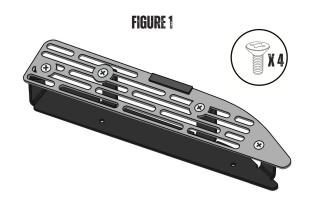
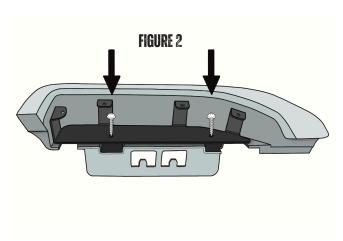
2022 + SILVERADD / SIERRA

WITH 13.4" INFOTAINMENT SCREEN





WHAT'S INCLUDED

- 1 X GMC/Chevy Truck RubiGrid®
- 1 X Installation Hardware Kit
- 1 X F-it Tool
- 1 X 20mm AMPS ball with hardware
- 1 X Bulletpoint Bottle Opener



INSTALLATION INSTRUCTIONS

INSTALLATION TAKES 10-15 MINUTES.

- 1. Remove the rubber mat from inside of the dash tray.
- 2. Remove the 4 set screws holding the top grid portion of the RubiGrid® mount. Set the screws and the top portion of the mount aside for later. See Figure 1.
- **3.** Using a 7mm socket, remove the 2 factory screws found in the dash tray.
- **4.** Clean the dash tray area removing any dirt, dust or grime.
- **5.** Remove the backing from the adhesive tape on the bottom of the mounting base.
- **6.** Place the bottom part of the mount into the tray and press it down firmly into position.
- 7. Use the 2 new (longer) included screws to secure the mount to the dash tray being careful not to overtighten. See Figure 2.
- **8.** Temporarily set the top grid portion of the mount on the newly installed base to determine where you want to secure the AMPS balls for optimal device usage.
- **9.** Using the supplied bolts, washers and nylon nuts, secure the AMPS balls in their desired locations. The bolts drop in from above and the washers and nuts go on the underside of the RubiGrid® top. Tighten everything using the supplied tools.
- **10.** With the mounting balls secured, set the top grid portion of the RubiGrid[®] mount on to the lower base portion making sure the holes are aligned.
- **11.** Secure the grid portion with the 4 set screws removed from step 2.
- 12. Attach the mounting arm, phone holder and other device holders to the AMPS balls. NOTE - during the first 30 days, it is normal to find that you need to periodically tighten the mounting arms.
- **13.** Take pics of your installed mount and post them to Instagram or Facebook. Use the hashtags **#bulletpointmounts** and **#mountit** to be featured on our social media pages!

