



350 S. St. Charles St. Jasper, In. 47546
Ph. 812.482.2932 Fax 812.634.6632

www.ridetech.com

Part# 11009099
Universal Cross-member Kit

Components:

2	90001624	Billet Lower Shock Mount
2	90000380	Upper Shock Mount
2	90001617	Shock Studs
2	90001105	Cross member Frame Plate
1	90001106	47" x 1 1/2" OD x .188" wall tubing
4	90002067	.625" ID Shock Spacers

Hardware Kit: 99010026 *(Includes the following)*

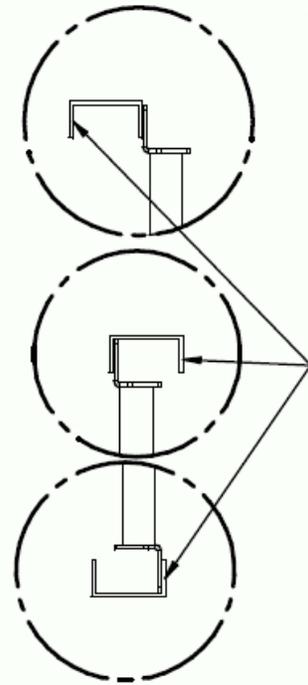
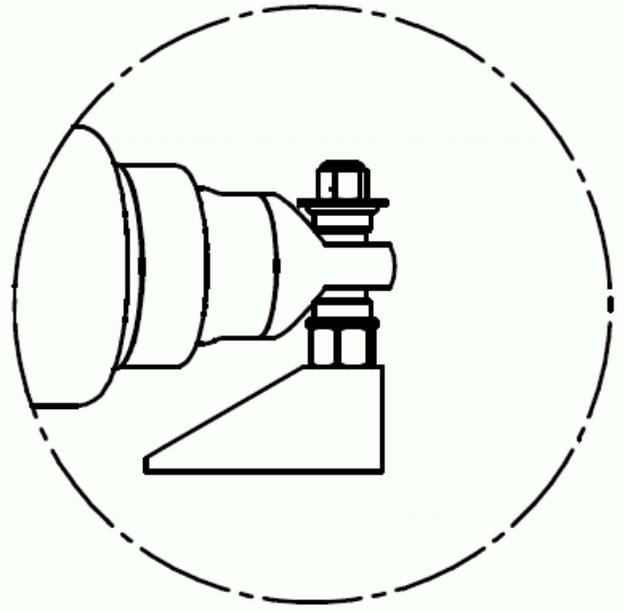
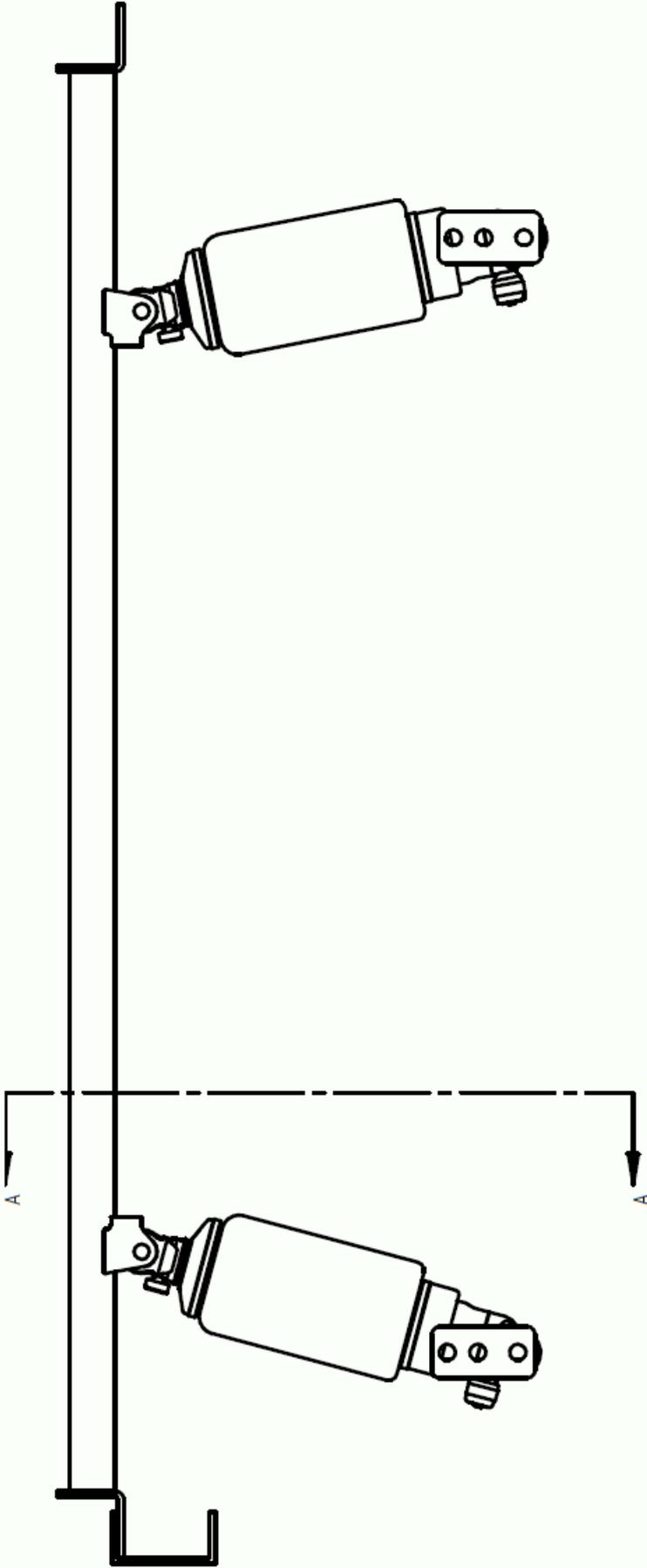
2	99501009	1/2" x 1 3/4" SAE GR 8 Bolts	Billet mount to axle bracket
2	99501007	1/2" x 1 1/4" SAE GR 8 Bolts	Billet mount to axle bracket
4	99502002	1/2" SAE Nylok Nuts	Billet mount to axle bracket
2	99501010	1/2" x 2 1/4" SAE GR 8 Bolts	Upper shock mount
2	99502003	1/2" SAE Nylok Jam Nuts	Upper shock mount



11009099

Universal Shock Crossmember

1. This is a universal kit designed to fit many applications. We have provided a line drawing on the next page to give you an idea how it goes together. It is for reference only. Set it up using the position that works best for your application.
2. We like to install the suspension and run it through its travel before we attempt the Shockwave/Coilover install.
3. To install your shock setup properly you will need to know your shock dimensions at compressed, ride height, and full extension.
4. The key is to optimize the shock travel with the suspension travel.
 - a. What we mean by this is; when your suspension is full compressed your shock should be compressed and when your suspension is at ride height your shock should be at ride height also.
5. One trick we use is to take a piece of steel or aluminum and drill holes the correct size at the compressed and ride height dimensions of your shock to help you with the mock up.
6. Shock angle is something else to watch for; the more angle you put on a shock the less capacity or effectiveness it will have. We try not to exceed 25 degrees.
7. If installing the Shockwave, make sure you know the maximum diameter of the airspring and give yourself clearance.



POSSIBLE FRAME ASSEMBLIES