

## INSTALLATION INSTRUCTIONS

2005 > Mustang Rear Anti-Sway Bar

## Part # 62.0807

NOTE: Progress Technology products should only be installed by a qualified licensed mechanic experienced in the installation and removal of suspension components. Please read instructions from start to finish and verify the parts in the parts list before beginning installation.

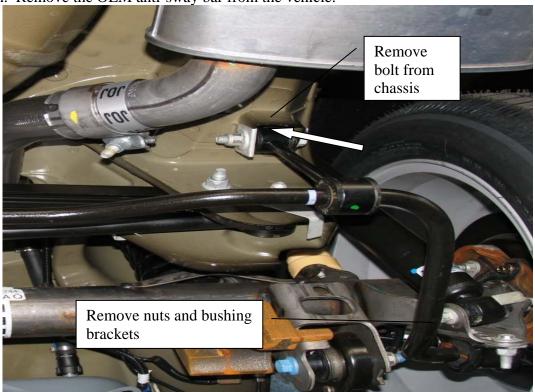
## Parts List

Item	Quantity
Rear anti-sway bar	1
Bushings	2
Replacement link bushings	2
Lubricant tube	1

<sup>\*</sup>Use caution when driving after installation of any product made to modify performance. \*

**Caution:** Always use jack stands securely and properly placed when working under a vehicle.

- 1. Park vehicle on a smooth, level, asphalt or concrete surface. Block front wheels. Jack up rear end of car and support with jackstands. Remove rear wheels and tires.
- 2. Locate and remove the nuts that attach the ends of the OEM anti-sway bar to the rear end. Remove the bolts from the chassis side of the drop link. Retain these bolts and brackets for reinstallation. Remove the OEM anti-sway bar from the vehicle.



View from underneath passenger side rear.





3. Remove the link and bushing from the factory sway bar; use a spray silicone to help slide them off the factory bar.

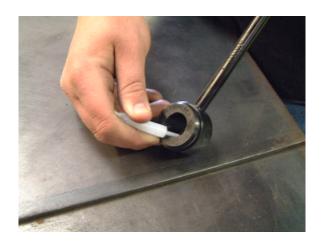




4. Next, remove the bushing from the lower eye in the factory link. Using a screwdriver pry the bushing out of the bore.



5. Coat the outside of the new bushing with silicone spray. Using a vice or press, install bushing into link.





- 6. Liberally grease the inner bore of the new polyurethane bushings with lubricant provided, place the bushings over the new Progress anti-sway bar in the same locations as the OE configuration. Install the Progress rear anti-sway bar using factory hardware and brackets. Torque mounting bolts to 45 55 ft.-lbs.
- 7. Install wheels and tires. Lower rear of car onto ground, and roll car back and forth to settle suspension.
- 8. Installation is complete. Check assembly periodically for tightness.