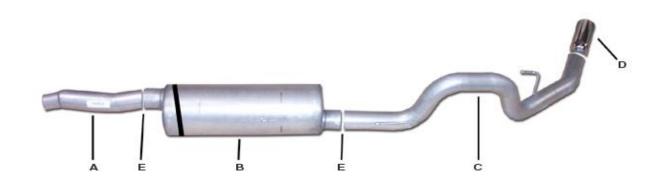


INSTRUCTION MANUAL CAT-BACK SINGLE EXHAUST

FORD F150 4.6L-5.4L 2/4WD & FX MODEL
SUPERCREW, 5.5' BED/6.5'BED
SUPERCAB, SHORT BED 6.5'
LINCOLN MARK LT TRUCK 5.4L SUPERCREW, SHORT BED 2WD
PART # 319618



ITEM	PART #	QUANTITY	DESCRIPTION
A B C D	700644 788824 700662 500360 OHD300	1 1 1 1 2	3" HEADPIPE W/HANGER SUPERFLOW MUFFLER 3" OVERAXLE TAILPIPE W/HANGER 3.5" STAINLESS TIP 3" CLAMP

* MFG AFTER AUG. 2004

BOX- 54x20x12

Thank you for purchasing our GIBSON EXHAUST SYSTEM for your vehicle. If you need any further assistance, please do not hesitate to call our Technical Department at 1-800-528-3044 Monday through Friday, 8:00 AM to 5:00 PM P.S.T

EXHAUST INSTALLATION #319618

When installing this exhaust system make sure to use proper safety precautions. Use jack stands when under the truck, set parking brake, block tires and use safety glasses and gloves.

DO NOT WORK WITH HOT PIPES!

SUGGESTED TOOLS:

1/2", 9/16", 15mm Socket & Wrench, WD-40, Jack Stand



TO REMOVE YOUR STOCK EXHAUST, REMOVE IT FROM THE CLAMP LOCATED JUST IN FRONT OF THE MUFFLER AND REMOVE HANGERS FROM RUBBER GROMMETS BY PULLING EXHAUST TOWARDS THE REAR OF THE VEHICLE, USE WD-40 TO AID IN REMOVAL, LEAVE GROMMETS IN PLACE.



INSTALL OVERAXLE
TAILPIPE #C INTO
MUFFLER 1 ½" TO 2".
INSERT HANGERS INTO
RUBBER GROMMETS.USE
CLAMP #E TO SUCURE
PIPE TO MUFFLER.DO
NOT TIGHTEN.



INSTALL HEADPIPE # A
INTO STOCK PIPE. THE END
OF THE PIPE SHOULD BE AT
THE 12 O'CLOCK POSITION,.
INSERT WELDED HANGERS
INTO RUBBER GROMMET.
ATTACH WITH FACTORY
CLAMP. DO NOT TIGHTEN.





INSTALL MUFFLER # B ONTO HEADPIPE 1 ½" TO 2". USE CLAMP # E TO SECURE MUFFLER TO HEADPIPE. DO NOT TIGHTEN. USE A JACK STAND TO HOLD UP THE MUFFLER. MUFFLER INLET IS LOOKING INTO THE LOUVERS. OUTLET SHOULD BE AT THE 10 O'CLOCK POSITION.



INSTALL YOUR STAINLESS TIP TO YOUR DESIRED LOOK. NOW GO BACK AND TIGHTEN ALL CLAMPS STARTING FROM THE FRONT AND WORKING YOUR WAY BACK.

MAKE SURE YOU HAVE A 1" CLEARANCE ON ALL RUBBER BRAKE LINES, SHOCK BOOTS, TIRES, FUEL LINES, ETC..