



Thank you so much for your order!

We are so happy to provide valance lights without all of the hassle. Our kits are wired up and ready to go saving you time and headaches. If you have any questions that are not outlined below, please feel free to send us an email ([support@customsunlimited.co](mailto:support@customsunlimited.co)) thanks again, and enjoy!

### **1. Valance measuring/ drilling**

- If your valance is painted, we highly recommend covering the surface of the valance with painters tape before drilling. Painters tape on the valance allows you to create your entire layout and check it before drilling. ( If you don't want to mess with measuring you can simply purchase our pre measured "Drill Templates".
- Measure your valance and find the center point. Double check each side for accuracy. Measure twice and drill once!
- We recommend drilling a pilot hole first and then use a 3/4" hole saw drill bit to drill your light holes.

### **2. Installation of lights**

- Slide black grommet back toward the wiring and push the light through the hole. Slide grommet into valance and push light into the grommet.
- Remove wire loom if you need to move the lights closer or further apart for easier movability of each light.

### **3. Wiring**

Using the included 10 feet of wire, slide over the provided connectors and strip the ends of both of each of those wires and connect them to the wiring harness. Red connects to black and black to white. (Harness wires white = negative and black = positive)

- Route the wires into the engine bay and choose a good clean bolt to use as a ground. Strip back the coating on the wire and strip the black negative wire by your desired ground and install ground connector by crimping it.
- Please note that everyone's vehicles are different and there are a few ways to attach power to your harness. If you have aux switches, you can simply wire them to an aux switch. If you do not have aux switches you can tap into your running lights, or you can fuse tap them with a rocker switch.