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Instruction Manual for the Factory Team TC4



Thank you for selecting this Team Associated model.

Team Associated's first race with the Factory Team TC4 resulted in a first place finish in the prestigious Invitational Touring Car class at the 2005 Reedy International Race of Champions. Craig Drescher drove his Factory Team TC4 to victory in one of the most competitive touring car fields of all time.

Team Associated wants you to enjoy the process of building, driving and maintaining your new model. If you come across any problems or need help with the assembly of your model, please give us a call and we will do our very best to help you!

Customer Support

Tel: 714.850.9342 Fax: 714.850.1744

Hours: Monday-Friday 8:00am - 4:00pm, pst



The Manual

Examine each step carefully before building. Special notes for each step will be marked with a Ψ .

The Bags

Open the bags in order, according to each step. Some bags contain a large amount of small parts. We recommend using a small container to keep the parts together.

Supplement Sheets

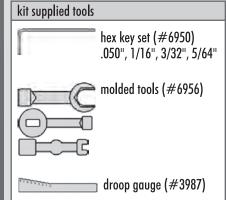
We are constantly developing new parts to improve our kits. These changes, if any, will be noted on supplementary sheets located in the appropriate parts bag. Check each bag for these sheets before you start to build.

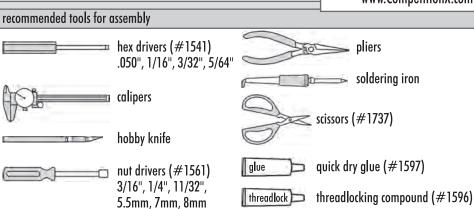
Additional Support

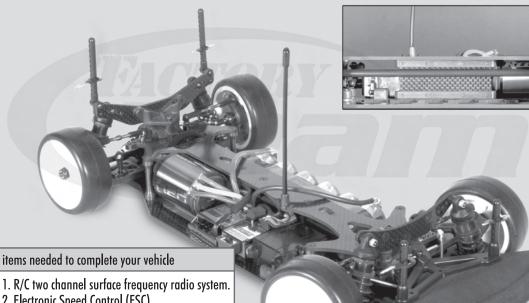
Visit the following web sites for tips, setup help and racing information:

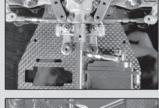


www.RC10.com www.TeamAssociated.com www.CompetitionX.com







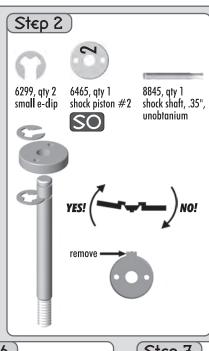




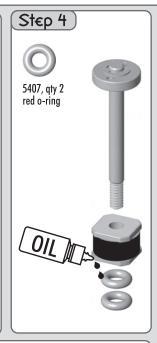


- 2. Electronic Speed Control (ESC).
- 3. R/C Electric Motor.
- 4. Six cell battery pack.
- 5. Battery charger (peak detection recommended).
- 6. Pinion gear (see motor gearing chart).
- 7. 190mm Lexan body.



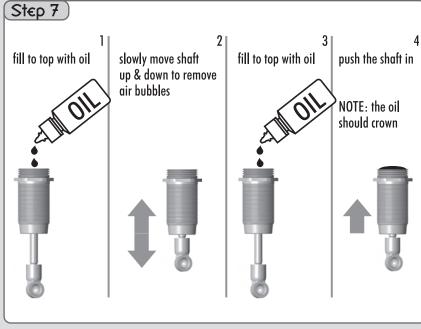














move shaft up & down a few times, then push it all the way in. the shaft should push itself out slightly.



if you cannot push the shaft in, bleed out a small amount of oil. repeat step 6.



