

## Kickup

Kickup refers to the angle at which the front suspension is mounted, measured from the horizontal, when looked at from the side of the car (fig. 6a). The arm mounts you choose affects the kickup. They are coded F, F+2, and F-0. ("F" means Front. "+2" means 2° kickup. "-0" means 0° kickup.)

The front arm mounts, attached through the bumper, determine the kickup.

0° kickup means your front arms are level with the chassis. 2° kickup means the front of the front arms are angled higher than the chassis.

Changing the kickup will also affect the caster. Add the values of kickup and block carrier caster to get the actual caster. For instance, 2° kickup plus 2° block carriers equals 4° caster.

Remember to check the droop settings when you change kickup.

### Recommended Arm Mount/Block Carrier Combinations:

For this setup:	Use these parts:	
	Arm Mounts	Block Carrier
2° kickup, 2° caster	F+2	0°
2° kickup, 4° caster	F+2	2°
2° kickup, 6° caster	F+2	4°
0° kickup, 0° caster	F-0	0°
0° kickup, 2° caster	F-0	2°
0° kickup, 4° caster	F-0	4°

### How do I know which setting to use?

- With 0° kickup the car will be smoother on turn-in and throughout the corner. It will also transfer weight faster to the front of the car.
- 2° kickup causes the car to turn in the corner more.
- 0° kickup is best for high traction surfaces to smooth the car out.
- 2° kickup will work best in most conditions, especially bumpy conditions.

### How do I change the kickup?

By swapping the suspension arm mounts:

1. Remove the two screws holding the front plastic bumper to the chassis, the four screws holding the gearbox, and pull out the bumper (fig. 2).
2. Change to another front arm mount. Be sure to align hinge pins to the holes in new arm mount when installing.

### On setup sheet

You mark which kickup setting you are using, 0° or 2°.

### Tip

Cut the bumper where shown in fig. 4 and you'll need to remove only two screws instead of six to remove the bumper and change the arm mounts.

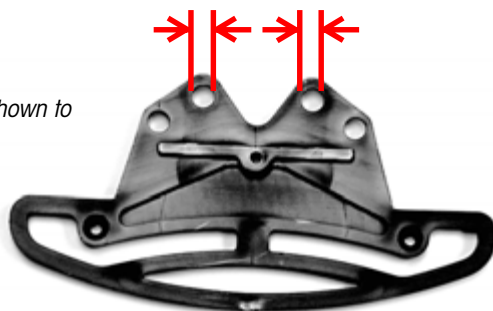


Fig. 4 Remove the portion shown to change kickup quicker.

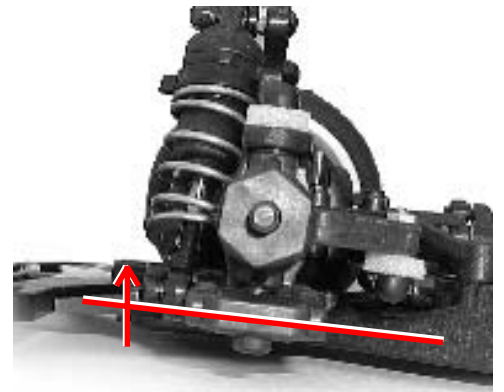


Fig. 1 The kickup angle.

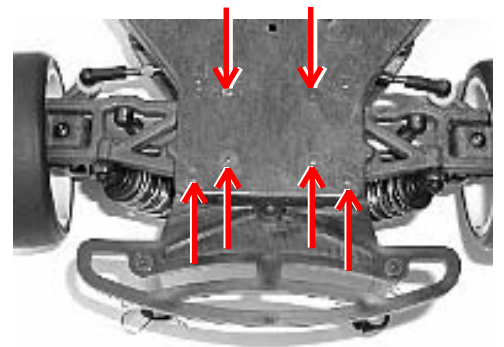


Fig. 2 Remove these six screws to slide out the bumper and change kickup. See tip below to reduce to two screws.



Fig. 3 This number determines your kickup in degrees.

### Product info

#3863, TC3 Front Front & Rear Arm Mounts (F, F+2, R, R+3+2)

#3864, TC3 Optional Front & Rear Arm Mounts (F-0, R+2+0, R+2+2, R+3-0)