

Installation Instructions



AUTO VENT SHADE™

Bugflector® - Bugflector II® - Carflector®

Important Safety Information



- CAUTION - Before driving, ensure that the hood shield is properly secured to vehicle.
- Do not use automatic "brush-style" car washes.
- Do not use cleaning solvents of any kind.
- Periodically check all components for tightness.

Contents - 1 Piece Set

NOTE: Actual product may vary from illustration.



Hood shield



Bump On x4



Alcohol Pad x2

Contents - 3 Piece Set



Hood shield



Fender Protector x2



Bump On x4



Alcohol Pad x2

Tools Required



Car Wash Supplies



Clean Towel

Preparation Before Painting / Installation

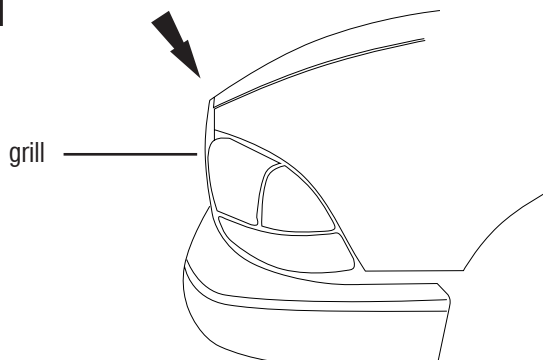
- A trial fit is recommended to ensure proper positioning and fit.
- Check fit of parts before painting as we will not accept the return of modified or painted parts.
- Wash and dry your vehicle to remove any debris and/or dirt from the installation area.

Installation Steps

NOTE: Actual application may vary slightly from illustrations.



Clean painted surface of hood with alcohol pad.



1

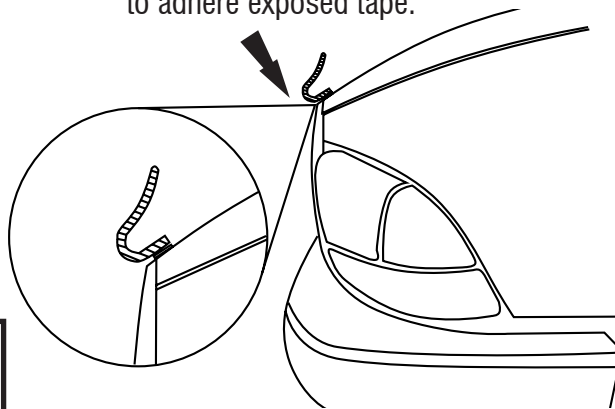
Peel back 2" of tape liner from each end of bottom flange.



2

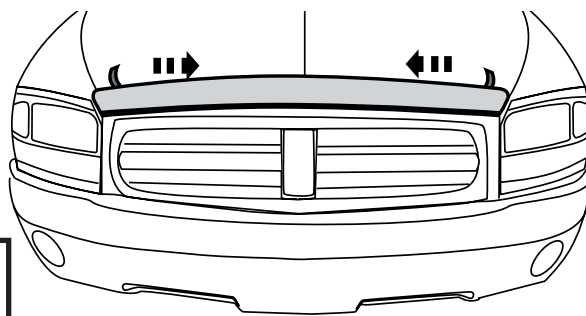
Installation Steps **NOTE:** Actual application may vary slightly from illustrations.

Align hood deflector with center of hood. Press firmly to adhere exposed tape.



3

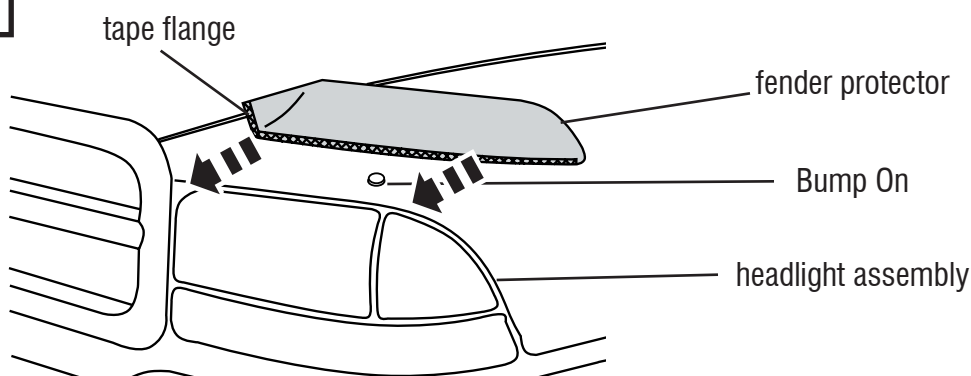
Remove remainder of tape by pulling on free ends.



4



Apply 4 bump on's to hood surface. If applicable repeat **Steps 1-4** to install Fender protectors



5

Care and Cleaning

- Wash only with mild soap & dry with a clean cloth.

Congratulations!

You have purchased one of the many quality Auto Ventshade™ branded products offered by Lund International, Inc. We take the utmost pride in our products and want you to enjoy years of satisfaction from your investment. We have made every effort to ensure that your product is top quality in terms of fit, durability, finish and ease of installation.



Check out the collection of stone and bug deflectors we offer.