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<u>REQUIRED READING</u>...UNDERSTAND THIS MANUAL!

Thank You and Congratulations on purchasing the **ENFORCER GBX3**! Within this kit you will find a race winning car with over 25 years worth of **CUSTOM WORKS** design and quality. In order for you to realize this race car's winning potential it is important to follow the written text along with the pictures included. The steps required to build this car are very easy, as long as you read before you build.

The instructional format for building this car is to open each bag in alphabetical order. Each bag of parts will be broken down into "Steps" thru the manual. All parts and hardware needed to complete all steps for each separate bag, will be found in each individual bag. There is no need to steal screws from other bags. In the rare event you need to look in a different bag for a certain part, it will be noted clearly in the instructions.

Considering the various dirt or clay surfaces that Dirt Oval cars are raced on today, the Enforcer GBX3 has been designed to be competitive on high bite and well groomed clay tracks with rubber or foam racing tires. The instructions will build the kit using the most verastale set-up Custom Works has found in testing on different types of tracks, however there are various other suspension configurations available to you that you may find more suitable for your local track. For updates and more proven set-ups login to CustomWorksRC.com.

All hardware (screws, washers, nuts, etc...) are referred to by size and type in the instructions. To help clarify which screw or nut the instruction is calling for refer to the HARDWARE REFERENCE supplement. The size of the screw or nut should match the "shadow" of the same piece very closely.

Screw ID's are: FH=Flat Head BH=Button Head SH=Socket Head SS=Set Screw

BUILDING TIPS:

-Parts are made with tight tolerance and held to the side of a "snug" fit as wear is expected over time. Try as we may, occasionally a burr may remain in a part and fit more tightly than desired. It is ok to use 400 Grit Sandpaper or a .125" drill to SLOWLY relieve a part from time to time. Suspension components should always pivot and swivel freely but not sloppily.

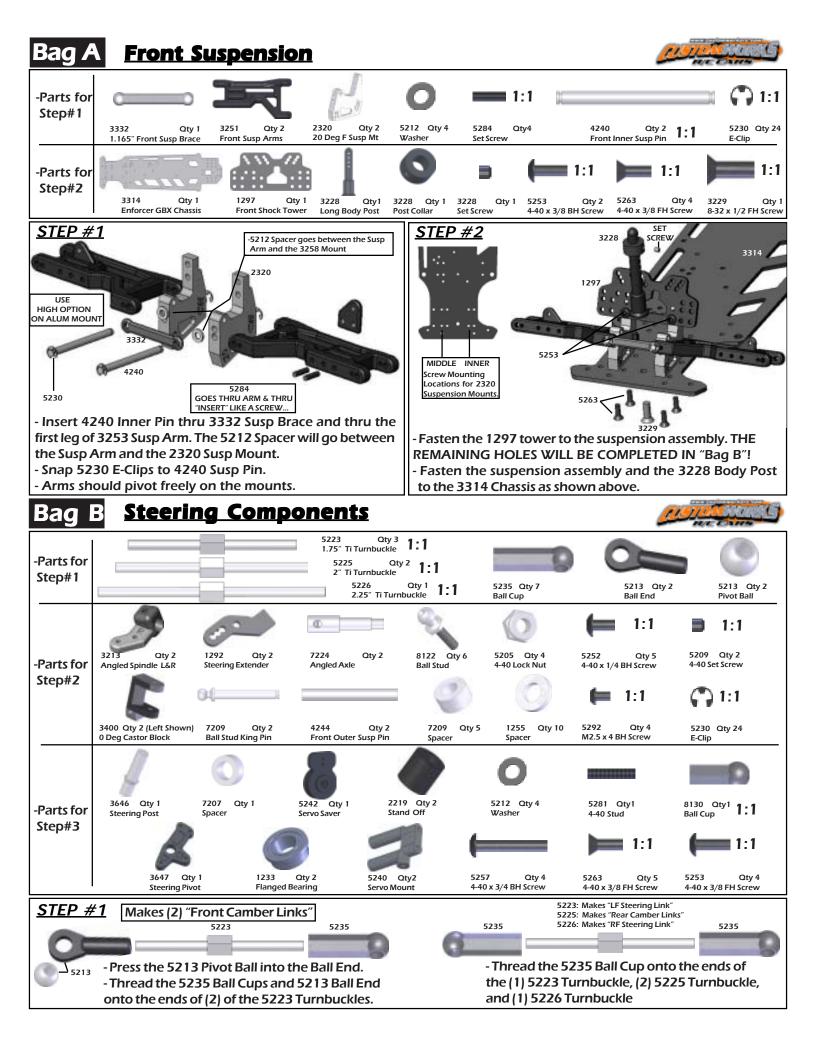
-Using some type of thread locking fluid is suggested for all parts where metal screws thread into other metal parts. We suggest using a lite setting strength thread lock for the reason you may want to take the screw out one day. Remember it only takes a very small amount to secure the screw.