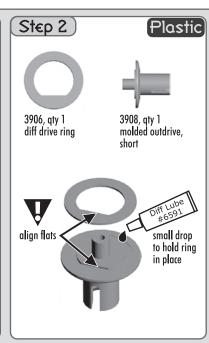
repeat step 7 for 4 shocks

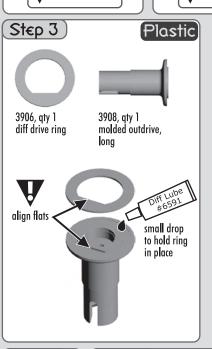


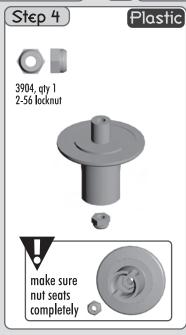




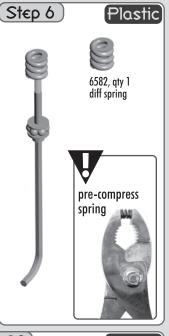






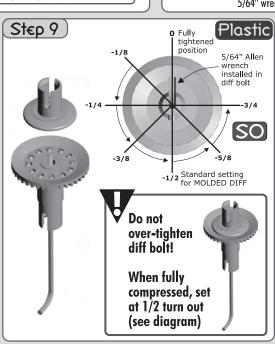






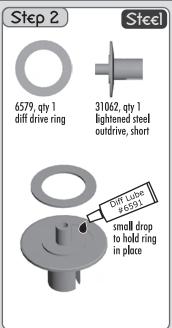








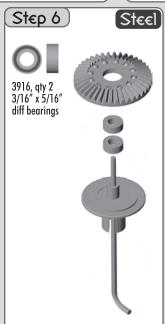


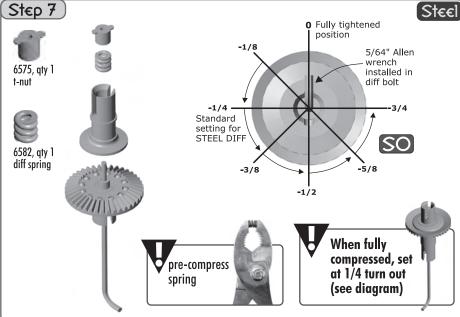




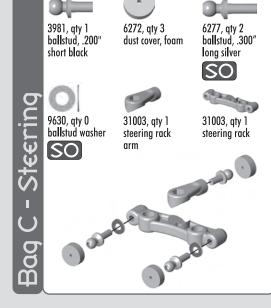




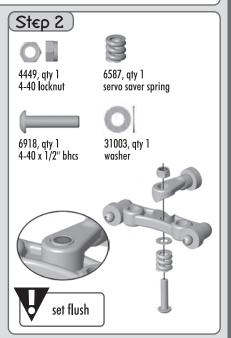


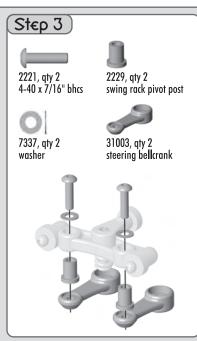




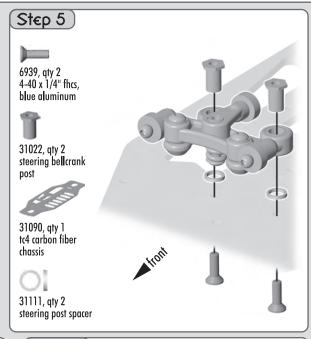


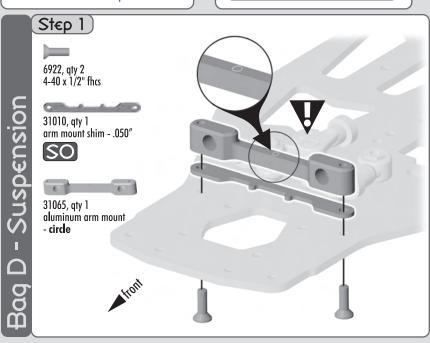
Step 1

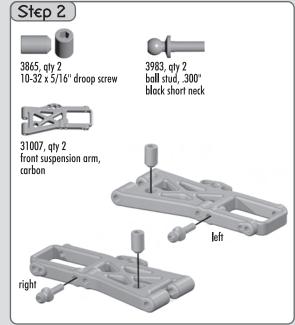


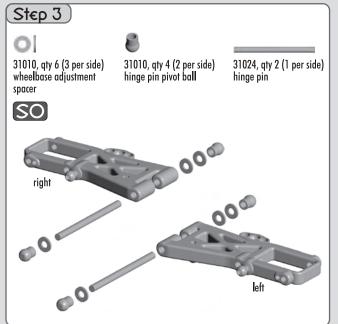


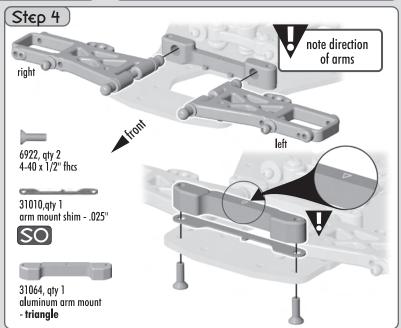


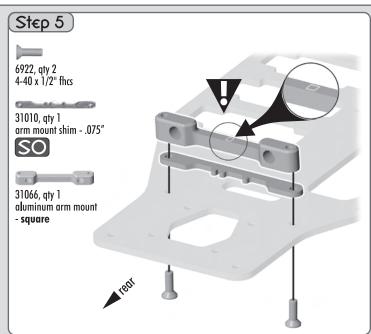


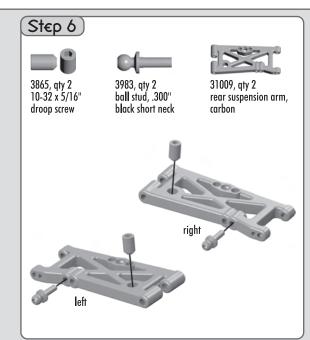


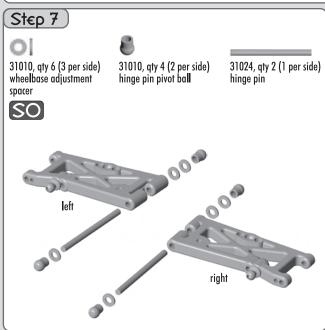


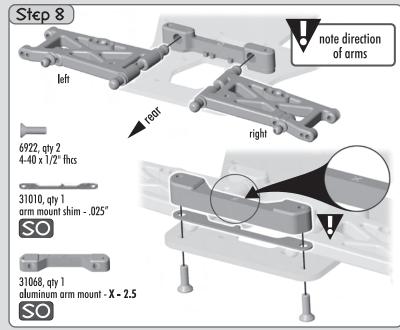


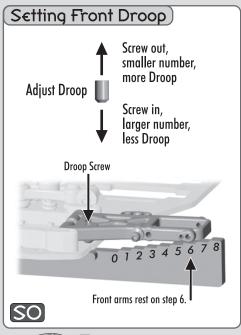


