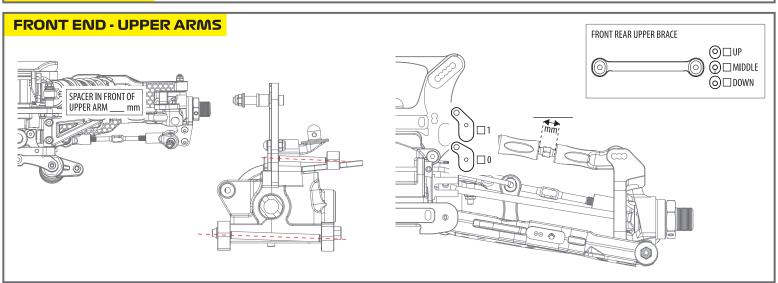
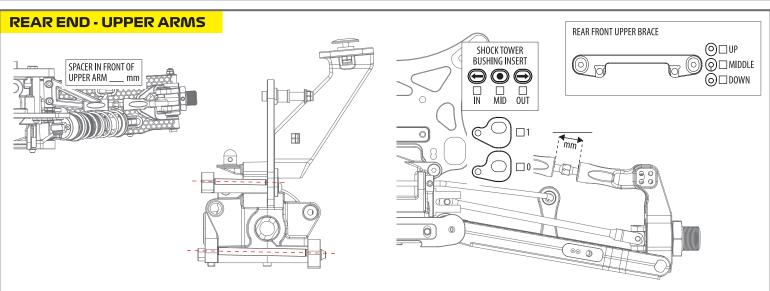
マヤコト	Mayako	DRIVER		TRACK SIZE TIGHT MEDIU	
	-	TRACK	DATE		ROOVE DOW GRIP MEDIUM GRIP HIGH GRIP PY 50/50 CLAY GROOVE WITH DUST EDGY
SETUP v. 1.2 - UPP	SHEET ER LINKS	TEMP	BEST LAP BEST RI		IFYING POS. FINAL POS.
ENGINE		CLUTCH	FRONT DIFF OIL	OIL QUANTITY	/(qr) DIFF GEAR
PLUG		CLUTCH SHOES	CENTER DIFF OIL	OIL QUANTITY	·
PIPE		CLUTCH SPRINGS	REAR DIFF OIL	OIL QUANTITY	(gr) SPUR GEAR
FUEL		RUNTIME			CLUTCH BELL
SHOCKS			FRONT END		SHOCKTOWER ALUMINIUM CARBON
	FRONT	REAR		034	
OIL				HEX WIDTH	1 2 3
PISTON				□ 5 mm	
SPRING —			01 801	□ 6 mm	KNUCKLE POSITION
LENGTH VISIBLE SHAFT			: : : : : : : : : : : : : : : : : : : :	1 LONG	UP MIDDLE
LENGTH			J mm	FRONT ARM	KPI OPTION
REBOUND	ONC -	SHOCKE ELEMINISION	SERVO BUMP STEER BUMP STEER	POSITION FRONT	KPI OPTION 1 2 3 KPI OPTION KPI O (ROUND MARK) KPI 1 (LONG MARK)
FRONT SHOCK LL	HORT	SHOCKS □EMULSION TYPE □BLADDER	SAVER ON ACKERMAN ON KNUCKLE UP	☐ MIDDLE ☐ REAR	C BLOCK CASTER
NOTES			SHIMmm DOWN SHIMmm		☐ CASTER 1 (1 MARK) ☐ PLASTIC ☐ CARBON ☐ CASTER 2 (2 MARKS)
			1		A PLATE B PLATE TOWER
				(NO upper gearbox shim)	
CHASSIS	•			+1 mm SHIM +1 [] (1mm upper gearbox shim)	
CHASSIS	FRONT	REAR	0,5 G	○ Câmm○	
CAMBER	THOM	ILAN	0,5 D B PLATE	(2mm upper gearbox shim)	
RIDE HEIGHT		-			
DOWNTRAVEL (WITH TYRES)		<mark> </mark>	REAR END	SHOCKTOV	VER ALUMINIUM OPTIONAL REAR HUB
DOWNTRAVEL (on 36mm blocks)			ARM INSERT □ NO □ PLASTIC □ CARBON	02343	
ANTI ROLL BARS			1 _	- I mm	1002 4003 1004 900 0
BRAKE BALANCE				02	
ENGINE MOUNT				3	
THROTTLE □S	ACKWARD (-2mm) [HORT	LUNG		0 0	
SERVO MOUNT 🗆 Li	ONG WEIGHT_			(% 3)	
TYRES			HEX WIDTH	OOC 1 2 3	REAR HUB
	FRONT	REAR	☐ 5 mm SPACER IN FRONT REAR AXLE CVD☐ UI☐ 6 mm OF HUB mm		□ PLASTIC
BRAND		-	10 ~		
TREAD			0,5 CPLATE O	+2mm SHIM +2	C PLATE D PLATE TOWER
COMPOUND					
WHEELS			<u>역</u> TOE 3° 1,5° 0,5°	+1mm SHIM +1	
INSERTS			1 54.5 53 52 0,5	□ NO SHIM 0 □	
GLUED □Y To wheel □n		□YES □NO	0,5 D PLATE O	_ NO SITIMI O _ I	
RADIO SI	ETTINGS	<u> </u>	BODY & WING NO	OTES	
DUAL RATE	THROTTLE	STEERING	BODYSHELL —		
SPEED	-	——	WING BRAND —		
EXPO		——	WING MODEL		
SERVO MODEL		 .	WING POSITION 🗆 1 🗆 2 🗆 3 🗆 4		
	THROTTLE	BRAKE	1 IS FRONT HOLE (WING BACK)		
ELECTRIC EPA			WING FLAPS □ BIG □ SMALL □ BOTH □ USMALL □ BIG □ SMALL □ BIG		
		1.1			



