

# INSTALLATION INSTRUCTIONS

**⚠ WARNING: DO NOT EXCEED PRODUCT RATING OR TOW VEHICLE LAMP LOAD RATING, WHICHEVER IS LOWER**

## APPLICATIONS

Make	Model
Ford	Explorer

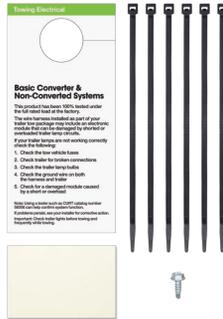
## WIRING LOCATION GUIDE

### PICKUP TRUCKS (T)

Representative vehicle shown below

T3 - Behind driver side rear bumper

## CUSTOM WIRING HARNESS



## NOTICE

All steps must be followed to ensure the wiring harness will function properly. Once installed, test for proper function by using a test light or connecting a properly wired trailer.

## TOOLS NEEDED

None

## ⚠ WARNING

Exceeding the product rating can cause loss of warranty, overheating and potential fire. Do not exceed product rating or tow vehicle lamp load rating, whichever is lower.

Check vehicle owner's manual or contact the vehicle manufacturer for more information.

# INSTALLATION / SAFETY INSTRUCTIONS

## Step 1

Locate the vehicle taillight wiring connector behind the rear tire on the passenger side (A). The vehicle connector will be similar to the custom wiring connector. Separate the connectors taking care not to damage the locking tabs.

## Step 2

Insert the custom wiring connector end between the separated vehicle connectors. Make sure the connectors are fully inserted with locking tabs in place.

## Step 3

Locate a suitable grounding point near the connector such as an existing screw with nut in the vehicle frame or drill a 3/32" pilot hole for the provided screw. The area should be free of rust, dirt and paint. Secure the white ground wire using the ring terminal and provided screw.

 **WARNING:** Check for miscellaneous items that may be hidden behind or under any surface before drilling to avoid damage and / or personal injury.

## Step 4

When in use, route the 4-flat to the center of the vehicle and out of the trunk. When not in use, roll up and store in a convenient, out of the way location inside the trunk. Secure any loose wires with the provided cable ties.

## Step 5

Install the provided 4-flat dust cover to help prevent corrosion.

