				FIREBIRD	FIREBIRD	FIREBIRD	FIREBIR
			FIREBIRD	SPRINT	326		l
MODEL			FIREDIAD	SPRINT	320	н.о.	400
B	ODY-MI	SCELLAN	EOUS INFOR	MOITAN			
	s. hinged Front doors		Front				
(front, rear) Rear doors							
Type of finish (lacquer, enamel, other)			Acrylic Lacquer				
Hood counterbalanced (yes, no)			Yes .				
Hood release control (internal, external)			External				
Vehicle Indent. No. location			Left Front Body Pillar				
Engine No. location			Top of Cylinder Block on R.H. Side Near Oil Filler (a				
			Door locks,	ign. sw. ter	minals cover	ed by locked	on connec
Theft protection + type			Door locks, ign. sw. terminals covered by locked-on connection, key starter control & in-harness wiring from sw. to				
Vent window control method		Front	Friction Pivot				
(crank, friction	pivot)	Rear	None				
		Front	Zig-Zag Spring with Foam Pad				
Seat cushion type Rear 3rd seat		Zig-Zag Spring with Cotton Pad					
Seat back type Rear 3rd seat		Zig-Zag Spring with Foam Pad					
			Zig-Zag Spring with Cotton Pad				
Windshield glass type (i.e., single curved - laminated plate)			Single Curved Laminated Safety Plate				
Side glass type (i.e., curved • tempered plate)			Curved Tempered Safety Plate				
Backlight glass type (i.e., compound curved - tempered plate, three			Curved Tempered Safety Plate (b)				
Body S		Style	22337			22367	
Windshield glass exposed surface area				1032.6 990.5			
Side glass exposed surface area			1083.7			1093.8	
Backlight glass exposed surface area			819.2			834.0	
Total glass exposed surface area			2935.5			2918.3	
L	MP HEIC	SHT AND	SPACING				
Height above ground to center of bulb	Headlamp	Highest *	24, 4				
	··edatomp	Lowest	24, 4				
	Tail	Highest	24.6				
	1	Lowest	24.6				
Distance from C/L of car to center of bulb	Headlomp	Inside	17.9				
		Outside *	24.2				
	Tail	Inside Outside	15. 25				
		Front	25. 25				
	Directional	Regr	17,4				
	//egr		Same as Tail Lamps				

^{*} If single headlamps are used enter here.

⁽a) Front of R.H. cylinder bank on V-8 engines.

⁽b) Flexible plastic on convertible.