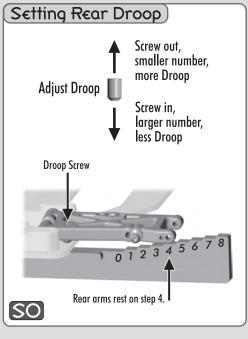


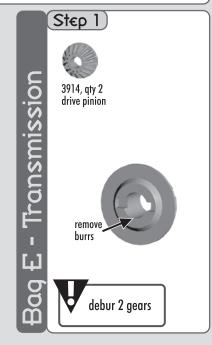


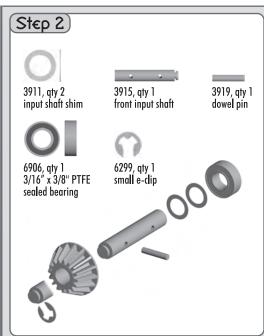


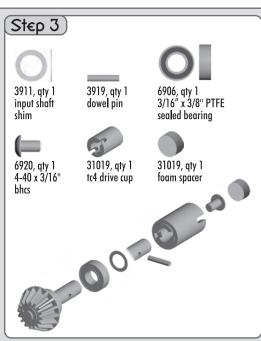


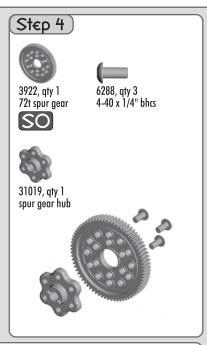


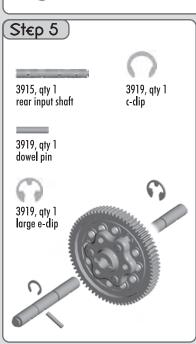


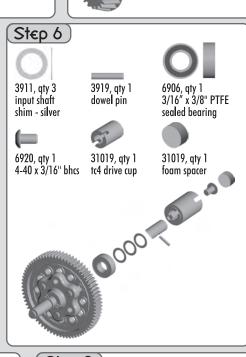


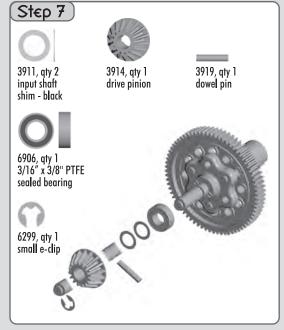


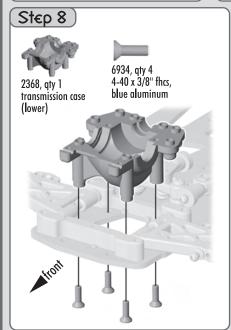


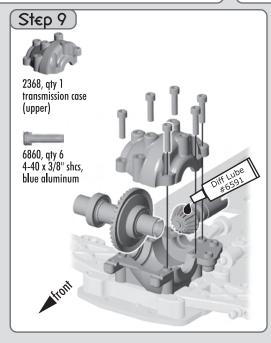


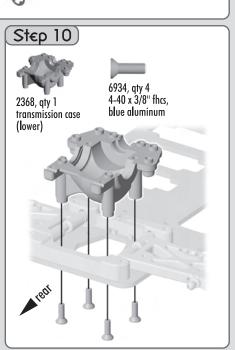


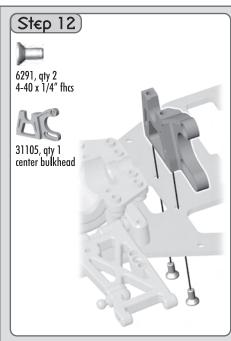


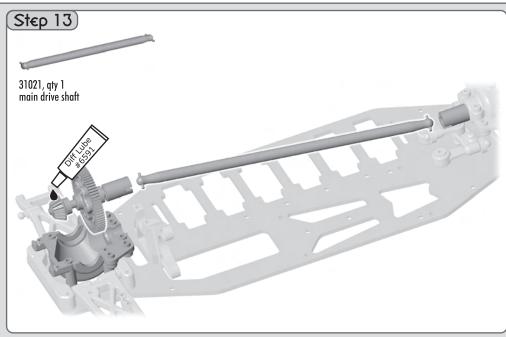


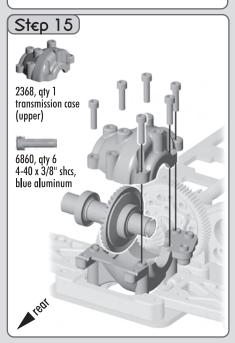


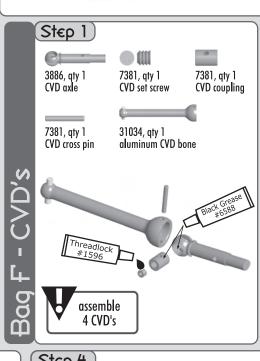


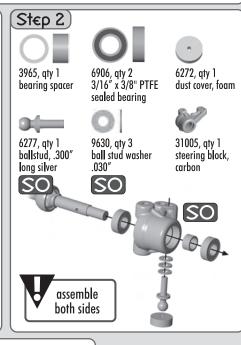


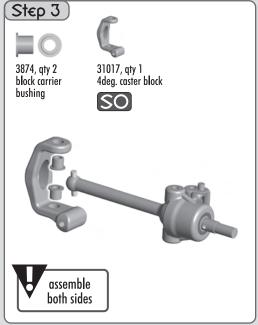


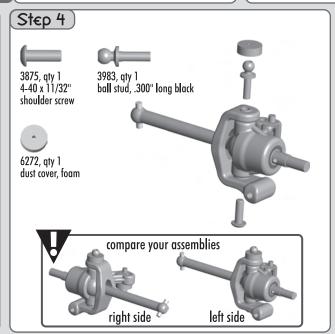


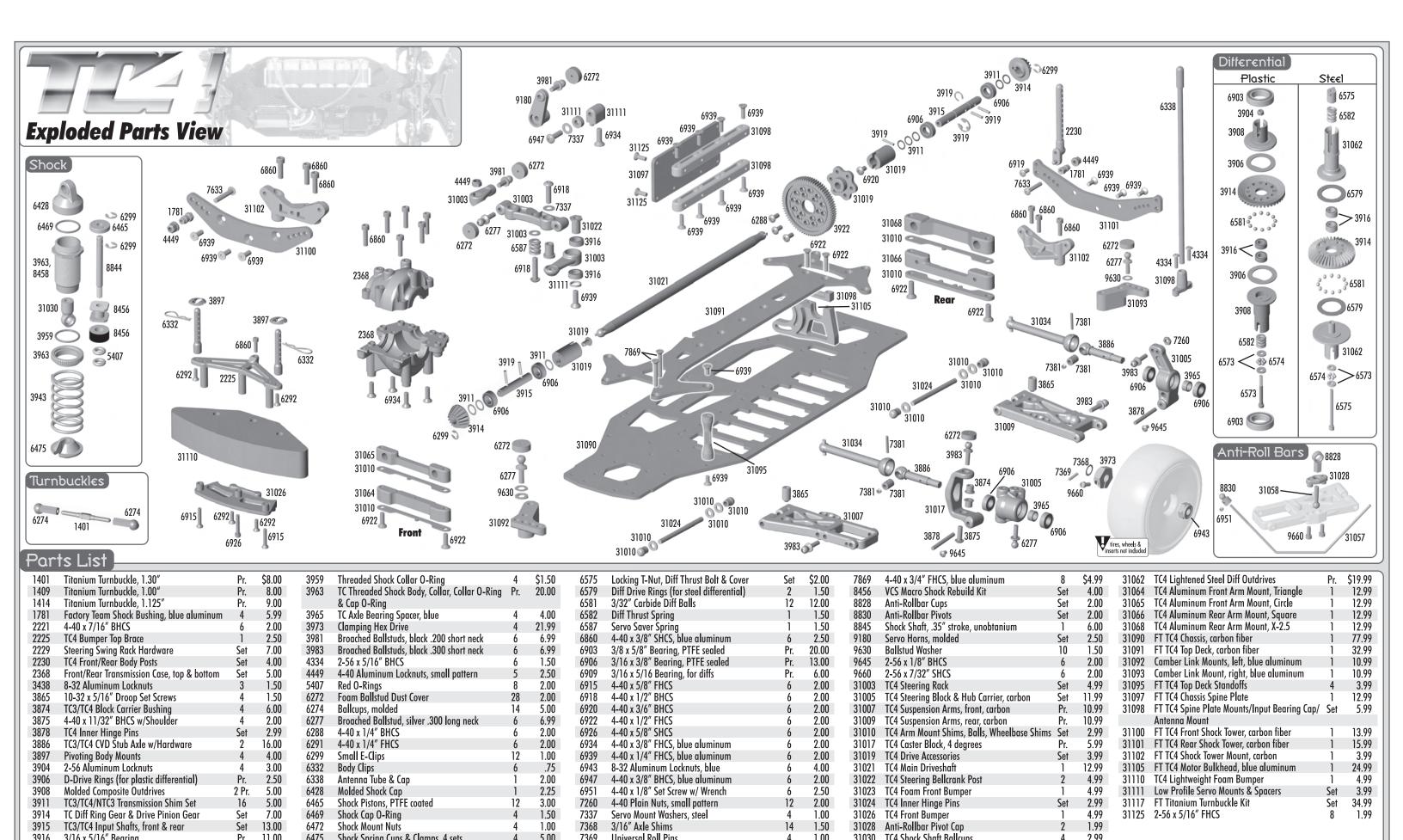


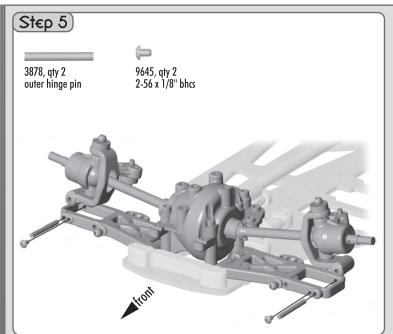


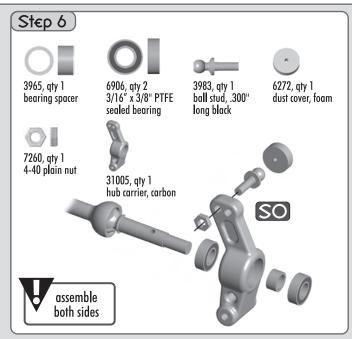


