

Installation Instructions

Ford Explorer

Mazda Navajo

Mercury Mountaineer

Part Numbers:

75083 70647

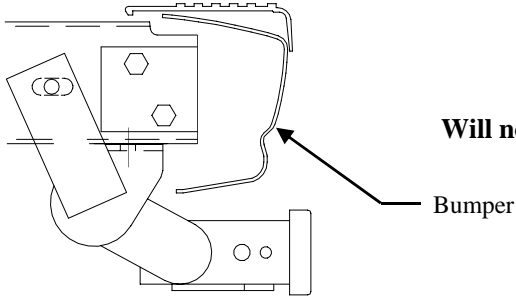
44067 33051

78166 UH

Will not fit with 16" spare tire on 98 and later models

Do Not Exceed Lower of Towing Vehicle
Manufacturer's Rating or

Hitch type	Max Gross Trailer WT (LB)	Max Tongue WT (LB)
Weight Distributing	6000 (2724 Kg)	600 (272 Kg)
Weight Carrying Ball Mount	5000 (2270 Kg)	500 (227 Kg)



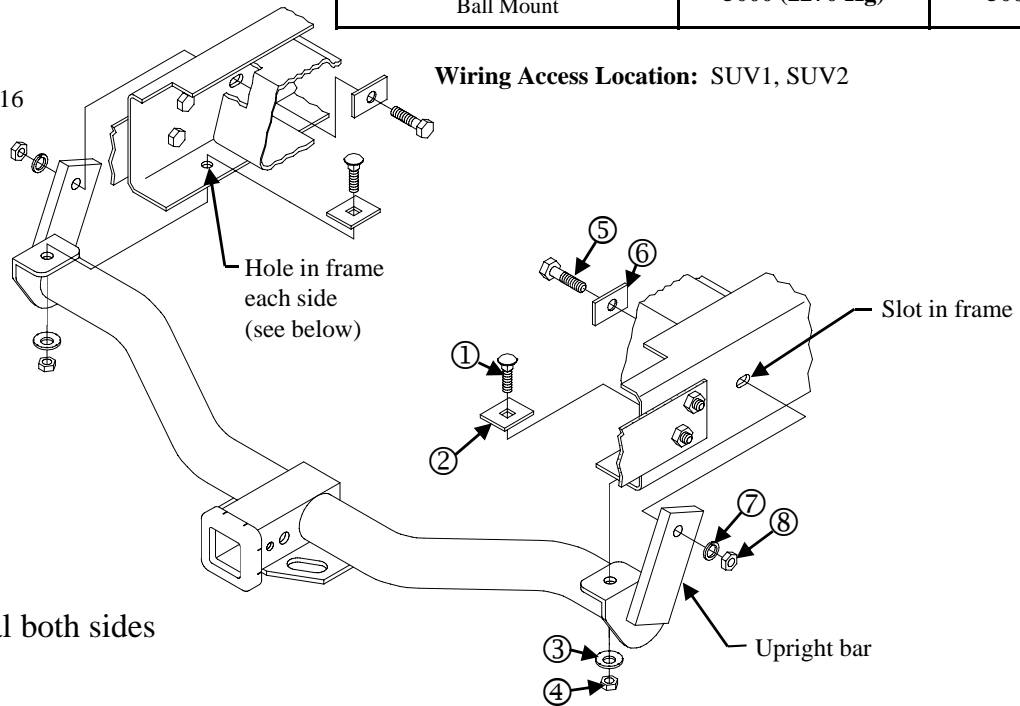
Hitch Shown In Proper Position

Equipment Required:

Fastener Kit: F75083

Wrenches: 13/16, 7/8, 15/16

Drill Bits: 1/2"



Note: Fasteners typical both sides

①	Qty. (2)	Carriage Bolt 1/2-13 X 1.75	⑤	Qty. (2)	Bolt 9/16-12 X 2.00
②	Qty. (2)	Block	⑥	Qty. (2)	Block
③	Qty. (2)	Conical Washer 1/2	⑦	Qty. (2)	Lock Washer 9/16
④	Qty. (2)	Hex Nut 1/2-13	⑧	Qty. (2)	Hex Nut 9/16-12

1. Remove tow hooks, (if equipped) from vehicle frame and return to owner for reinstallation if hitch is removed from vehicle.
2. Raise receiver into position under vehicle, placing upright bars against outboard vertical surface of frame. Align hole in upright bar with existing slot in frame, both sides.
3. Loosely install fasteners through slot in frame and upright bar as shown above.

94 and Prior Models:

4. Use hitch as template and drill 1/2" hole in bottom of vehicle frame, both sides as shown. Install remaining fasteners as shown.

95 and Later Models:

4. Install remaining fasteners in hitch bracket and bottom of vehicle frame, both sides as shown.

Tighten all 1/2 fasteners with torque wrench to 75 Lb.-Ft. (102 N*M)

Tighten all 9/16 fasteners with torque wrench to 110 Lb.-Ft. (149 N*M)

Note: check hitch frequently, making sure all fasteners and ball are properly tightened. If hitch is removed, plug all holes in trunk pan or other body panels to prevent entry of water and exhaust fumes. A hitch or ball which has been damaged should be removed and replaced. Observe safety precautions when working beneath a vehicle and wear eye protection. Do not cut access or attachment holes with a torch.