MOUNTING ON OPEN TRAILERS

(ROUND TUBE, ANGLE IRON, SQUARE TUBING)

- 1. Select a location for your sprayer rack and determine the length you need to cut the mounting post, it must be a minimum of 3" above the rail. (Figure 1)
- 2. Drill 3/8 holes as needed (make sure the post is straight) and install bolts. (Figure 2)
- 3. Set the sprayer rack onto the post and tighten the set screws. (Figure 3)

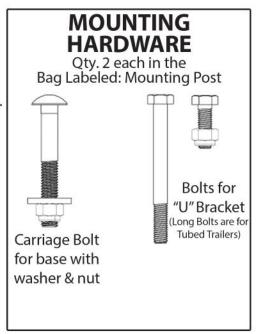


Figure 1

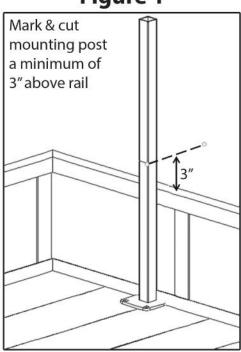


Figure 2

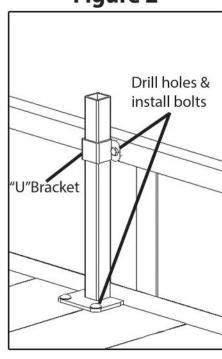
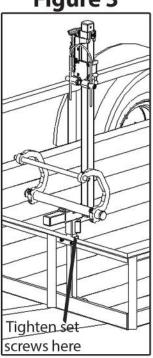


Figure 3



MOUNTING ON ENCLOSED TRAILERS

(ENCLOSED TRAILERS, BOX TRUCKS, FLAT WALLS)

- 1. Bolt wall brackets onto the top and bottom of the rack. (Figure 1)
- 2. Using the self drilling/ tapping screws, screw through the plywood and into the steel frame. (Figure 2)

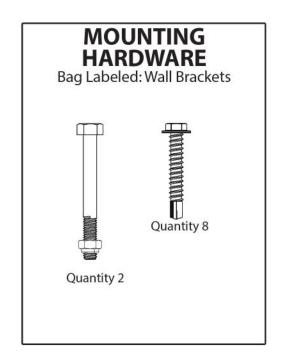


Figure 1

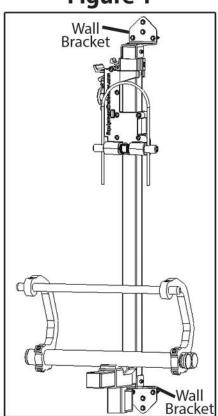
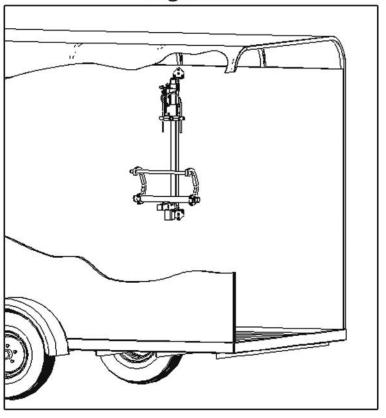
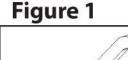


Figure 2



ADJUSTING THE RACK TO FIT YOUR SPRAYER

- 1. Adjust the bottom arms located at the base of the rack so that they fit your sprayer tightly by sliding and rotating the lower arm. (Figure 1)
- 2. Cable Loop size can be adjusted by loosening the set screws and sliding the cable.
- 3. When you've made all of the adjustments take the bottom arms back off and drill a 5/16" hole through one of the marks left by the set screws on each side. Slide the arms back on and insert the dog point set screws(they are in a separate packet labeled Dog point set screws) into the holes you drilled. Tighten the rest of the set screws making sure they are very tight, so that the bottom arms can not be rotated. (Figure 2)
- 4. If you are concerned about security you can fill the hex of the set screws with epoxy or silicone.



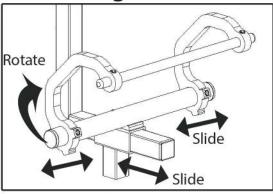
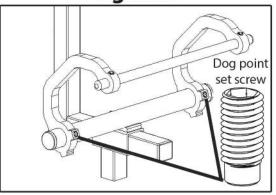


Figure 2



Properly Adjusted Rack



USING YOUR EQUIPMENT DEFENDER SPRAYER RACK

- 1. Unlock the rack with the key.***
- 2. Press the lever on the door and open the door.
- 3. Lift the slide lock assembly until it latches onto the top stop.







***Optional Combination Lock available for purchase online at EquipmentDefender.com