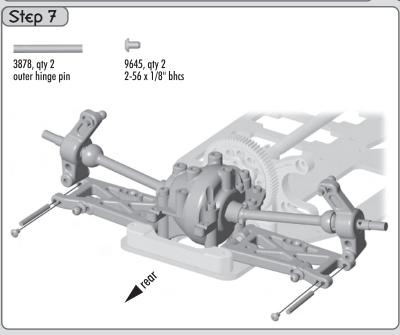


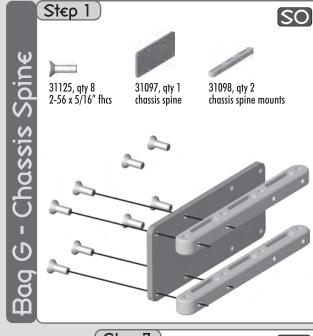


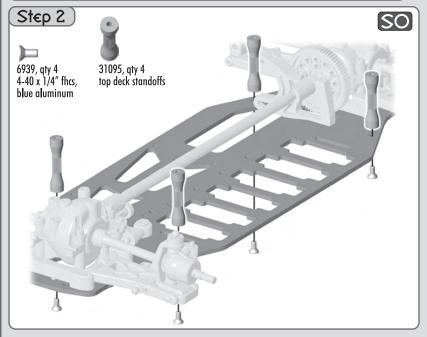


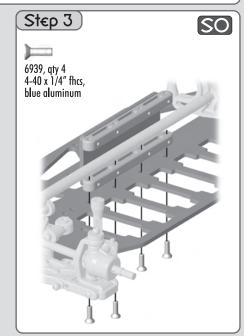


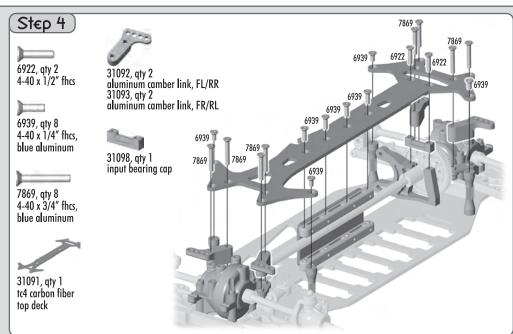


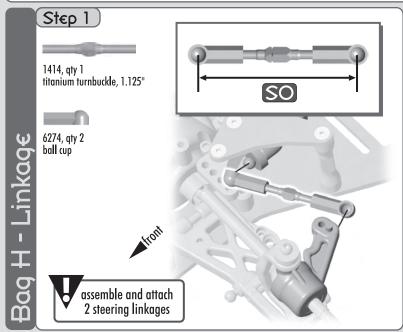


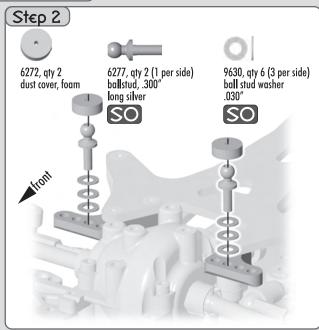


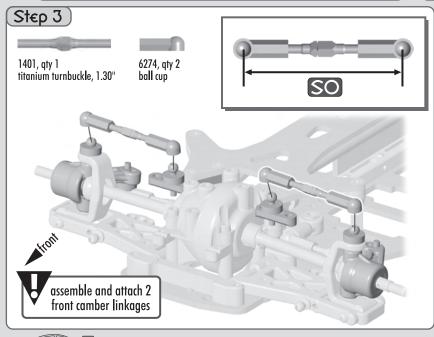


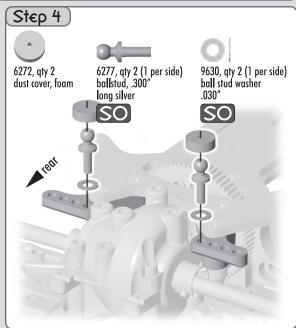


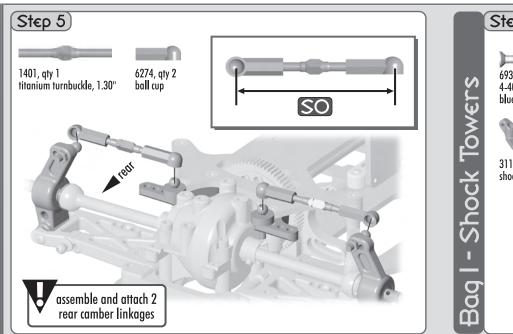




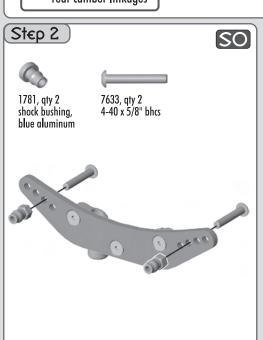


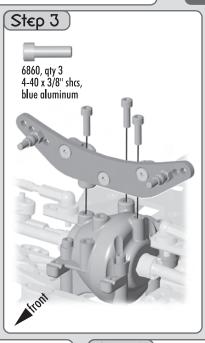


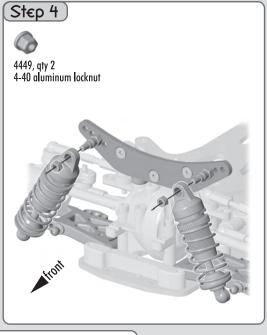


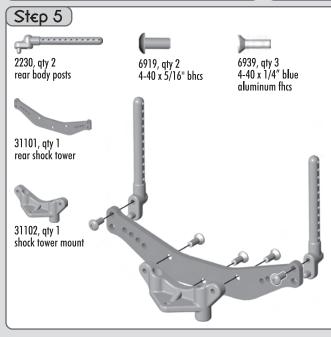


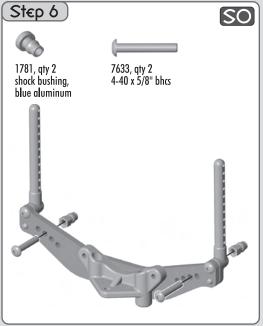


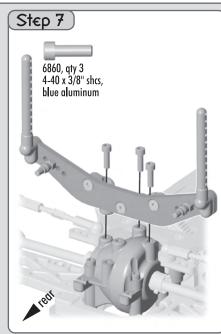


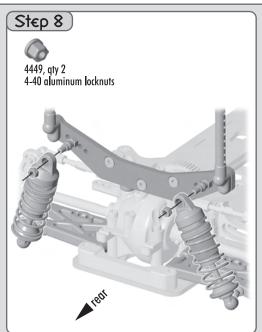




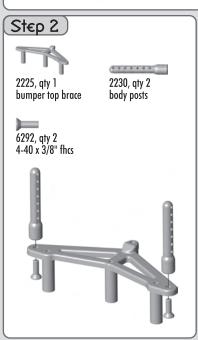




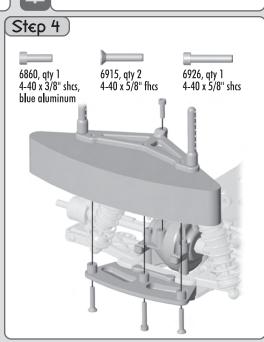


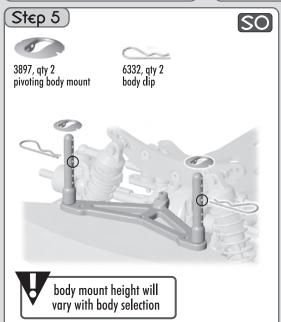


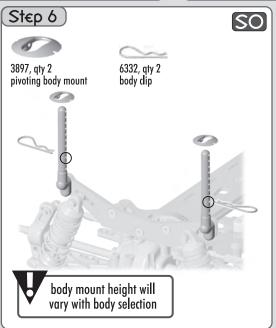


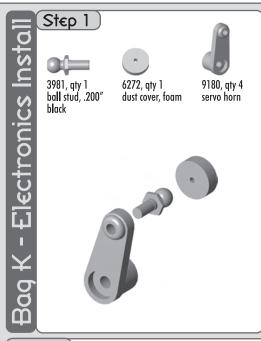