SETUP SHEET v. 1.0 - UPPER ARMS

DRIVER		
TRACK		
RACE	DATE	
NOTE		





ADJUSTING UPPER ARMS

The upper arm angle is to be matched to the lower arm angle. There is a compromise for the upper arm, as a .5 change for the upper arm is so small.

The way to understand how to adjust the upper arm is as follows

1. When you have the same inserts, in the same direction in the front and rear blocks (A-B, or C-D), you should use the 0 insert for the upper arm. *Example:*

When you run 0-0, .5 down - .5 down, or 1 up - 1 up in the A-B, or C-D blocks, those are all examples of running the same inserts and direction in both blocks. This means you should run the 0 (middle) insert for the upper arm.

2. When you have a 1mm difference between the inserts in the front and rear blocks (A-B, or C-D), you need to use the 1 (end) insert for the upper arm, in the same direction as the lower arm is angled, either larger or smaller angle.

Example:

When you run 0-1 down, 1 up - 0, or .5 up - .5 down, those are all examples of a 1mm difference and a larger angle.

You would need to run the 1 insert (end) down for the upper arm, making it a larger angle to match.

The opposite is true when you reduce the lower arm angle by a 1mm difference.

3. When you have a .5 difference between the inserts in the front and rear blocks (A-B, or C-D), you can chose to run either the 0 insert, or the 1 insert for the upper arm, matching the direction of the angle change of the lower arm.

Example:

When you run 0 - .5 up, .5 down - 0 or 1 down - .5 down, those are all examples of a .5mm difference and a smaller angle.

You would need to run the 0 insert, or 1 insert up for the upper arm. The opposite is true when you increase the lower arm angle by a .5mm difference.

The way to understand how to adjust the upper arm related to TOE IN is as follows

1.5° toe in: arrow inwards

3.0° toe in: arrow outwards