



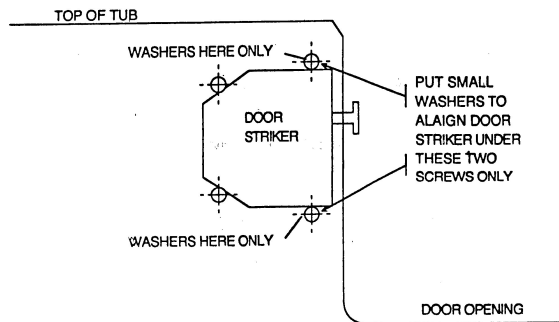
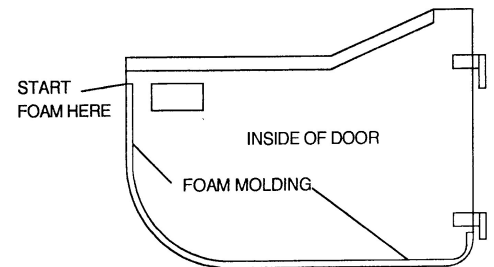
Protecting Your Adventure Lifestyle

HALF DOORS INSTALLATION INSTRUCTIONS WAR 920 - 921

Read all instructions before proceeding

IMPORTANT: These doors fit all applications where hard door striker pins and rotary paddle latch are used. If you do not have hard door striker pins for the paddle latch, the door striker pin must be custom mounted. There is no direct how-to on making this modification. If you are not comfortable doing these modifications on your own, we recommend that you seek assistance with an experienced fabrication shop. It may be helpful to acquire the striker mounts from a later model CJ7 or YJ

1. Begin by installing the paddle handles included in the kit into the half door.
2. Install foam molding onto the inside of the door. This should be done to the inside edge, as shown in the diagram to the right.
3. Hang door onto your Jeep to check for proper fitment. You should be able to adjust the striker for height to align it so that the door closes smoothly
4. If the door does not close tight enough against the doorjamb once aligned, washers can be used behind the doors striker plate to space the striker away from the door jamb, thus pulling the door closed further. Washers are included to help with this. The diagram below illustrates where washers can be located. You may also need longer mounting screws for the striker; you will need to get these at a local hardware store if necessary.



5. For YJ Wrangler models, part #1525 is available to attach Bestop® or OEM soft upper half windows to your Warrior doors. Additionally, you may be able to get YJ soft upper doors to work with a CJ7 as well. We also carry a line of tube door limiting strap kits that can be adapted to half doors with the use of different attachment hardware.

6. You have now completed your installation.
(Later Model Rotary Door Striker Mount Shown)

THANK YOU FOR PURCHASING WARRIOR PRODUCTS

QUALITY

INTEGRITY

INNOVATION

SERVICE

Learn more about armor and protection on our website.