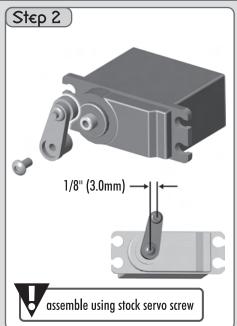


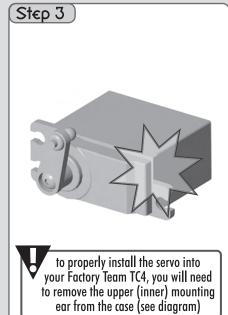


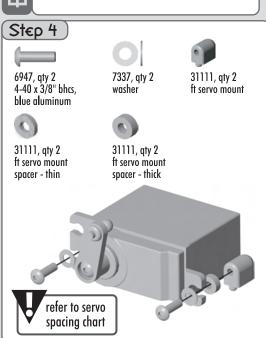


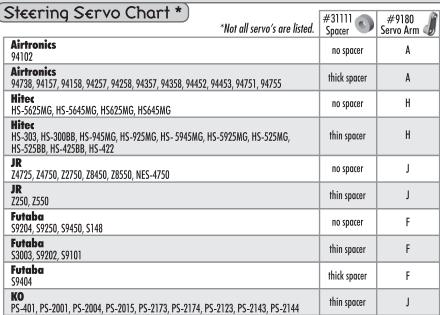


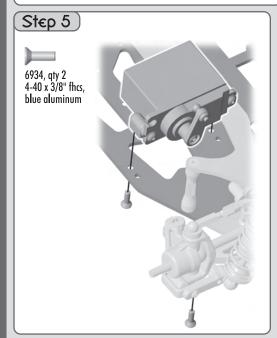


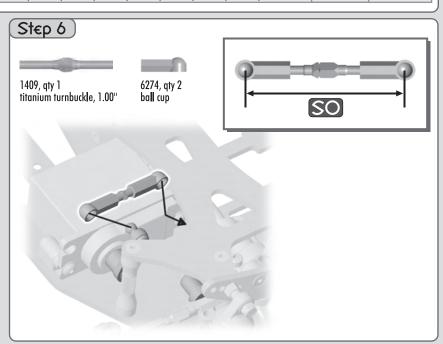




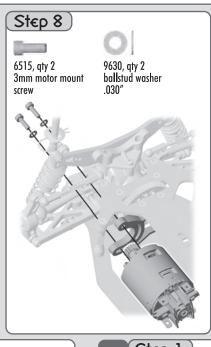


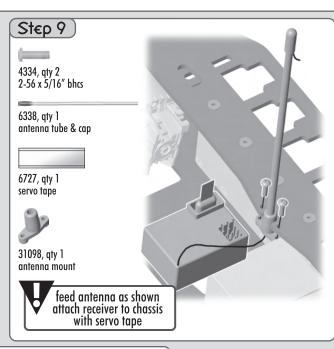


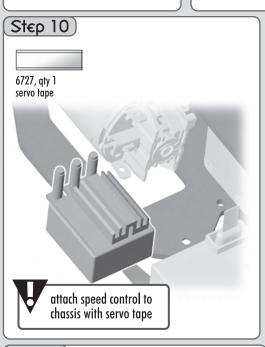


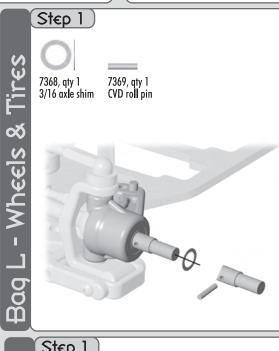


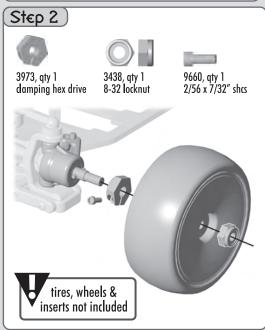


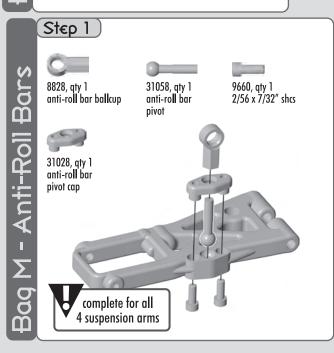




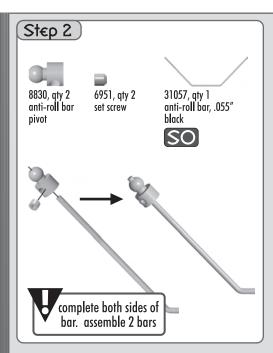


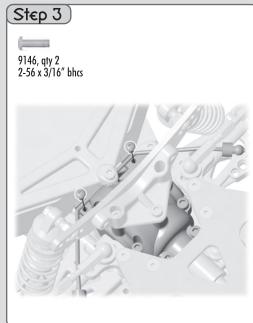














Congratulations!

This completes the assembly of the Team Associated Factory Team TC4.

Ackermann

The inside hole on the steering blocks gives more Ackermann, while the outboard hole yields less Ackermann. Increasing Ackermann will smooth out steering and is best when running a one-way or on a high traction