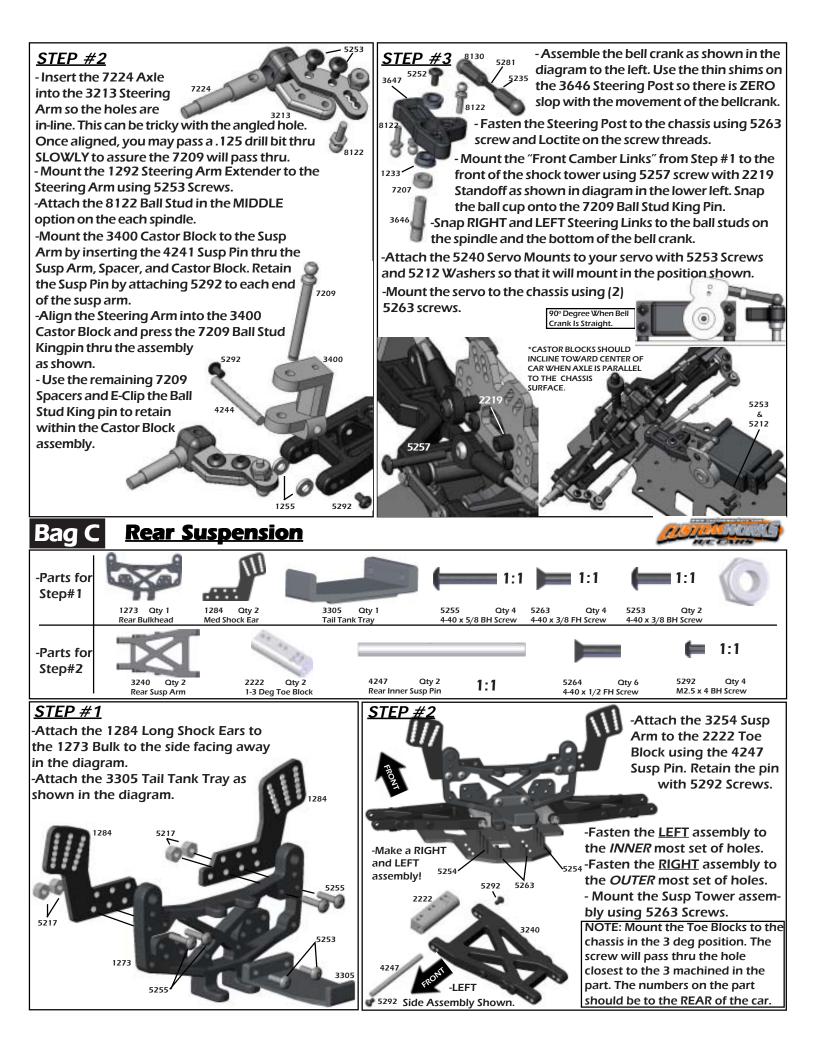
-Do **NOT** use power screwdrivers to drive screws into parts. The fast rotation speed can easily melt and strip plastic parts or cross-thread into the aluminum parts.

