

INSTALLATION INSTRUCTIONS WESTERN STAR

ltem #	Vehicle Description
WS06	Western Star 5900 Highway

IMPORTANT

Herd Bullbars are vehicle "Make & Model" specific. Use of a bullbar on a vehicle other than the model it was designed for will consitute improper use of the product and may void warranty.

Unless otherwise specified, Grade 8 hardware is to be used. For the purposes of these instructions, OE hardware means the truck's original factory hardware.

The drop-forged eyebolts are an integral part of the strength of Herd

- **C** bullbars. When tightened <u>firmly</u>, they will minimize vibration and provide superior impact resistance.
- **D** To help maintain the factory finish, avoid acid wash.

Step

В

- 1 Remove factory bumper
- 2 Remove factory centre tow section, if equipped.
- 3 Install Herd steel bracket to truck using OE hardware



The loose part (1-MP-WS-AUX, see above) will go underneath the frame member, and bolt to the Herd bracket using the supplied hardware. The frame rail should be sandwiched between this loose piece and the angle bracket welded to the back of the Herd bracket.

- 4 Verify that all mounting locations are used
- Attach bullbar to bracket using Herd supplied hinge bolts
 * For DFLT & Defender models only: To install the hinge bolts, the bumper must be in the open (down) position to allow the bottom lip to go under and around the steel hinge.
- 6 Check to ensure bar is level relative to a significant feature of the truck, and readjust if necessary
- 7 Wire driving lights to existing wiring (if applicable)
- 8 Insert towpin and tighten eyebolts (75-100 ft-lbs)
- 9 Re-check the mounting bracket and bolts after the first 5,000km and every 3-6 months.

*** Herd has an optional bracket which can be used if the truck has no center tow section.

Eyebolts are secured in the channel with a 7/8" rubber washer. If you need to re-install the washer, insert the eyebolt into the hole, and thread a washer onto the back side of the eyebolt, halfway onto the threaded part of the eyebolt.