

DRIVER \_\_\_\_\_

TRACK \_\_\_\_\_

RACE \_\_\_\_\_

TEMP \_\_\_\_\_

DATE \_\_\_\_\_

BEST LAP \_\_\_\_\_

BEST RESULT \_\_\_\_\_

QUALIFYING POS. \_\_\_\_\_

FINAL POS. \_\_\_\_\_

TRACK SIZE ☐ TIGHT ☐ MEDIUM ☐ OPEN

SURFACE ☐ DUSTY ☐ BLUE GROOVE ☐ LOW GRIP ☐ MEDIUM GRIP ☐ HIGH GRIP

CONDITION ☐ SMOOTH ☐ BUMPY ☐ 50/50 ☐ CLAY ☐ GROOVE WITH DUST ☐ EDGY

ENGINE \_\_\_\_\_  
PLUG \_\_\_\_\_  
PIPE \_\_\_\_\_  
FUEL \_\_\_\_\_

CLUTCH \_\_\_\_\_  
CLUTCH SHOES \_\_\_\_\_  
CLUTCH SPRINGS \_\_\_\_\_  
RUNTIME \_\_\_\_\_

FRONT DIFF OIL \_\_\_\_\_  
CENTER DIFF OIL \_\_\_\_\_  
REAR DIFF OIL \_\_\_\_\_

OIL QUANTITY(gr) \_\_\_\_\_  
OIL QUANTITY(gr) \_\_\_\_\_  
OIL QUANTITY(gr) \_\_\_\_\_

DIFF GEAR \_\_\_\_\_  
DIFF PINION \_\_\_\_\_  
SPUR GEAR \_\_\_\_\_  
CLUTCH BELL \_\_\_\_\_

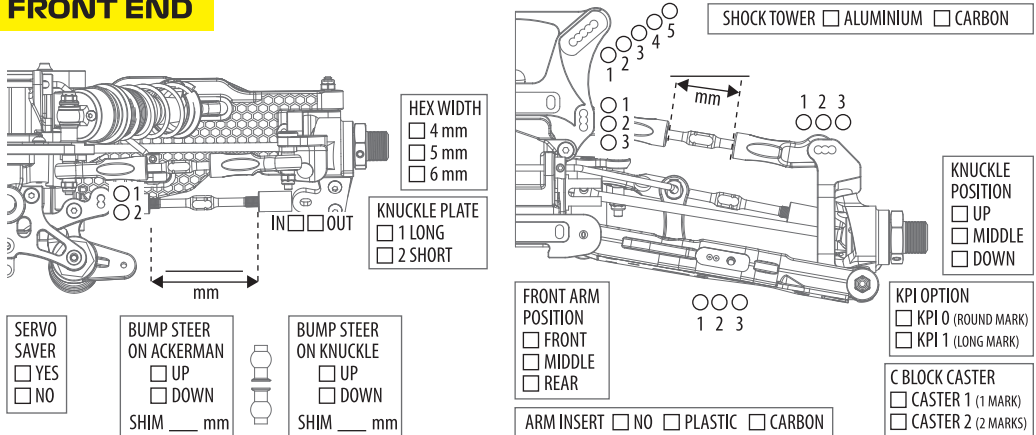
## SHOCKS

FRONT

REAR

OIL \_\_\_\_\_  
PISTON \_\_\_\_\_  
SPRING \_\_\_\_\_  
LENGTH \_\_\_\_\_  
VISIBLE SHAFT \_\_\_\_\_  
LENGTH \_\_\_\_\_  
REBOUND \_\_\_\_\_  
FRONT SHOCK ☐ LONG ☐ SHORT  
END ☐ SHORT  
SHOCKS ☐ EMULSION  
TYPE ☐ BLADDER  
NOTES \_\_\_\_\_