surface such as carpet. Reduced Ackermann will typically work best with a front diff or a solid axle. This will give more mid-to-exit steering and more corner speed.

Arm Mount Shimming

The TC4s new arm mounting system allows for maximum adjustability for both asphalt and foam tire conditions. The shimming system allows you to run the pins flat , kick-up, anti-dive, anti-squat, and pro-squat. Each shim is numbered 1,2, and 3 is designated by the number of tabs on the shim. To determine what you are running, for each pair of mounts (Δ and \bigcirc for front, \square and X for rear) subtract the number of tabs on the forward arm mount (Δ or \square) from the number of tabs on the rearward arm mount (\bigcirc or X). Some examples:

Front Suspension

triangle	circle	result	Туре	Roll Center	
2	2	0	flat	std.	
3	3	0	flat	high	
0	0	0	flat	low	
4	2	+2	kick-up	std.	
2	0	+2	kick-up	low	
2	1	+1	kick-up	low	
2	4	-2	anti-dive	high	
0	2	-2	anti-dive	low	
1	2	-1	anti-dive	std.	

Rear Suspension

square	Х	result	Туре	Roll Center	
4	4	0	flat	std.	
6	6	0 flat		high	
2	2	0	flat	low	
4	2	+2 anti-squat		std.	
2	0	+2	anti-squat	low	
4	3	+1	anti-squat	std.	
2	4	-2	pro-squat	std.	
0	2	-2	pro-squat	low	
3	4	-1	pro-squat	std.	

Also, you can raise or lower the mounts for maximum roll-center adjustability. Simply raise the mounts in equal increments under both mounts and you can raise the roll center. Lowering the mounts in equal increments will lower the roll center.

Anti-Div€

Rear mount higher than front mount, negative result.

Adding anti-dive reduces weight transfer to the front on deceleration entering corners. It also reduces caster at the wheel

Anti-Squat

Front mount higher than rear mount, positive result. Increasing anti-squat will make the rear suspension stiffer. It tends to give the car more entry steering and reduce rearward weight transfer on power.

