



EVO-1163B

## EVO MFG License Plate Relocate



### Bill of Materials

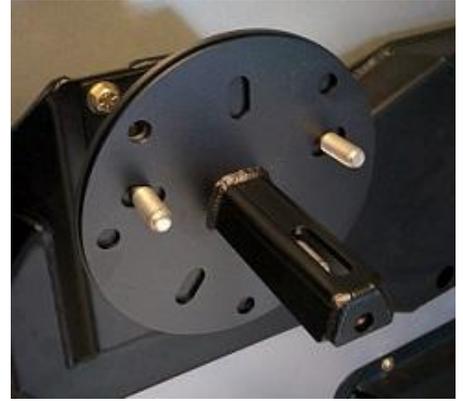
Part number	EVO-1163B Description	Quantity
EVO-12168	EVO Stud Plate	1
EVO-12169	EVO Mounting Plate	1
EVO-770063	EVO Hardware	1

Note: This product only works with stud mount tire carriers.

Note: This product comes pre-drilled for a variety of mounting configurations (4.5 on 5; 5 on 5; 5.5 on 5; and 8 on 6). You may need to drill/modify to meet your specific wheel/tire combination needs.

Note: Wheel center cap will need to be removed and wheel center hole diameter must be at least 2 ¼ inches

1. With the spare tire removed, position the Stud Plate over the studs on your tire carrier. Make sure the slot faces up.



2. Install the spare tire, sandwiching the stud plate between the tire and tire carrier. Tighten the lug nuts to the studs.

For use as RotoPax mount, proceed to Step 3. For use of license plate relocate, skip to Step 7



3. Slide the Mounting Plate over the Stud Plate and thread the 4" long bolt through and into the nut in the stud plate



4. Use a 9/16 socket with extension to tighten the Mounting Plate until it is flush with the tire.



5. Use the hardware supplied by RotoPax to attach their bracket to the EVO MFG Mounting Plate. (The RotoPax universal mount is shown)



6. The mounting hardware or gas can needs to be pulled tight against the tire to apply tension and keep the gas can from rattling. You will need to use a 9/16 wrench (a ratcheting wrench works well for this) to tighten the bolt until it does. This bolt can be accessed from the underside without removing the RotoPax hardware.



7. To install for use as a license plate relocate and not a gas can mount, thread the supplied  $\frac{3}{4}$ " long bolt locknut and washers through the slot in the center. Slide the bracket to the desired depth and tighten the bolt, clamping the sliders together.
8. Use the supplied #10 screws, bolts and washers to mount your vehicle's license plate to the holes in the top corners of the mounting plate.

