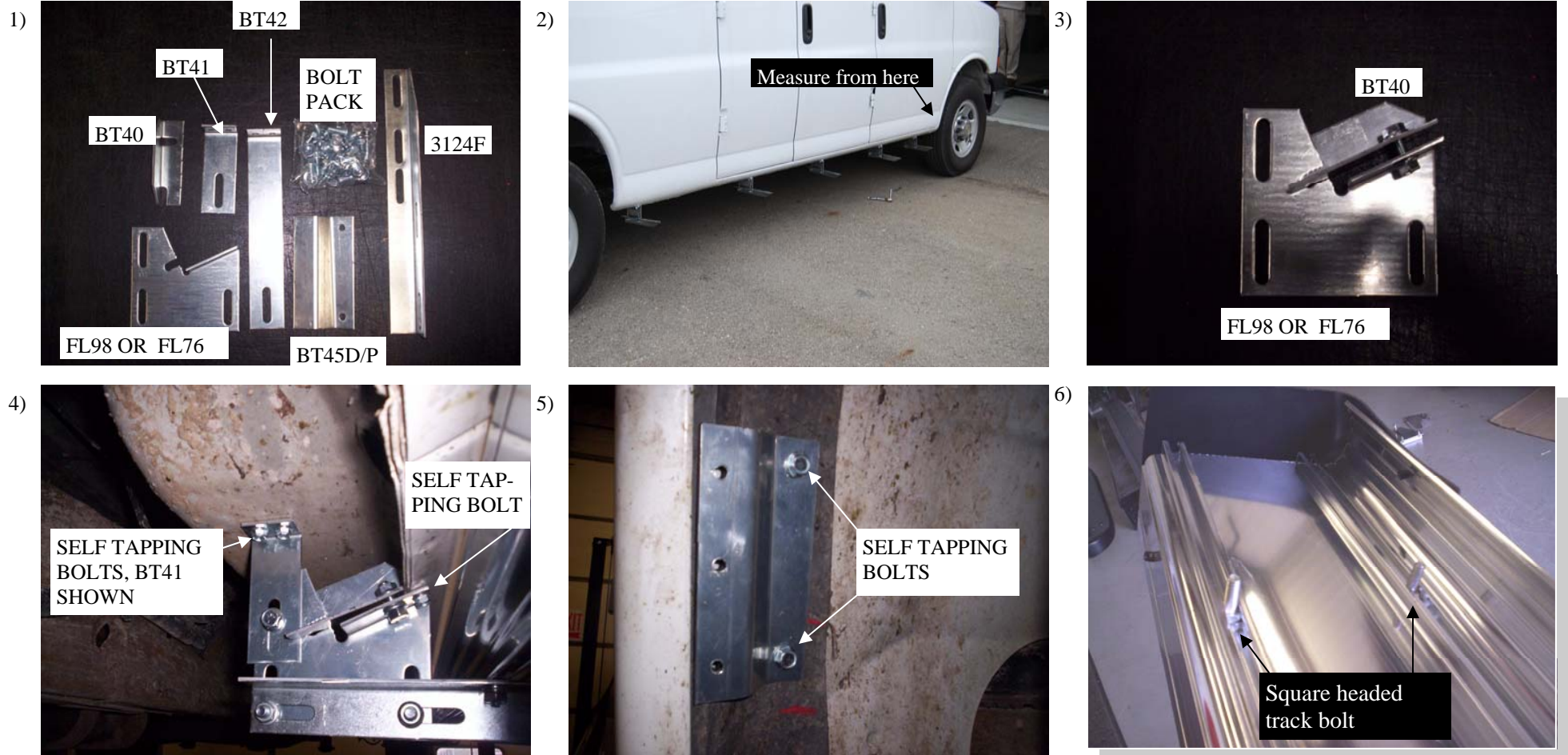


Tools required:

- 1/2" socket, 1/2" wrench
- 3/8" nut driver
- 7/16" socket, Drill
- 5/16" drill bit

- 1) Measure back from front wheel well as shown in, **Fig 2**. For **full length passenger/driver boards**, make a mark on the pinch weld at; 12" 53" 77" for short wheel base, and also 111" for long wheel base. For **full length passenger, short driver boards**, measure on passenger side 12" 53" 77" for SWB and add 111" for LWB. Measure 9", 27" on drivers side. For **chop vans**, use 9", and 27" measurements, for both sides of the vehicle.
- 2) Assemble flat bracket **FL98** (for 2" riser) or **FL76** (for 4" riser) with **BT40** as shown in **Fig 3**, using 5/16" flanged nuts and bolts, but leave loose. Attach assembled brackets to **BT41** or, use longer **BT42** when no rear doors are present, and **3124F** with 5/16" flanged nuts and bolts but leave loose, at pre-measured locations and attach to body as shown in **Fig 4**. Use self tapping bolts to attach **BT41** or **BT42** to body as shown in **Fig 4**. Tighten 5/16" flanged nut and bolt at pinch weld, then insert self tapping screw through pinch weld. Tighten down 5/16" flanged nut and bolt attaching **BT41** or **BT42** to **FL98** or **FL76**.
- 3) At front wheel well measure up 6-8" and attach **BT45D/P** with self tapping screws, as shown in **Fig 5**, on each side. Check for best fit before attaching.





- 1) If board gets a stone guard, attach them using 2- 3/8" self tapping bolts, as shown in **Fig 7**. **NOTE: VEHICLE USES REVERSE CUT STONE GUARDS.**
- 2) Place board on the brackets with the bolts through the slots, and fasten with the 1/4" nuts and washers, as shown in **Fig 8**.
- 3) Level and center board, then tighten the 5/16" flanged nuts and bolts on the **3124F**. Attach stone guard to fender lip in rear using #14 screws, and to **BT45D/P** in the front using self tapping screws, as in **Fig 9**.

Tools required:

- 13mm socket, 1/2" wrench
- 1/2" socket, 3/8" nut driver
- 7/16" socket, Drill
- Screw driver

