

PERFECT SHUTTERS, INC

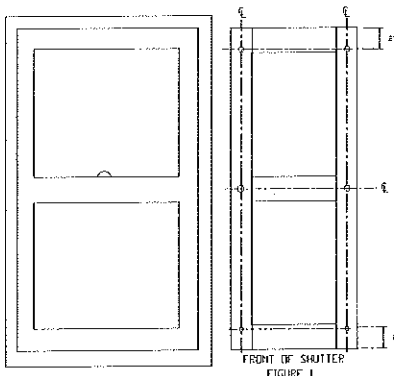
LOUVERED & RAISED PANEL INSTALLATION USING COLOR MATCHING SHUTTER SPIKES

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 2 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 5/16" 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. Remove the shutter and, where marked, drill a 5/16" inch diameter hole through the Wood, Vinyl or Aluminum siding only.
 - Do not drill into the wall
6. If the wall is Wood
 - Drill a 1/4" inch diameter hole 2 1/4 inches deep into the wall
7. If the wall is Masonry or Brick
 - Drill a 1/4" inch diameter hole 2 1/4 inches deep into the wall.
 - Note: A concrete anchor is not recommended when using shutter spikes.
8. Place shutter back on the house. Put Shutter spike in a hole. Using a hammer, gently tap the SPIKE in. Repeat until all 6 Shutter spikes are started. Then finish tapping them all in. **BE CAREFUL NOT TO TAP THEM IN TOO FAR!** They should only go down far enough for the underside of the Shutter spike head to touch the shutter when the back edge of the shutter is touching the building. Be careful not to damage the Shutter spike or the shutter.
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. If you have a rough surface such as stone face give us a call and we will offer some tips to help.

FIGURE #1



For The Warranty To Be In Force

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

For questions call 800-548-3336