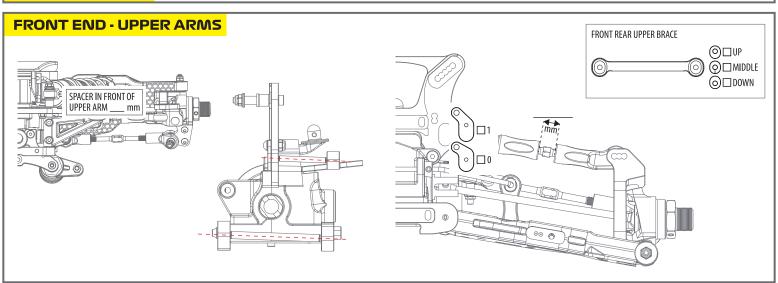
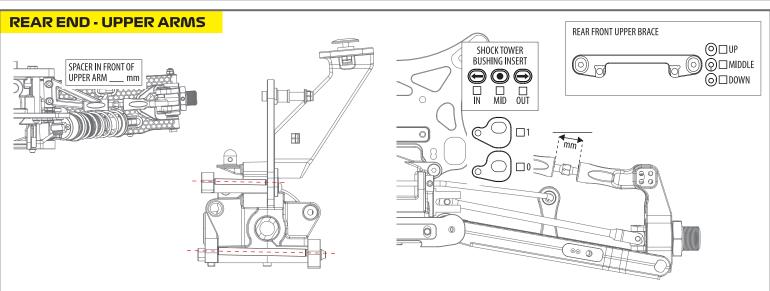
マヤコ Mayako	DRIVER Félix Koegler TRACK Vierzon	TRACK SIZE   TIGHT   MEDIUM   OPEN  SURFACE   DUSTY   BLUE GROOVE   LOW GRIP   MEDIUM GRIP   HIGH GRIP
SETUP SHEET v. 1.2 - UPPER LINKS	RACE Donuts GP DATE 2-3/04/22  TEMP 5°C BEST LAP BI	CONDITION SMOOTH BUMPY 50/50 CLAY GROOVE WITH DUST EDGY  EST RESULT 3 QUALIFYING POS. 3 FINAL POS. 3
PLUG T3 PIPE 2135 FUEL Labema One	CLUTCH Mayako 3 points FRONT DIFF CLUTCH SHOES Mayako CENTER DIFF CLUTCH SPRINGS 1.0mm REAR DIFF RUNTIME 9'00	FOIL 15 OIL QUANTITY(gr) DIFF PINION 14
FRONT OIL PISTON SPRING SPRING B,5 Mugen LENGTH VISIBLE SHAFT LENGTH REBOUND O FRONT SHOCK	SHIM 2 mm SHIM SHIM SHIM	KNUCKLE PLATE  □ 1 LONG □ 2 SHORT  FRONT ARM POSITION □ 1 2 3  KPI 0 (ROUND MARK) □ KPI 1 (LONG MARK)
CHASSIS FRONT CAMBER -1°	REAR -2° A PLATE    A PLATE	
RIDE HEIGHT 24 mm  DOWNTRAVEL (WITH TYRES) 64 mm  DOWNTRAVEL (on 36mm blocks)  ANTI ROLL BARS 2,4 mm  BRAKE BALANCE 50%  ENGINE MOUNT FORWARD (+2mm) BACKWARD (-2mm)  THROTTLE SHORT SERVO MOUNT FLONG WEIGHT	REAR END  REAR END  ARM INSERT □ NO ☑ PLASTIC □ CARBON  SHORT □LONG	SHOCK TOWER ALUMINIUM OPTIONAL REAR HUB  OPTIONAL R
TYRES	REAR DEFINITION OF HUB 1 mm	O□ UNIVERSAL ☑91 □94  O□ UNIVERSAL ☑91 □ PLASTIC ☑ ALUMINIUM  O□ O□ □ VIIVERSAL ☑91 □ PLASTIC ☑ ALUMINIUM
BRAND Donuts  TREAD GRIP  COMPOUND Soft  WHEELS Donuts  INSERTS Donuts  GLUED YES TO WHEEL NO	Donuts	C PLATE         D PLATE         TOWER           I → I → I → I → I → I → I → I → I → I →
THROTTLE  DUAL RATE  SPEED  EXPO	STEERING  BODY & WING  BODYSHELL Mayako  WING BRAND VP PRO  WING MODEL With holes	NOTES  Chassi plate cut on the rear Wing +10mm  Car was good even if a bit more off power steering would have been appreciated.
SERVO MODEL  THROTTLE  ELECTRIC EPA	WING POSITION 1 2 3 4  1 IS FRONT HOLE (WING BACK)  WING FLAPS BIG SMALL BOTH  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