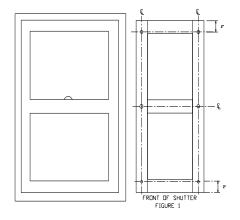
Legends Direct COUNTRY STYLE INSTALLATION USING PAINTED HEAD SCREWS

For Siding Made of: Wood, Vinyl or Aluminum

- 1. Lay shutter face up on a clean, flat surface, preferably a piece of plywood.
- 2. Measure 3 inches down from the top and up from the bottom of the shutter and mark a spot in the center of the stile. Drill a 1/4" inch diameter hole at each of the marks and two more holes in the stile at the center of the panel. SEE FIGURE 1
- 3. Position the shutter on the house next to the window.
- 4. Using a suitable marker, mark the mounting hole locations on the building.
- 5. Remover the shutter and, where marked, drill a 1/4" inch diameter hole through the Wood, Vinyl or Aluminum siding.
 - Do not drill into the wall
- If the wall is Wood
 - Drill a 1/8" inch diameter hole 1 3/4" inches deep into the wall
- 7. If the wall is Masonry or Brick
 - For Masonry or Brick, you need a screw anchor. The type of anchor you purchase will determine the diameter of the hole. Follow the anchor manufacturer's instructions for installation.
- 8. Place shutter back on the house and fasten it to the wall using the painted head screws provided. Be careful not to over tighten the painted head screws or the shutter may become distorted.
 - We suggest using a hand screw driver rather than a power drill.
- 9. Repeat this process for all remaining shutter panels.

THE SHUTTER MUST BE MOUNTED as recommended in the illustration below. These instructions are intended to assist you in installing your shutters on a relatively smooth surface.

Figure #1



For The Warranty To Be In Force

The shutter must be mounted with screws in the positions specified in the illustration. The screws must go into the wall

PAINTING

These shutters are Not Paintable, unless Paintable is ordered.

Painting other than Paintable will void the warranty.

CLEANING

Shutters can easily be cleaned using mild dish soap and water, to maintain their luster.

TOOLS REQUIRED

Electric Drill: 1/4" Drill Bit

Phillips Head Screw driver: 1/8" Drill

Bit