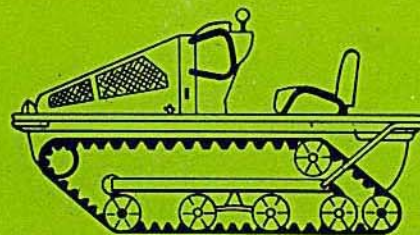


TRACKSTER

SERVICE BULLETIN

Service Dept. CUSHMAN MOTORS Lincoln, Nebraska



2

RAMP AND CARRIER SET



This unit is designed to fit all long-wide-box pickups. Measure the width of pickup to make certain you have ample room before starting construction. We show basic ramp and carrier. Photo at left shows additional items such as front stop and hold-down chains you may wish to add.

CONSTRUCTION:

(Refer to drawing on reverse side)

Ramp

Bend part "H" as shown. Parts "I" have one end cut off at 55° and the other at 35° as shown. Weld parts "I" to part "H" at the 55° end and weld part "K" to parts "I" at the 35° end, making sure assembly is square. Weld part "J" midway between part "H" and part "K". Weld part "L" to top of assembly.

Carrier

Weld parts "C" to parts "B" making sure all is square. Weld part "A" to one end so it is flush with top surface. Bend part "F" $2\frac{5}{8}$ " from both ends at 90° angles. Make sure there is 16" between the legs of part "F" when you bend it. Weld part "F" to other end of unit $\frac{3}{8}$ " away from end and flush with top surface. Working at one end, weld two parts "D" in place and then weld part "E" in place making sure all is square. Repeat at other end. Weld part "G" to top of assembly. Drill four holes, two each in parts "E" as shown.

Material list and drawing on reverse

MATERIALS:

PART A	3/8" x 1" steel strap	16" long	2 Required
PART B	1 1/2" x 2 1/2" - 14 ga. steel tube	13" long	4 Required
PART C	1 1/2" x 2 1/2" - 14 ga. steel tube	72" long	4 Required
PART D	1 1/2" x 2 1/2" - 14 ga. steel tube	See Drawing	10 Required
PART E	12 ga. sheet steel	3" x 16"	4 Required
PART F	3/8" x 1" steel strap	21 1/4" long	2 Required
PART G	12 ga. expanded metal	71 1/4" x 15 1/4"	1 Required
PART H	12 ga. sheet steel	4" x 11"	2 Required
PART I	1 1/2" x 2 1/2" - 14 ga. steel tube	90" long	4 Required
PART J	1 1/2" x 2 1/2" - 14 ga. steel tube	8" long	2 Required
PART K	12 ga. sheet steel	4" x 10"	2 Required
PART L	12 ga. expanded metal	11" x 90"	2 Required

