

Thread Extender Installation Guide

The Thread Extender (TE1 & TE.75) are designed to lengthen the anchor bolt in the event that there is not enough bolt projection to properly install the light pole There is no bolt pattern adjustment with the TE1 or TE.75.

Installing the TE1 & TE75.

- 1. Remove any debris from the anchor bolts and footing.
- 2. If using to repair cut off anchor bolts, chip out enough concrete around the existing anchor bolt to ensure full thread engagement including the Thread Extender and jam nut under the TE.
 - a. Jam nut under the TE can be left off at user's discretion.
 - b. Ensure TE does not rotate or come loose.
- 3. Ensure there is enough useable thread above the jam nut.
 - a. The TE1 must have at least 1" of good thread engagement with the anchor bolt.
 - b. The TE.75 must have at least 0.75" of good thread engagement with the anchor bolt.
 - c. Excess anchor bolt can be cut off to prevent lifting the light pole as much as possible.
- 4. Install all 4 Thread Extenders onto the anchor bolts, ensuring they are all at the same height.
 - a. Adjust the jam nuts to ensure all TE at the same height.
- 5. Tighten each jam nut to prevent the thread extender from rotating.
- 6. Install (1) washer onto each thread extender.
- 7. Install your light pole onto the thread extender studs.
- 8. Install the provided washer and pole nut onto the stud and tighten the nut.
- 9. The light pole can be leveled by losing the pole nut slightly, loosening the jam nut under the thread extender, and rotating the thread extender.
 - a. When leveling, always make sure to keep the minimum amount of thread engagement between the TE and anchor bolt.
- 10. Retighten the jam nut, then the pole nut. Recheck pole level.
 - a. Be sure to check the pole level with all nuts snug.
- 11. Excess thread extender stud can be cut off above the pole nut, after pole is installed, leveled, and all nuts are tight.

Extra deep base covers are available to cover all hardware, if the existing base cover is not tall enough.