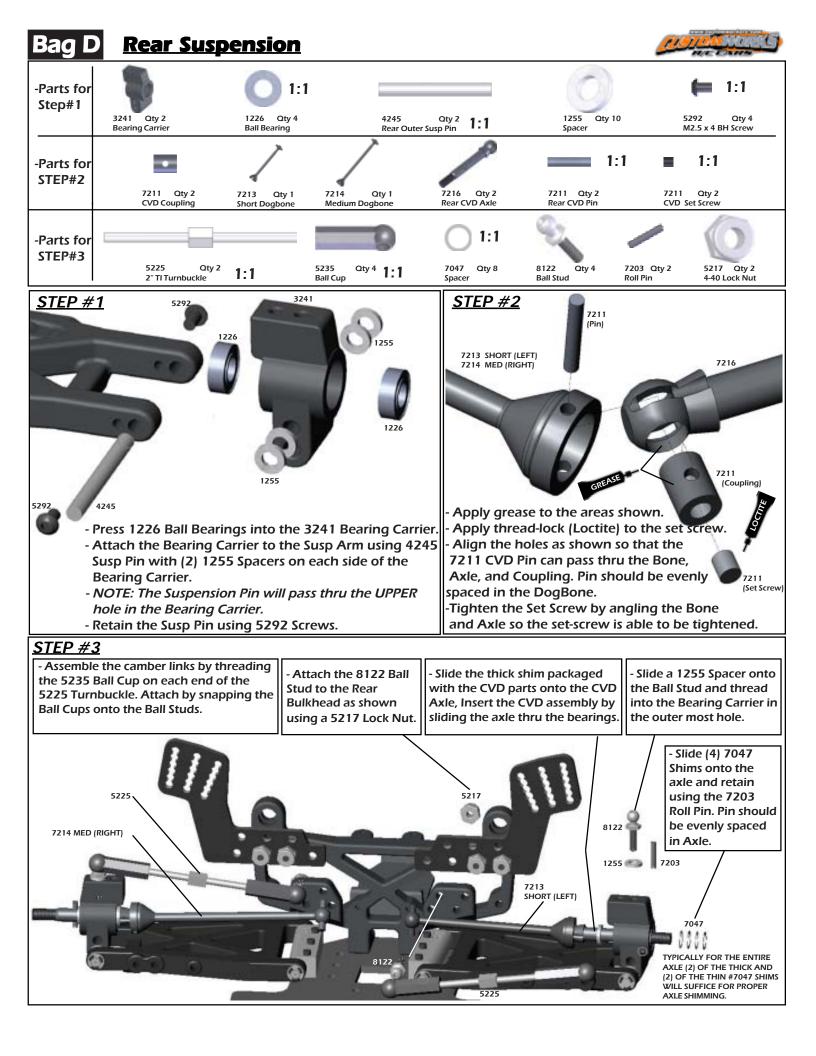
-Lightly sand the edges of graphite pieces using a medium grade sandpaper to avoid splinters. Run a thin bead of Super Glue around the edges to give pieces greater durability.

