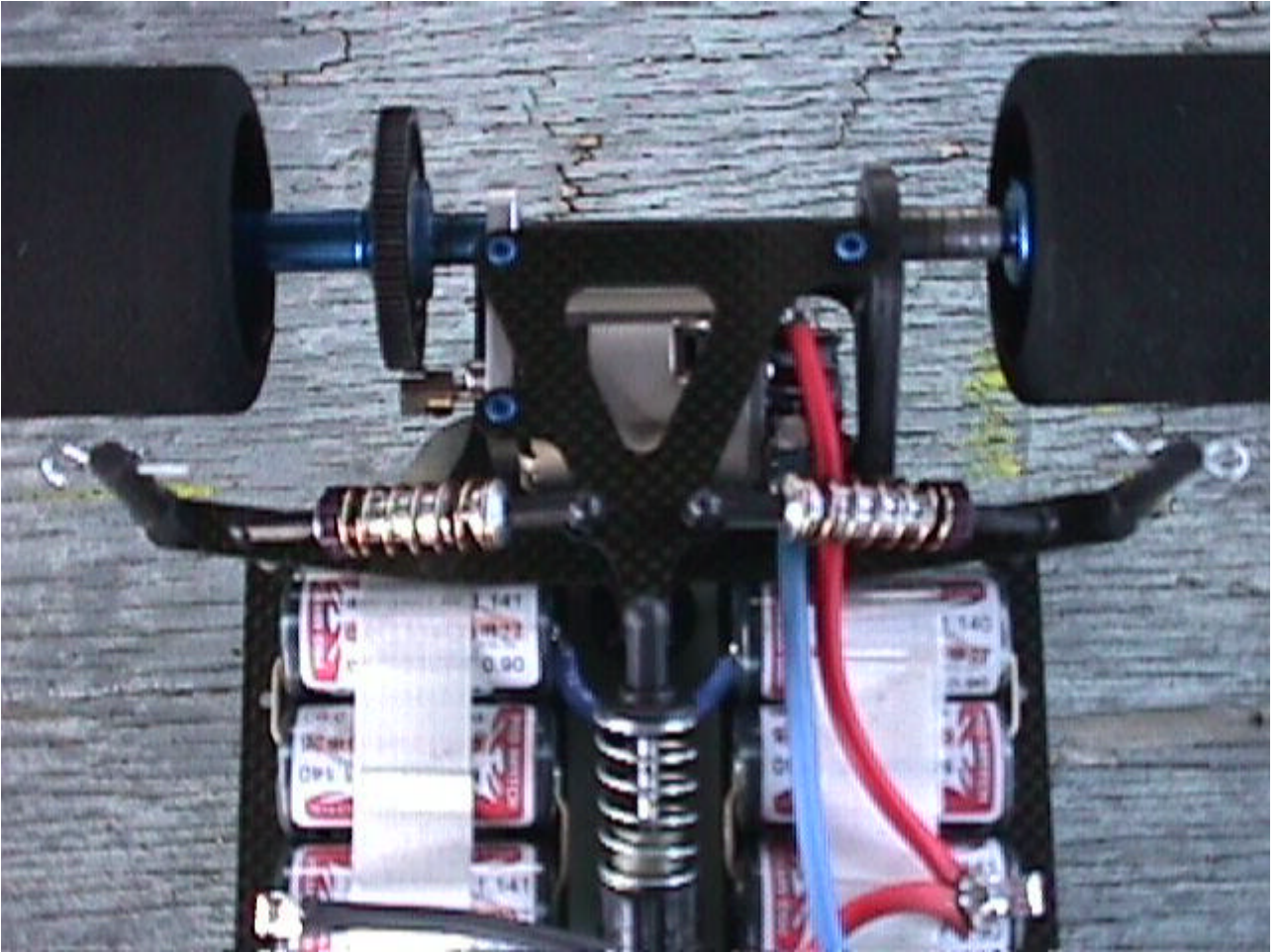


You'll note in the picture below that the shock you see on the left has a bit more tension than the one you see on the right side of the pic:



That's just the way it worked out for me personally to set my cars' tweak.

The finished product waiting for a heat race at [Revelation Raceway's](#) Airtronics Spring Challenge event in March 2003:



Setting up the 10Lv2.5

You now have a Pan Car with two very distinct ways to adjust it's cornering. The side shocks now have a drastic affect on the cars' side bite with little to no effect on it's forward bite while the center shock now affects only the cars' forward bite.

Here's an if/then guide to setting up your 10Lv2.5. I'll assume that everyone reading this far already knows all the basic front-end adjustments, etc. so this guide will concentrate only on the rear of the car.

Car pushes on corner entry = Stiffen side shock springs/oil. Note: If you get too hard on the side shocks for the track conditions, the whole car will "skate"