

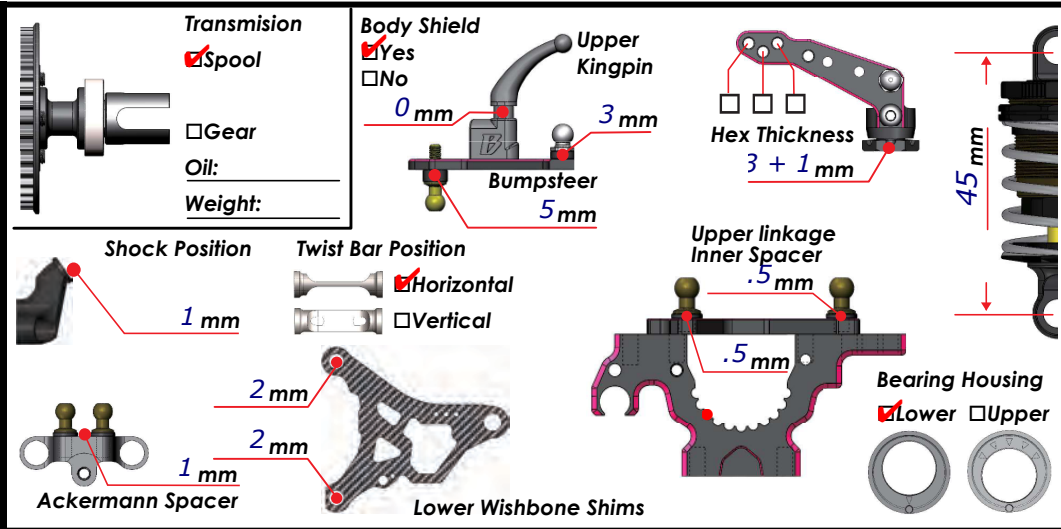
CERO-ULTRA 2.0

1/10 Scale Radio Control Touring Car Setup Sheet

Driver: *William Schroede* Date: *8/3/24* Track: *Fastlane Raceway*
 Event: *Club Race* Class *USGT*

Qualifying: <i>2nd</i>	Final: <i>2nd</i>	Best Lap: <i>9.5</i>
Environment: <input checked="" type="checkbox"/> Indoor	<input type="checkbox"/> Outdoor	
Composition: <input type="checkbox"/> Asphalt	<input checked="" type="checkbox"/> Carpet	
Traction: <input type="checkbox"/> Low	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/> High
Surface: <input checked="" type="checkbox"/> Smooth	<input type="checkbox"/> Bumpy	
Layout: <input type="checkbox"/> Technical	<input checked="" type="checkbox"/> Mixed	<input type="checkbox"/> Open

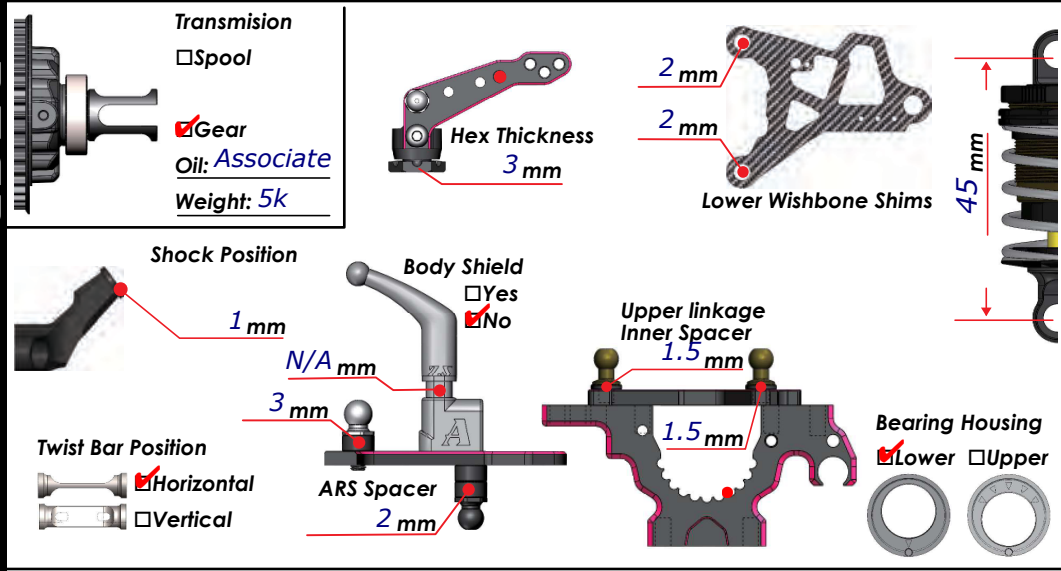
FRONT



Shocks	
Oil	<i>37.5 weight</i>
Piston	<i>4x1.1mm</i>
Spring	<i>Yellow (kit)</i>
Bladder Foam	<i>No</i>
Rebound	<i>None</i>
<i>1mm wheel spacer (shown on hex thickness)</i>	

