

Tow-Trust Towbars



Important: Please read General Notes overleaf before fitting

Issue 2

TV8 VAUXHALL MOKKA / CHEVROLET TRAX 2012>

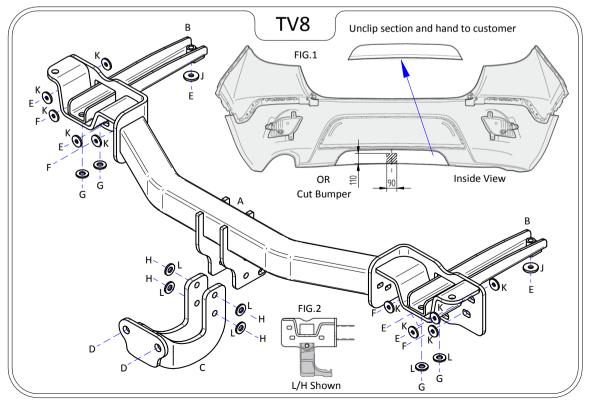
Item	Qty	Description	Item	Qty	Description
Α	1	Crossmember	D	2	M16 x 50 Bolts, Nuts & S/P Washers
В	2	Side Arms	E	6	M10 x 35 Bolts, 2 Nyloc Nuts & 6 S/P Washers
С	1	Extension	F	4	M10 Nuts & S/P Washers
			G	4	M12 x 35 Bolts, Nuts & S/P Washers
			Н	4	M12 x 40 Bolts & Nyloc Nuts
			J	2	10 x 30 Flat Washers
			K	10	10 x 25 Flat Washers
			ı	8	12 x 25 Flat Washers

BUMPER REMOVAL:

- 1. Remove the rear light clusters, four fixings located inside the vehicle each side.
- 2. Remove one fixing each side found around boot opening, three fixings from each wheel arch, peel back wheel arch trim to reveal one fixing each side and six fixings along lower edge.
- 3. Disconnect wiring loom and remove bumper.
- 4. Remove the rear crash beam and bumper brackets from the rear panel. (Crash beam is not refitted with the Towbar assembly but the bumper brackets are refitted with Item A).

TOWBAR INSTALLATION:

- 1. Using Item E with Item K and Item F with Item K bolt item A to the rear panel along with the original bumper brackets. (FIG.2)
- 2. Insert Items B into each chassis member and fix to lower face of each chassis using Item E and Item J.
- 3. Using Item G with Item L fix Items B to Items A.
- 4. Using Item H with Item L fix Item C to Item A.
- 5. Using Item D fix your desired ball bracket and wiring plate (Not supplied in this kit) to Item C.
- **6.** Fully tighten all nuts and bolts ensuring Towbar is rigid, square and secure.
- 7. Cut the lower section of the rear bumper as per sketch below or alternatively remove the lower panel and hand to customer so the vehicle can be brought back to standard if Towbar is removed. (FIG.1)
- 8. Refit the rear bumper.



Note:

- 1. Recommended Torque Setting for M12 Grade 10.9 -139 Nm. (For other Torque Settings see notes overleaf.)
- 2. Nose load limits and vehicle manufacturers trailer / caravan weight limits must be observed.