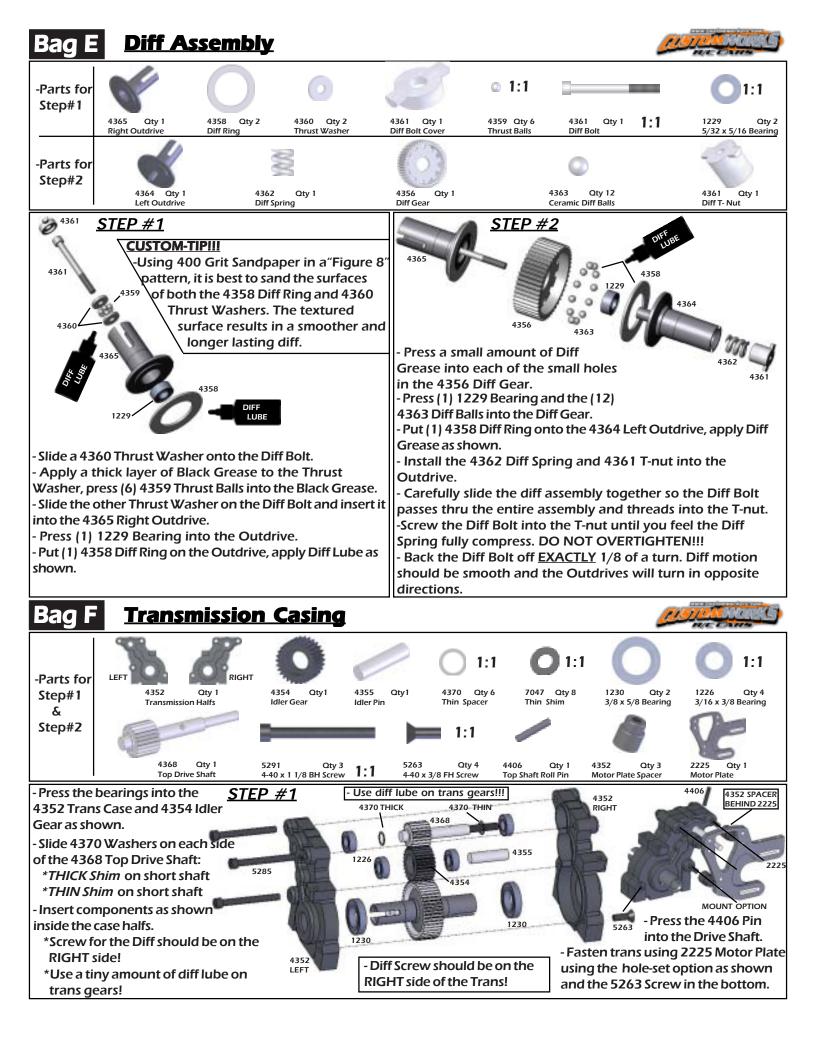
SUGGESTED TOOLS

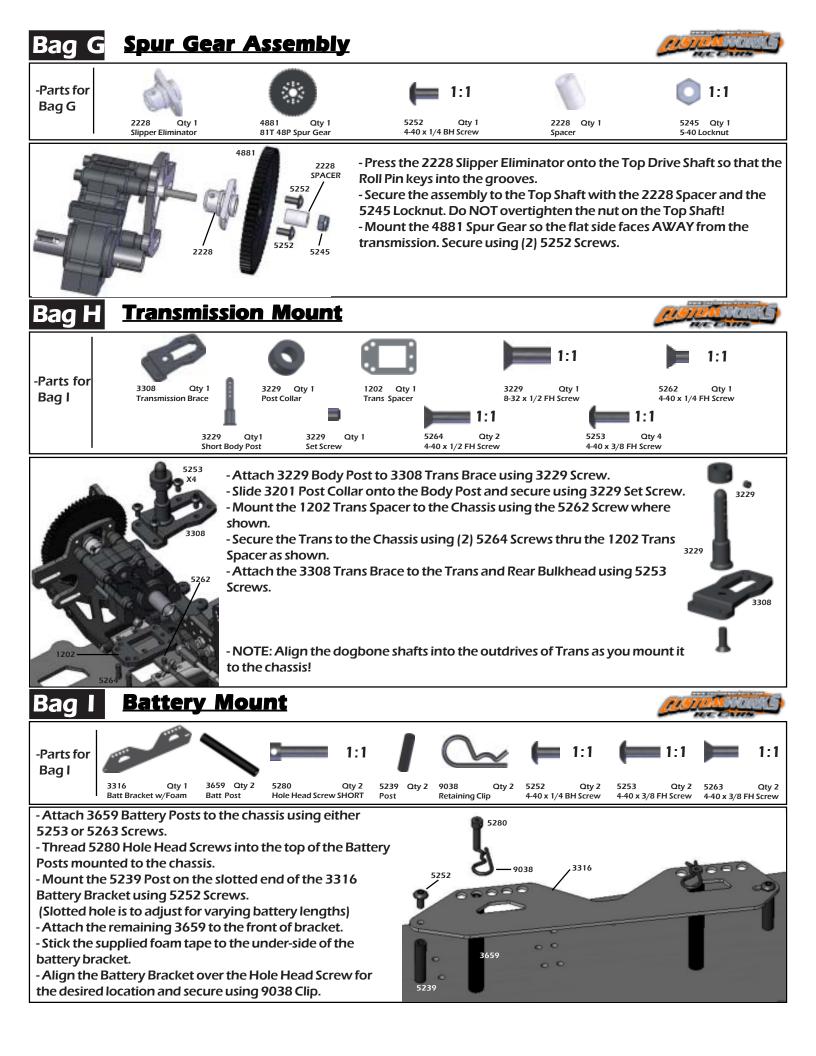
400 Grit Sandpaper Hobby Scissors Small Needle Nose Pliers Wire Cutters X-Acto Knife Phillips Head Screw Driver Blue Loctite 3/16" Wrench

