



## Quick Tune Chart

**\*Please Note.\* Try to only make one change at a time. Changing multiple items can have a negative effect on the overall handling of your kart.**

### **Understeering (Front of kart does not turn/Not enough front grip):**

- Widen front track (One wheel spacer per side) This will also slow steering action
- Decrease Front Camber (Check Toe Settings, Toe will change when camber changes)
- Raise Front Ride Height
- Shorter rear hubs (measure before/after so rear track stays the same entire width)
- Remove Seat Struts
- Remove Bolts From Third Bearing and Cable Tie
- Cut rear axle (Suggest removing 5mm or 10mm increments per side, no shorter than 1000mm overall axle length. This will have a similar effect to “softening” the rear axle)

### **Loose on entry or too much front bite:**

- Move rear hubs inward 5mm per side
- Longer rear hubs (set to same track width as previous hubs)
- Narrow up front track (One spacer per side)
- Reduce Caster (Check alignment, this will change as a result)
- Lower front ride height (Check alignment, this will change as a result)
- Add seat struts (Max of four on the seat)
- Raise rear ride height
- Stiffer rear axle

### **Hopping in corners:**

- Widen rear track to legal rule set limit
- Lower rear tire pressure (0.5lb to 1lb)
- Shorter rear hubs (Check track measurement before/after, set to same)
- Lower the weight on the chassis. If weights are mounted high, mount low to lower the center of gravity. In some cases, you might want to try lowering the driver
- Lower rear ride height (frame height in relation to the ground)
- Remove seat struts
- Softer rear axle