

RAZOR 3

Bag A

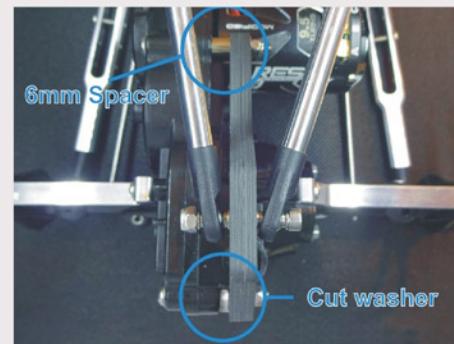
1) A 3mm hole needs to be drilled at the bottom of each axle tube. Fix the template in place on the axle tube.



2) Drill through the lower hole with a 3mm drill bit.
Repeat for all 4 axle tubes.



3) Fit the top link mounts to the gearboxes as shown, using the 6mm spacer at the rear and the cut washer at the front.



Bag B

1) Attach the 4 lower arms to the chassis as shown. Make sure to have the long part of the link on the chassis side.
Put the large washer between the rod end and the carbon.



2) Attach the end of the lower links to the hole in the axle tubes you drilled earlier. Put the large washer over the screw, then put it through the axle tube from the outside. Add the 6mm spacer on the inside, then the lower link, and finally the rod end with sway bar attached.



Bag C

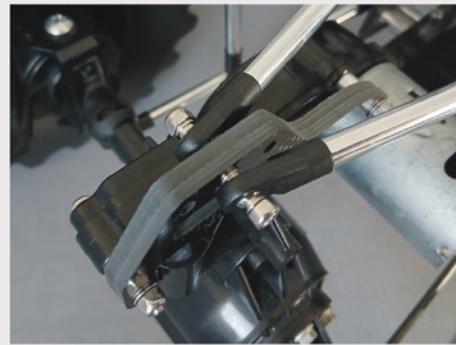
1) Attach the cantilever links with the 16mm screws.



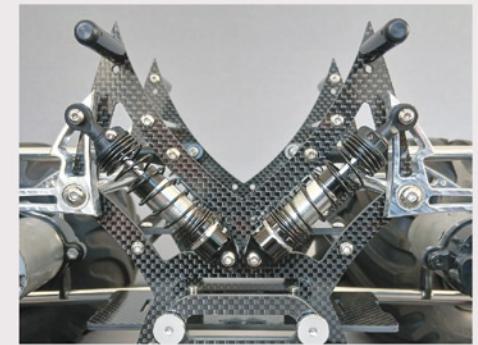
2) Fit the upper links to the chassis with the 16mm screws. Put a washer between the rod end and carbon.



3) Attach the upper links to the middle hole on the gearbox top link mounts. With the 25mm screws and lock nuts.



4) Choose shock absorbers between 75-80mm. Attach the shocks to the cantilevers with the 16mm screws.



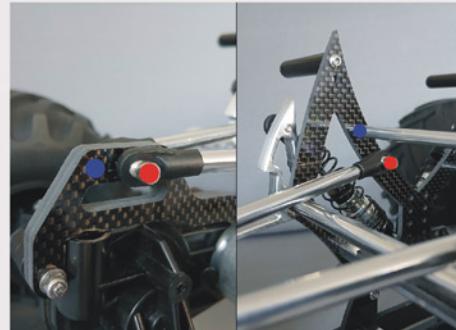
Tips

When using the BTA steering kit (optional) take care that the carbon drag link doesn't rub the lower suspension arms. Set the shock absorber position on the chassis so that at full droop the BTA steering link still has clearance.



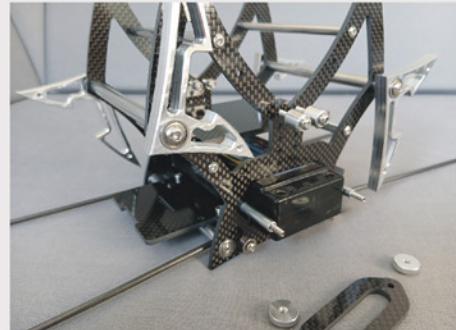
It's possible to swap the top link mounting points in the chassis with the alloy brace (shown in blue).

To keep the same geometry the outer hole on the gearbox top mounts will need to be used.



Stick packs can be mounted width ways in the chassis upto a size of 139 x 46 x 25mm.

Using packs with top mounted power plugs can be difficult to get at when using longer shocks (80-85mm).



The battery tray can also accommodate long and shorty packs length ways. These can be fitted with the included velcro straps