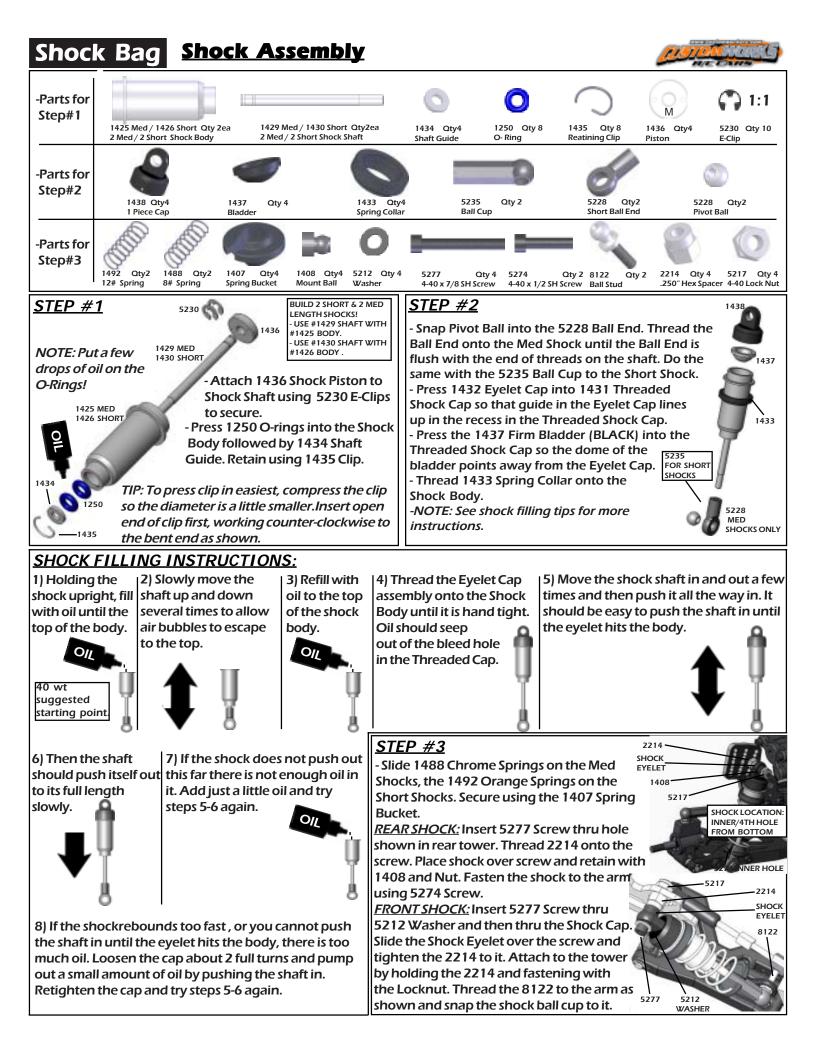


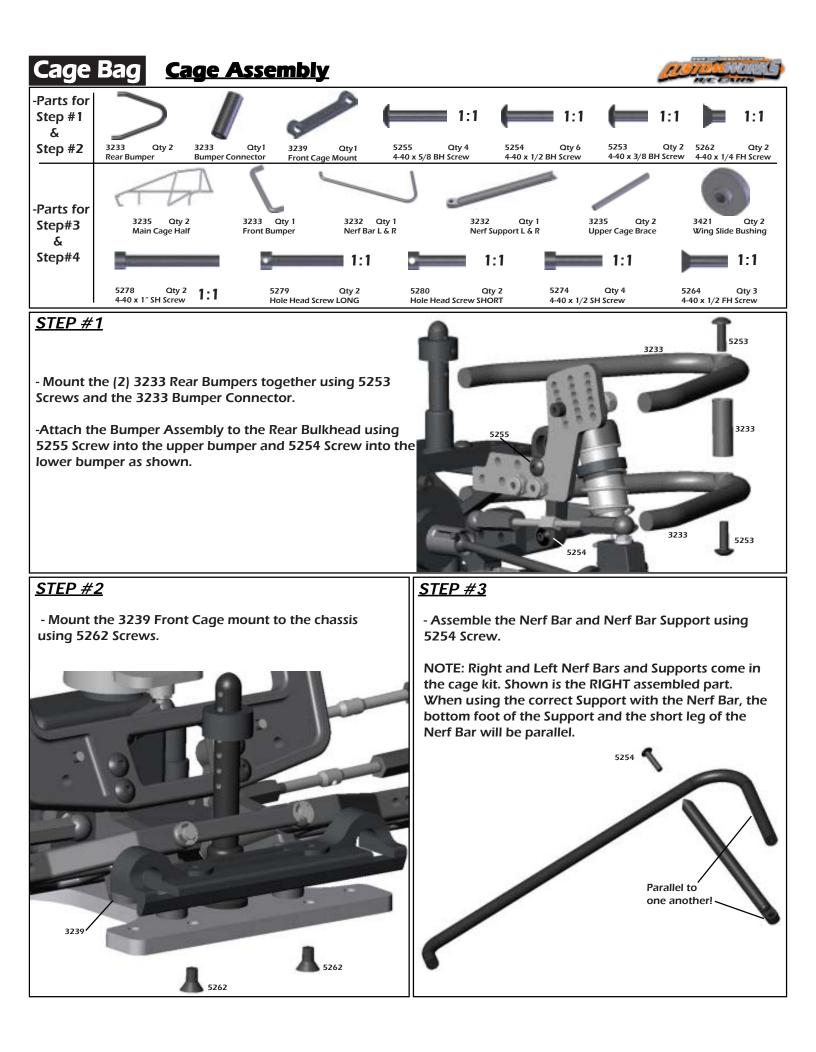


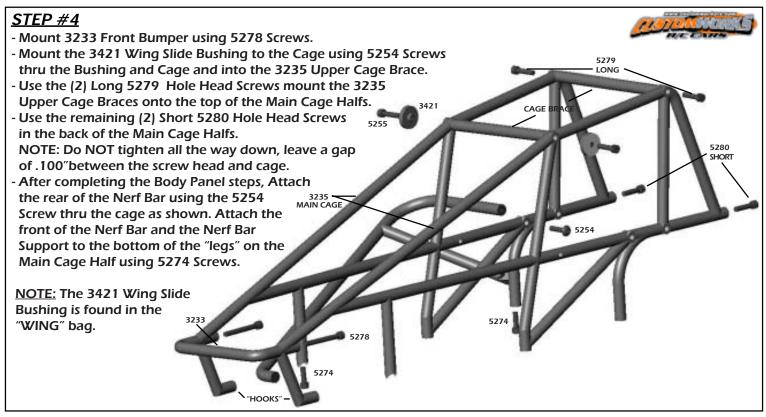












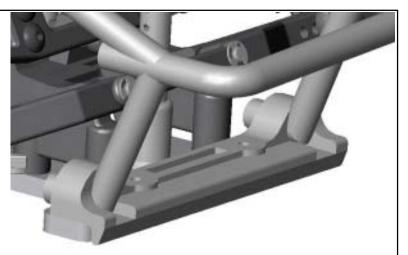
CAGE INSTALLATION AND REMOVAL:

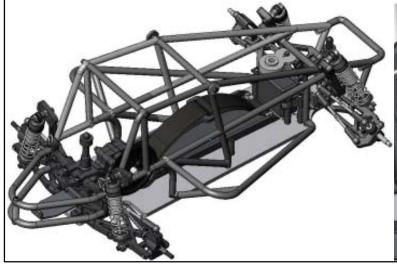
- Place the cage between the front suspension tower with the "HOOKS" slightly further forward the the front edge of the chassis.

