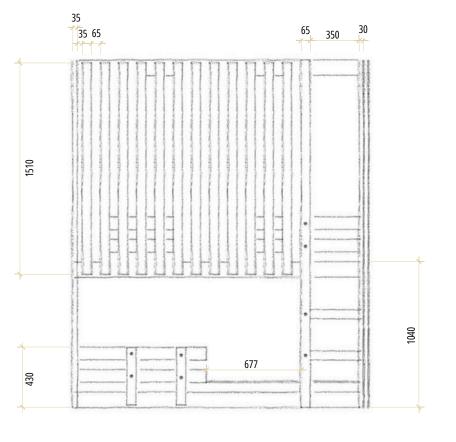


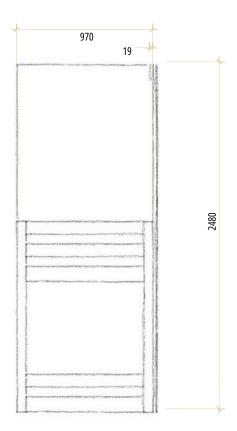
Place the mattress, on the under part and do the Bed. Now you can enjoy the playtime with your children "upstairs" on their little hide-out.

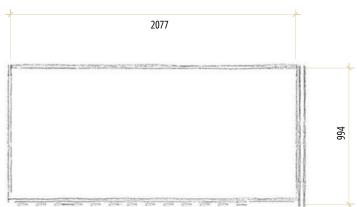


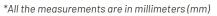


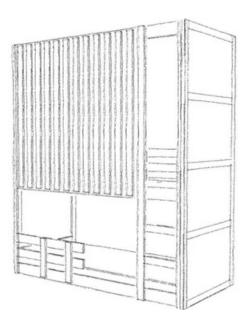














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