## FRONT END



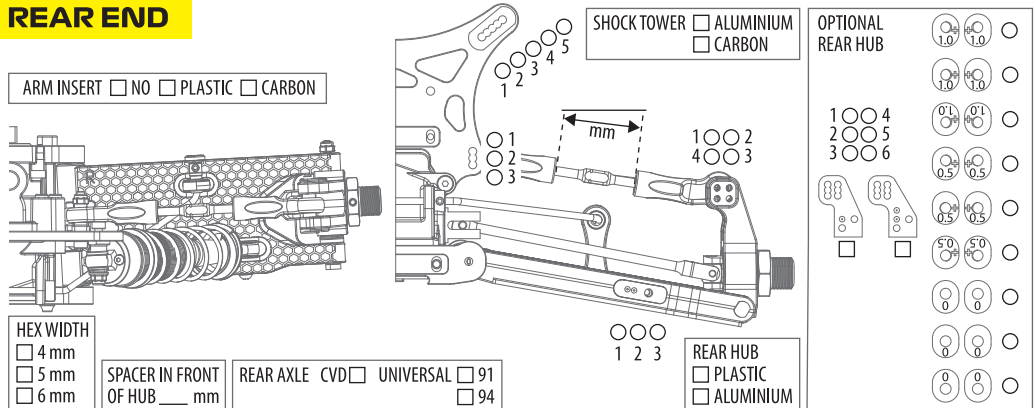
## CHASSIS

FRONT

REAR

CAMBER \_\_\_\_\_  
RIDE HEIGHT \_\_\_\_\_  
DOWNTRAVEL (WITH TYRES) \_\_\_\_\_  
DOWNTRAVEL (on 36mm blocks) \_\_\_\_\_  
ANTI ROLL BARS \_\_\_\_\_  
BRAKE BALANCE \_\_\_\_\_  
ENGINE MOUNT ☐ FORWARD (+2mm) ☐ SHORT  
☐ BACKWARD (-2mm) ☐ LONG  
THROTTLE ☐ SHORT  
SERVO MOUNT ☐ LONG WEIGHT \_\_\_\_\_

## REAR END

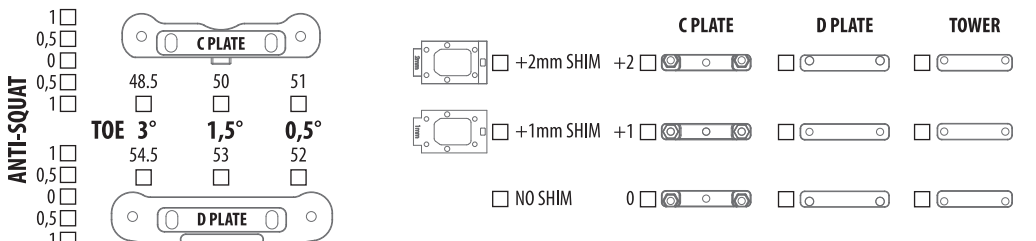


## TYRES

FRONT

REAR

BRAND \_\_\_\_\_  
TREAD \_\_\_\_\_  
COMPOUND \_\_\_\_\_  
WHEELS \_\_\_\_\_  
INSERTS \_\_\_\_\_  
GLUED ☐ YES ☐ NO  
TO WHEEL ☐ YES ☐ NO



## RADIO SETTINGS

THROTTLE

STEERING

DUAL RATE \_\_\_\_\_  
SPEED \_\_\_\_\_  
EXPO \_\_\_\_\_  
SERVO MODEL \_\_\_\_\_  
THROTTLE \_\_\_\_\_  
BRAKE \_\_\_\_\_  
ELECTRIC EPA \_\_\_\_\_

