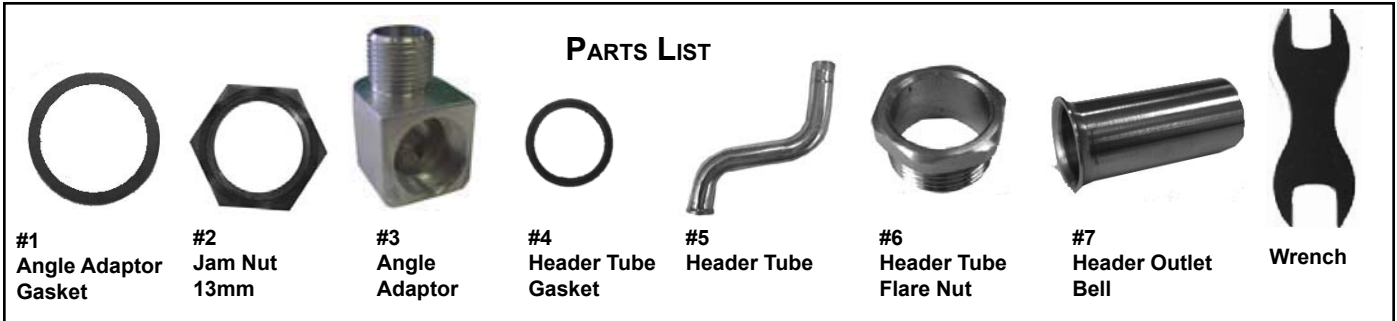


Northern Model Products

Pattern Header MKII MFG. Number NMPPH2

Thank you for purchasing our latest design in a Pattern Header. The header is a unique design that allows a great deal of adjustment to fit your airplane. Please read through the brief instructions before installing the header on your engine. Note, Do not tighten anything until step G.



INSTRUCTIONS

A. Thread the jam nut #2 onto the angle adaptor #3.

B. Place the angle adaptor gasket #1 (which is the larger one) onto the angle adaptor and thread the angle adaptor #3 into the engine as far as it will go, then back it out just enough to properly align the exit hole to the rear.

C. Slide the header tube flare nut #6 onto the header tube. This may offer some resistance going around the bends, but a drop of oil will usually solve the problem.

D. Insert the header tube gasket #4 (which is the smaller one) into the angle adaptor #3. Carefully thread the header tube flare nut #6 with header tube #5 attached into the angle adaptor #3. (Be careful, aluminum threads can be cross threaded easily!)

E. Screw the header bell #7 onto the header with the flanged end to the front.

F. Due to the design of this header, final adjustments can now be made to align the exhaust system to the fuselage. Depending on the side thrust of the engine, if you need to make a small change to the angle of the last bend in the header tube #5 a wooden dowel can be inserted into the exhaust end, and while holding onto the middle of the header tube with your hand, this angle can be changed slightly to achieve better alignment with the muffler. Please do not bend this back and forth, and cause a stress fracture.

G. When everything is mounted and aligned tighten all the fittings. Be sure to check them again after the first flight. A wrench is included with your header to enable you to tighten the jam nut and the flare nut.

** It is highly recommended that you use the NMPHB2 Header Brace to improve the stability and most importantly, the longevity of your exhaust system.*

