

Table of Contents

Chapter 1 – Introduction	10
Foreword	10
Introduction	11
How to use this book	11
The Cars	12
Chapter 2 – The Process of Driving Faster	14
Introduction	14
Setup Theory	14
Setup Sheets	15
Weight Transfer – the Holy Grail.....	16
The Racing Line	17
Braking point.....	18
Turn-in point.....	18
Apex	18
The position of the next corner.....	24
Increasing Corner Speed	25
Overtaking on a Corner.....	26
Slipstream overtaking	27
Mapping the Track	27
Perfect Practice Makes Perfect.....	28
Driver Etiquette and Traffic	29
Chapter 3 - Car Setup Reference	33
Ackermann	33
Battery Position	34
Bodies.....	35
1/12th.....	35
F1	36
Camber	36

1/12 th	37
F1.....	38
Camber Gain.....	38
F1.....	39
Chassis Stiffness	39
Caster.....	39
Reactive Caster.....	40
Damping.....	41
Side Damping	41
Centre Shock Damping	43
Differential	47
Ball Diff	47
Gear Diff.....	50
Droop	50
Rear Pod Droop	50
Front Droop.....	52
ESC Settings.....	52
1/12 ESC Settings.....	53
F1 ESC Settings.....	53
Gearing & Rollout.....	53
Gearing for Final Drive Ratio or Roll Out?	53
Final Drive Ratios.....	54
Gear Ratio Charts	54
So What FDR should you start with?	55
What Roll Out Should I Start With?	55
End Bell Timing.....	56
Tuning Gearing for the Lowest Lap Times.....	56
Motor Temperature	57
Radio Settings	58
1/12 th Radio Settings	58
F1 Radio Settings.....	58

Ride Height.....	59
Overview.....	59
Measuring Ride Height.....	60
Starting Ride Height.....	60
Front Ride Height.....	61
Middle Ride Height.....	62
Rear Ride Height	62
Ride Height and Droop Interaction	64
Roll Center.....	65
Front Roll Center.....	65
Rear Roll Center	66
Shock Absorber	66
Side Links (to rear pod)	66
Springs	67
Centre Shock Spring.....	68
Front Springs & Lube	68
Side Springs	69
Steering Arm Ball-cup Location.....	71
Steering Linkage Angle	71
T-Bar	71
Tamiya F104 Pro II	71
Tamiya TRF103.....	74
Toe	74
Track Width	75
Front Track Width	76
Rear Track Width	77
Tyres & Additives.....	78
Rubber Tyres.....	78
Foam Tyres.....	78
Additive.....	79
Tyre Warmers	80

Weight	80
Weight Balance.....	80
Wheelbase	81
Wings	81
1/12th.....	81
F1.....	81
Chapter 4 - Tweak	84
Rear Pod	84
Main Chassis	85
Other	86
Quick Checks.....	87
Chapter 5 - Checklists	90
After Run Checks	90
Troubleshooting.....	91
Tyres Picking Up Carpet Debris from Track	91
Car hops or chatters across the track.....	91
Car wanders on the straight	91
Lacking Acceleration or Started Oversteering	91
Traction Rolling.....	92
Steering.....	92
Too Much Steering (Oversteer)	92
Not Enough Steering (Understeer)	94
Steering Response Changes for No Apparent Reason..	95
To Increase Rear Traction	95
Make Car Easier to Drive	96
Doesn't Change Directions Quickly (Chicane).....	96
Improved Fast Sweeper Cornering	97
Setting Up a New Car	97
Re-building a Car.....	97
Chapter 6 - Case Studies	100

Carpet Case Studies	100
1/12th.....	100
F1	108
Asphalt Case Studies	111
1/12th.....	112
F1	119
Chapter 7 – 1/10 Pan Cars	124
Chapter 8 - Glossary	126
Understeer (Push).....	126
Oversteer (Loose)	127
On-power Steering	128
Off-power Steering.....	128
Corner Entry.....	128
Mid-corner	128
Corner Exit	128
Chapter 9 – World Champions and Author	130
1/12 th World Champion	130
F1 World Champion	130
Author: Dave B Stevens	130