Pro-Squat

Rear mount higher than front mount, negative result. Running Pro-Squat will increase rearward weight transfer on power.

Kick-Up

Front mount higher than rear mount, positive result. Increasing kick-up will make the front suspension stiffer, as well as increasing caster at the wheel.

Droop

The standard settings of 5mm front and 4mm rear will work best in most cases. Reducing the droop by 0.5 to 1mm both front and rear will increase responsiveness. On carpet, you should run more droop to account for smaller tire diameters.

Caster

Caster describes the angle of the kingpin from vertical while looking from the side of the car. Positive caster means the top of the kingpin leans rearward. Adding negative caster means the kingpin is leaning towards the front of the car. Since caster is measured at the wheel, it is affected by running any inclination in your inboard arm mount. Kick-up adds (+) caster, and anti-dive adds (-) caster.

When figuring out your caster at the wheel, add the number of degrees of kick-up or anti-dive and add it to the degree caster blocks you have on the car.

Typically for most racing surfaces, 4 degrees caster is the normal starting point for the Team. From there, increase caster to reduce mid to exit steering and make the front end less responsive. Conversely, decreased caster gives a more responsive feel and more exit steering.

Ballstud Height & Camber Location

You can lower the front or rear roll center by lowering the arm mounts, or raising the inner ballstud. A lower roll center will put more weight on the tires during cornering, and increases traction to that end of the car. Shortening the link (typically used on high grip and carpet) will raise the roll center and decrease grip. A similar effect can come from lowering the ballstud. You can lower the ballstud from standard by using a black short-neck ballstud.

Ride Height

The standard starting point for ride height is 5mm front and rear and will be used at 90% of conditions. You can lower the front slightly relative to the rear to gain steering. Raise the car slightly for tracks with banking or large bumps. Some carpet tracks have a minimum ride height so check with the track manager.

Wheelbase

Moving the wheels towards the center of the car will increase traction on that end of the car. Lengthening the front will reduce steering, shortening the front will increase steering. Shortening the rear will increase rear grip, lengthening the rear will decrease rear traction.

u bluck short-neck bullstou.

	Chassis Adjustment	Result	Track Conditions	
Stiff	 Chassis Braces and Spine Plate 	More Responsive	High Grip	
1	 Chassis Braces w/o Spine Plate 	 	1	
	 Spine Plate w/o Chassis Braces 			
Soft	 No Chassis Braces and No Spine Plate 	Less Responsive	Low Grip	

Motor Gearing

	Spur (48 Pitch)							
		69	70	71	72	73	74	75
	18	9.58	9.72	9.86	10.00	10.14	10.28	10.42
	19	9.08	9.21	9.34	9.47	9.61	9.74	9.87
	20	8.63	8.75	8.88	9.00	9.13	9.25	9.38
	21	8.21	8.33	8.45	8.57	8.69	8.81	8.93
	22	7.84	7.95	8.07	8.18	8.30	8.41	8.52
	23	7.50	7.61	7.72	7.83	7.93	8.04	8.15
	24	7.19	7.29	7.40	7.50	7.60	7.71	7.81
	25	6.90	7.00	7.10	7.20	7.30	7.40	7.50
; h)	26	6.63	6.73	6.83	6.92	7.02	7.12	7.21
Pitch	27	6.39	6.48	6.57	6.67	6.76	6.85	6.94
	28	6.16	6.25	6.34	6.43	6.52	6.61	6.70
(48	29	5.95	6.03	6.12	6.21	6.29	6.38	6.47
תכ	30	5.75	5.83	5.92	6.00	6.08	6.17	6.25
Pinion	31	5.56	5.65	5.73	5.81	5.89	5.97	6.05
<u>i</u>	32	5.39	5.47	5.55	5.63	5.70	5.78	5.86

Rear Toe-In

Chassis Adjustment

The TC4 comes with 3 rear toe-in per side. Decreasing toe-in will decrease rear traction and increase corner speed. The optional parts needed are $\#31068\ 2.5$ degree toe-in and $\#31069\ 2.0$ degree toe-in blocks.

Motor	72t Spur	
24-degree stock (torque based)	28	
24-degree stock (RPM based)	27	
19 Turn Spec	30	
12-Turn Modified (Big Track)	25	
12-Turn Modified	24	
11-Turn Modified	22	
10-Turn Modified	21	
9-Turn Modified	20	
8-Turn Modified	19	

Motor gearing is a starting recommendation only. You may need to adjust your gearing according to your track size.

Tips for Beginners

Before making any changes to the standard setup, make sure you can get around the track without crashing. Changes to your car will not be beneficial if you cannot stay on the track. Your goal is consistent laps.

Once you can get around the track consistently, start tuning your car. Make only ONE adjustment at a time, testing it before making another change. If the result of your adjustment is a faster lap, mark the change on the included setup sheet (make additional copies of the sheet before writing on it). If your adjustment results in a slower lap, revert back to the previous setup and try another change.

When you are satisfied with your car, fill in the setup sheet thoroughly and file it away. Use this as a guide for future track days or conditions.

For more racing tips and setup information, go to: www.RC10.com • www.TeamAssociated.com • www.CompetitionX.com





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