



COMPETITION BOLT-ON TRUSS SUSPENSION BARS

#20462

Installation Instructions

1608

1. Jack up rear of vehicle, place jackstands under the axle and let all weight down on the jackstands.

2. If car is equipped with stabilizer bar, it must be removed at this point.

3. Remove two of the four spring perch T-bolt nuts (A) toward the inside of the car. (See Illustration)

4. Carefully pry brake line with a large screwdriver to clear U-bolt. Position traction bar in place and attach U-bolt using nuts and lockwashers supplied. Snug T-bolt nuts up then tighten U-bolt nuts. Tighten these four nuts securely.

5. Insert rubber bushings into front of traction bar.

6. Position front pivot bracket as shown. Carefully align bolts with flatwashers (D) and (E) supplied. Be very careful not to cross thread the factory nuts that are captured in the frame. If the car is using stock suspension, the upper hole (B) must be used. If the car is raised at axle 1½ to 2", the lower holes must be used. If the car is raised higher, new extended brackets must be fabricated. If the car is stock height or lower, it may be necessary to trim the bracket as shown (dotted line) for ground clearance.

7. Align front traction bar holes with frame bracket holes and insert ½" bolt with self-locking nut supplied. This bolt and nut should be tightened to pull the side plates in to crush the rubber bushings slightly.

8. Two 3/8" holes (F) must be drilled in the floor pan as shown. The rear seat cushion must be removed and the holes drilled from the bottom through the front mounting bracket holes. After drilling holes insert bolts supplied through bracket, floor pan and back up plate. Attach lockwashers and nuts. Tighten securely and seal floor holes with Mr. Gasket silicone #4325 or equivalent.

9. Be sure all bolts and nuts are tightened properly. This completes the installation of one side. Install the opposite side exactly the same.

10. After driving the car for approximately 100 miles, check all bolts and nuts. Retighten if necessary.

