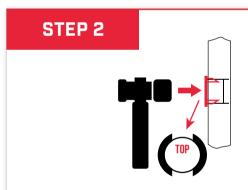


STEP 1

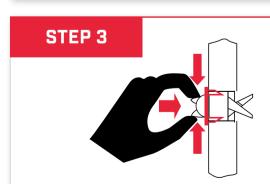
- We recommend using a cable finder to detect any existing cables behind the plasterboard
- Mark out the hole centre with a pencil or marking tool
- Using a 20mm diameter spade bit, drill a

IMPORTANT: Only apply a gentle pressure whilst drilling to avoid damaging the rear of the plasterboard.

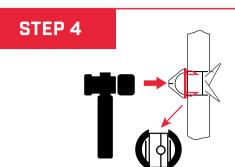
Bullfix Extra fixings are designed to be used with standard (12.5mm to 16mm) thickness plasterboard attached to stud partition walls. To operate properly they require a minimum cavity depth of 20mm (with shallower cavities the fin tails will not be able to open properly).



Insert the collar and gently tap with a mallet

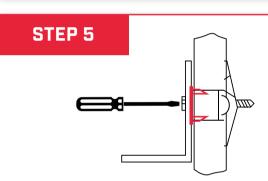


- Push the closed fixing gently through the collar with the fin tails aligned vertically
- Pinch the projected fin tails together



Tap the rear of the fixing until the two halves of the fixing hole align to accept a screw.

IMPORTANT: If the plasterboard is more than 12.5mm thick the fixing may slide into the collar, this is normal. You may also need to tap a little harder the thicker the plasterboard.



- Attach the object to the wall using the screws provided or any standard 5mm (No 10) screws
- To maximise performance, the screw should be long enough to reach the back of the fixing. If not, a longer screw should be used.
- To achieve the very maximum load capacity in plasterboard which is more than 12.5mm thick, we recommend using washers to fill the gap between the front faces of the fixing and the plasterboard.

IMPORTANT: We do not recommend using screws that travel more than 36mm past the front surface unless you know the cavity is deeper.

SCAN HERE FOR AN INSTRUCTIONAL VIDEO:



Maximum load strengths are dependent on plasterboard thickness, humidity and brand. Please refer to the datasheet on www.bullfix.co.uk for more information.

WE DO NOT RECOMMEND USING BULLFIX FOR TV MOUNTS WITH A CANTILEVER OR EXTENDABLE ARM AS WE CANNOT GUARANTEE THE RELIABILITY. IDEAL FOR USE WITH A FIXED OR TILTING TV BRACKETS.

