

# KW automotive



### Adjusting the Bump/compression:

The compression forces can be adjusted on our patented 2-way bottom valve. Access to the bump valve in most instances is found on the bottom of each shock case. Hardness adjustment on the rebound valve is made on the end of the piston rod with the supplied setting wheel or with a 2mm Allen key.

### Adjusting Bump:

Bump forces, especially on low damper speeds, have a great influence on handling and driving behaviour of your car. The setting of the bump forces will be made from the bottom of the shock case. Behind the adjusting groove you gain access to a knob with 4 holes. With the supplied small pin, the adjusting knob can be turned a quarter per turn in either direction. Smaller increments are possible.

Before performing any adjustments, the valve must be closed by turning the adjuster in the full clockwise direction or clicks. In this position, the shock will be at full hard, or "maximum power". From here, the adjustment range is  $4 \times \frac{1}{2}$  turns (2 full revolutions).

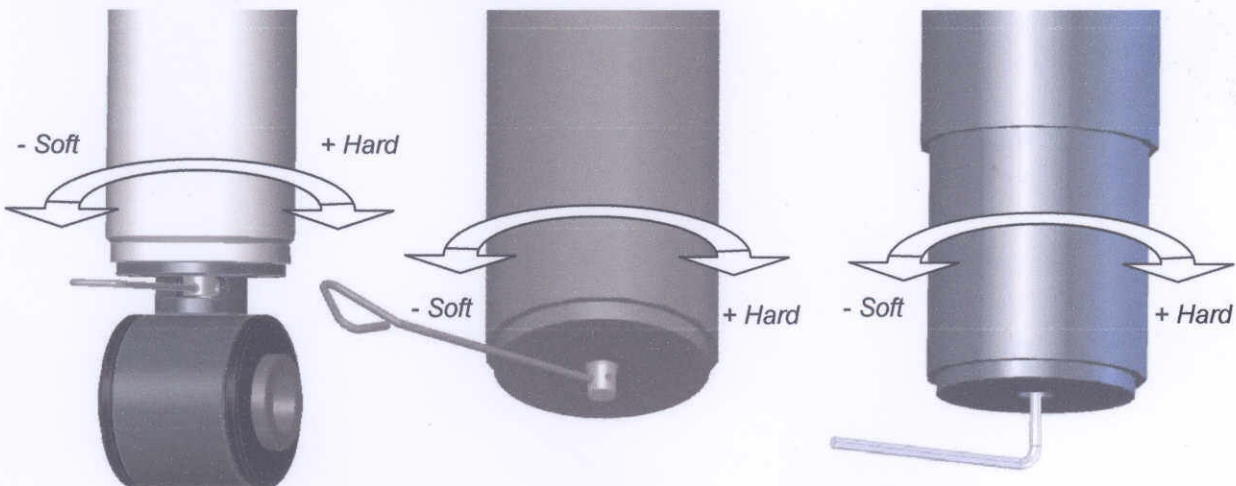
To avoid the mismatch of the dampers when actively changing settings, you should close the valve from time to time to re-calibrate the settings from side to side.

### Bump adjusting principles:

Generally, hard low speed bump settings will stabilize the corresponding axle (less over steer on the rear, for example) or offer the front a more precise steering response. Too much low speed bump power will decrease grip!

Depending on the valve configuration found inside the kit, maximum bump forces will not influence the suspensions response when encountering hard bumps, such as curbs on the racetrack.

**Attention! Do not turn the adjusting spindle by force when you reach the end of the adjustment range, this may damage the fine valve inside the system!**



### Our recommendation for your car to start with:

<b>Front axle</b>	Rebound:	1,25	Turns open	Bump:	0,75	Turns open
<b>Rear axle</b>	Rebound:	2,00	Turns open	Bump:	1,00	Turns open

### Or Shock absorber with new clicking system:

<b>Front axle</b>	Rebound:	8	Clicks open	Bump:	0,75	Turns open
<b>Rear axle</b>	Rebound:	12	Clicks open	Bump:	1,00	Turns open