Ride Height	<i>5mm</i>
Camber	<i>-1*</i>
Caster	<i>Fixed w/ upper a</i>
Toe	<i>- 2* (-1 per side)</i>
Sway Bar	<i>1.2mm</i>
Drop	<i>1.5mm</i>
Downstop	<i>N/A</i>

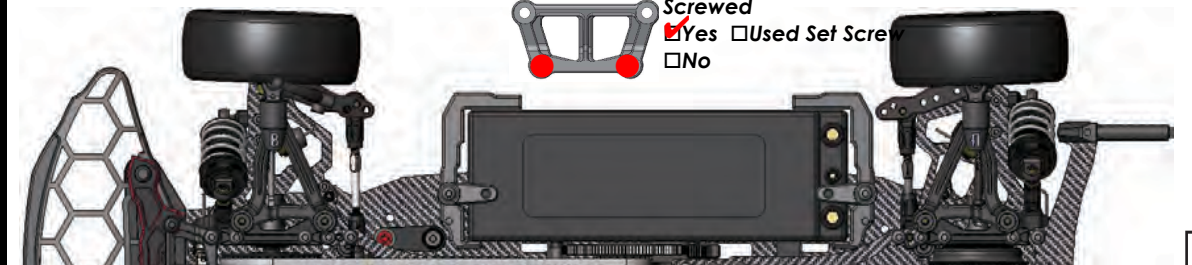
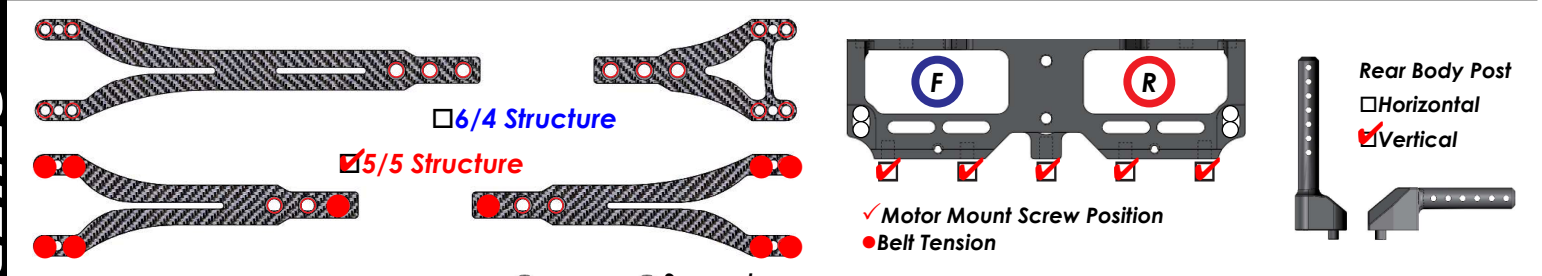
REAR



Shocks	
Oil	<i>37.5 weight</i>
Piston	<i>4x1.1</i>
Spring	<i>Green (kit)</i>
Bladder Foam	<i>No</i>
Rebound	<i>None</i>

Ride Height	<i>5mm</i>
Camber	<i>2*</i>
Caster	<i>Fixed w/ upper a</i>
Toe	<i>4* (2 per side)</i>
Sway Bar	<i>1.2</i>
Drop	<i>2mm</i>
Downstop	<i>N/A</i>

OTHER



Track Width	
Front	<i>189mm</i>
Rear	<i>187</i>
Wheelbase	<i>257mm</i>
Weight	<i>1146 w/o body or t</i>

FRONT	REAR
Tyres <i>Gravity USGT Tires (Non belted)</i>	
Insert <i>Premount</i>	
Wheel <i>Premount</i>	
Treatment <i>SXT 3.0</i>	
Treatment time <i>5m soak + 7m dry (bas</i>	

Body <i>protoform PFM-10</i>	Wing <i>Included in body</i>	
Motor <i>Gravity 30* locked 21.5</i>	Battery <i>Zee 8000Mah</i>	
ESC <i>HW Justock</i>	Servo <i>Hobbyking tc servo</i>	
Spur <i>80</i>	Pinion <i>43</i>	Pitch <i>64</i>
Final Drive Ratio (1.9 x Spur/Pinion)= <i>3.535</i>		

change upper-wishbone spacers on track change / tire change

ARNOLD RETTRIC