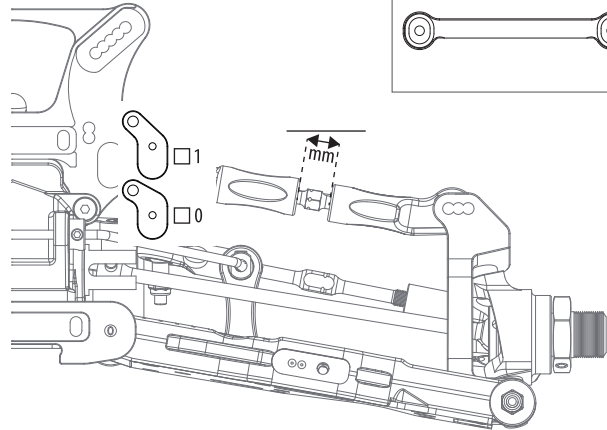
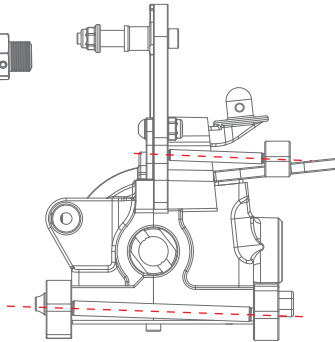
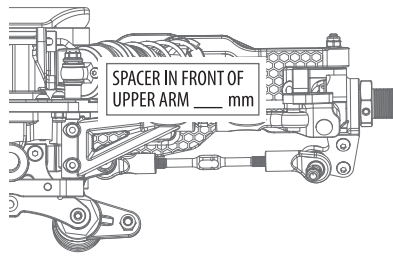
## BODY & WING

BODYSHELL \_\_\_\_\_  
WING BRAND \_\_\_\_\_  
WING MODEL \_\_\_\_\_  
WING POSITION ☐ 1 ☐ 2 ☐ 3 ☐ 4  
1 IS FRONT HOLE (WING BACK)  
WING FLAPS ☐ BIG ☐ SMALL ☐ BOTH  
GURNEY ☐ NO ☐ SMALL ☐ BIG

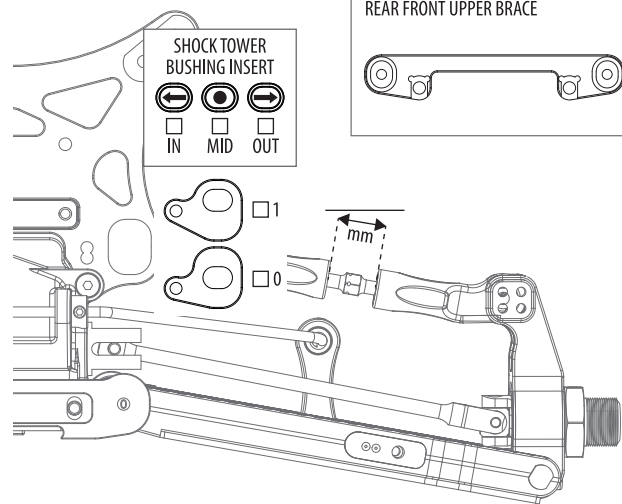
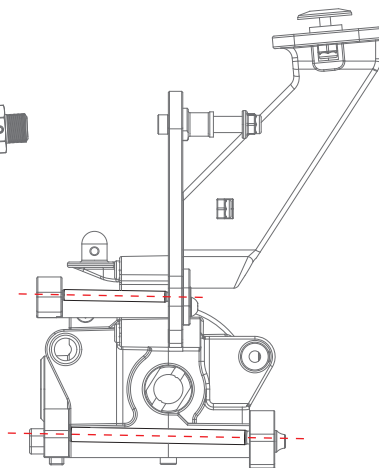
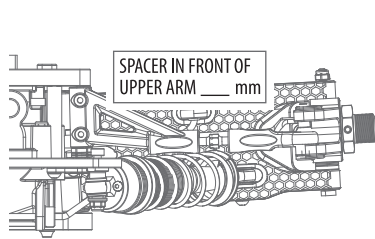
## NOTES

\_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_

## FRONT END - UPPER ARMS



## REAR END - UPPER ARMS



## 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