CT Race Worx Rear Bumper Install Guidelines

First off, when installing any of these parts it's extremely important to leave every bolt loose until the whole bumper is installed. A dab of grease on the tip of the threads of the allen bolts also helps. Going in this order could change the entire outcome of the install. Manufacturing tolerances from Can Am can be loose on the back of the frame and also on the cage. Sometimes you have to apply force to move parts around and get them where they need to be.

-Install the lower section on the back of Maverick. XDS and XRS Turbo owners, leave the 2 bolts on the wings very loose, just start the nut on the bolt.

-Install the mid section of the bumper to the lower section, start the 4 allen bolts but leave them loose

-Install the lower portion of the arms to the mid section of the bumper, leave those 4 allen bolts loose. Do the same thing to the other clamps that attach to the cage. Leave the OD tube clamps on the cage to where they will rotate and somewhat move freely. We don't want them to restrict anything. On the high mount and low mount bumper we want the cage clamps about a ¼" over the horizontal tube in the cage that ties the 2 vertical B pillars together. There is room for adjustment up and down so if it's not exactly a ¼" over the tube don’t worry about it, Can Am doesn’t keep a tight tolerance in the cage.

- It helps to have a friend the rest of the steps. Step back and take a look at the bumper, if it needs adjusted left or right, apply pressure to get it in the correct position, hold it there for the rest of the steps.

-Start with the lower section ID clamps near the exhaust, snug these up.

-Go to the clamps on the cage, snug these up, don't tighten all the way, leave about ½-1 turn.

-Tighten the clamps completely where the arms attach to the upper section.

-Go back to the cage clamps, tighten them completely.

-Tighten the 4 receiver bolts, your buddy can release pressure on the bumper after these are tightened.

-Go back through and check through all of the hardware. You're done!