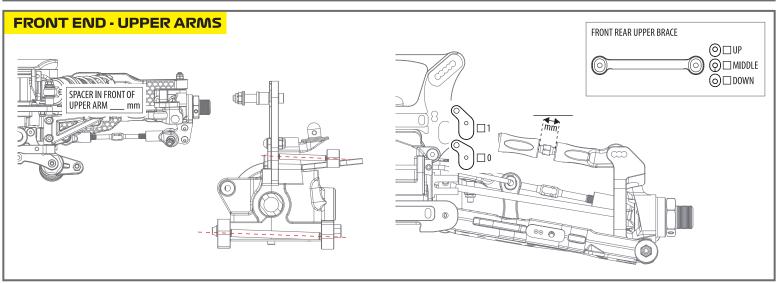
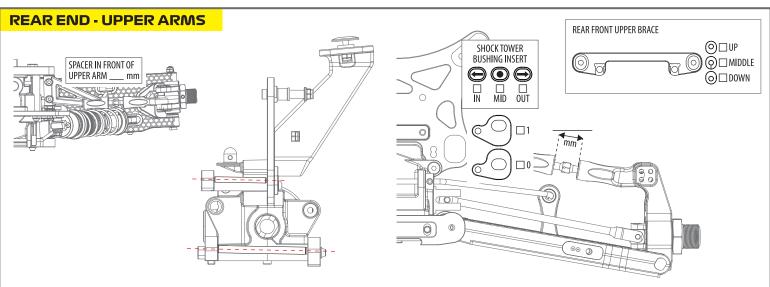
マヤコ	Mayako	DRIVER		TRACK SIZE TIGHT MEDIUM	
		TRACK	DATE		ROOVELOW GRIP MEDIUM GRIP HIGH GRIP Y 50/50 CLAY GROOVE WITH DUST EDGY
SETU v. 1.2 - UF	P SHEET	TEMP	BEST LAP BEST RI		FYING POS. FINAL POS.
ENGINE		CLUTCH	FRONT DIFF OIL	OIL QUANTITY	(gr) DIFF GEAR
PLUG		CLUTCH SHOES		OIL QUANTITY	·
PIPE		CLUTCH SPRINGS	REAR DIFF OIL	OIL QUANTITY	(gr) SPUR GEAR
FUEL		RUNTIME			CLUTCH BELL
SHOCK	' C		FRONT END		
SHOCK	FRONT	REAR	I KOIGI LIGD	1234	SHOCKTOWER ALUMINIUM CARBON
OIL					1 2 3
PISTON				HEX WIDTH	000
SPRING				□ 5 mm □ 6 mm	KNUCKLE
LENGTH			NO STATE OF THE PROPERTY OF TH	IUCKLE PLATE 1 LONG 0 0	POSITION UP MIDDLE
VISIBLE SHAFT LENGTH				2 SHORT	DOWN
REBOUND			mm	FRONT ARM POSITION	KPI OPTION 1 2 3 KPI 0 (ROUND MARK)
FRONT SHOCK	LONG	SHOCKS EMULSION TYPE BLADDER	SERVO BUMP STEER BUMP STEER ON KNUCKLE UP UP UP	☐ FRONT	KPI 1 (LONG MARK)
NOTES	SHORT	TIPE DLADDER	□NO □ DOWN □ □ DOWN	REAR	C BLOCK CASTER CASTER 1 (1 MARK)
			SHIM mm SHIM mr	n ARM INSERT □ NO [☐ PLASTIC ☐ CARBON ☐ CASTER 2 (2 MARKS)
			1 0,5 0	•	A PLATE B PLATE TOWER
			0 (O (A50 () O)	+2 D (NO upper gearbox shim)	
			□ APLAIE	+1mm SHIM +1 □ (
CHASS	is .		0,5 L (R50 0)	(1mm upper gearbox shim)	
	FRONT	REAR	0,5 B PLATE	☐ NO SHIM 0 ☐ (2mm upper gearbox shim)	
CAMBER		L	1	○ Otmen○	
RIDE HEIGHT DOWNTRAVEL		I	REAR END	SHOCK TOW	YER □ ALUMINIUM OPTIONAL OF CARRON REAR HUR
(WITH TYRES) DOWNTRAVEL				SHOCK TOW	CARBON REAR HUB
(on 36mm blocks)			ARM INSERT □ NO □ PLASTIC □ CARBON		
ANTI ROLL BARS		II		01 mm	1002 4003 1004 2005 3006 3006
BRAKE BALANCE	—————————————————————————————————————			0,0,0	
	☐BACKWARD (-2mm)				
THROTTLE SERVO MOUNT	□SHORI □LONG WEIGH	т		0 0	
			HEX WIDTH	OOO 1 2 3	
TYRES			☐ 4 mm ☐ 5 mm SPACER IN FRONT REAR AXLE CVD☐ UI	NIVERSAL □ 91	□ PLASTIC
BRAND	FRONT	REAR	6 mm OF HUB mm	94	ALUMINIUM
TREAD			1 O,5 CPLATE O		C PLATE D PLATE TOWER
COMPOUND		—— II	0	# +2mm SHIM +2 □ (
WHEELS			V50,5	+1mm SHIM +1 🗆 (
INSERTS		—— II	1 54.5 53 52 W 0,5		
GLUED			0	□ NO SHIM 0 □ @	
TO WHEEL	⊔NU	□N0	10		
RADIO	SETTINGS		BODY & WING	OTES	
	THROTTLE	STEERING			
DUAL RATE			BODYSHELL		
SPEED			WING BRAND		
EXP0			WING MODEL		
SERVO MODEL			WING POSITION □ 1 □ 2 □ 3 □ 4 1 IS FRONT HOLE (WING BACK)		
ELECTRIC EPA	THROTTLE	BRAKE	WING FLAPS BIG SMALL BOTH		
- FLELIKII EVA		- 11	GURNEY □ NO □ SMALL □ BIG		



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