- Guide the "HOOKS" into the Front Cage Mount while guiding the Short 5280 Hole Head Screws into the Rear Bulkhead.

- Position the (2) 5274 Screws that mount the bottom portions of the nerf bars to the Cage Half into the holes in the Chassis.

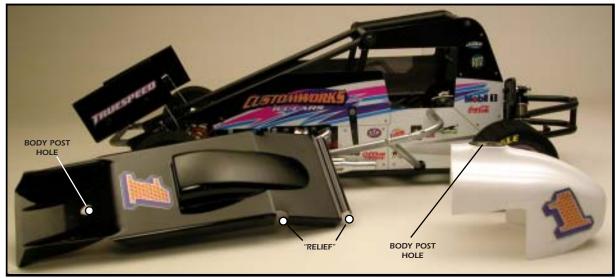
- Lock the cage by placing 9936 Clip into the Hole in the Head of the 5280 Screw.







Body Panel Bag Body Panel Prep & Mounting





- Do these steps BEFORE painting your body panels!!! - Follow the molded lines on the Headers, 9086 Salem Hood and 9026 Tail Tank to cut the parts out. The locations of the body lines are very accurate and will provide for the best result.

-Mounting the HEADERS: Mount the headers to the side panel using the screws and nuts provided as shown.

<u>-Mounting the HOOD</u>: Ream the hole marked in the hood for the body post to mount thru. Tuck the front "scoop" portion of the hood down between the front edges of the cage and onto the body post. Then align one side of the hood's edges between the cage and the body side panel. The down tubes of the cage will align into the "Relief" made in each side of the hood as noted. It will be necessary and ok to slightly bend the portion of the hood behind the hood scoop to tuck this in between the cage rails. Retain the hood at the front by using a body clip thru the body post.

<u>-Mounting the TAIL TANK:</u> Ream the hole marked in the fuel cap area as shown in the picture. Adjust the height of the body post collar so that the bottom of the tail tank is parallel to the ground to attain the proper look. Retain using a body clip.





Top Wing



- Assemble the #9052 Wing Kit using the instructions provided inside the wing kit. Mount the wing to the car and it should now look just like the car shown below.



CONGRATULATIONS!!! You have now completed the assembly process of your new Custom Works Enforcer GBX3! In the next section of this manual you will find some basic setup hints and advice. It is important to remember that all tracks and racing surfaces are different. Therefore the suggestions we give you are general in nature and should by no means be treated as the only options.

MAINTENANCE:

Occasionally dirt will get into the moving and pivoting locations in your car. It is best to periodically clean your car to keep all the suspension components moving freely. Read the tips below to keep your car running at its best!

- Begin by removing the majority of the dirt using a small brush, toothbrush, or compressed air.

- Compressed air is ok to use, be mindful to not FORCE the dirt into the radio gear, transmission, bearings, or air filter. Typically these items only have dirt on them, hitting the dirt with the compressed air puts dirt *IN* these parts!

- Tires, either foam or rubber are best cleaned using water or cleaners like Simple Green (TM). Simple Green also does a great job cleaning car parts as well. Lightly spraying car parts (NOT radio components, transmission, air filter, or bearings) with Simple Green and blowing off with compressed air or wiping the parts using the paint brush is a great way to clean in a hurry.

- Another R/C friendly cleaner is WD-40 (TM). After the car is clean, very lightly spray the car components and bearings (NOT radio components, transmission, or air filter). Use your brush or compressed air to remove the extra WD-40. This will lube your bearings and leave a protective coating on the parts making it easier to remove dirt later.

- Differential Maintenance is needed when the action of the diff feels "notchy". Usually cleaning the diff parts, re-sand the thrust and diff plates with 400 paper, and lube appropriately will be all that is needed to bring back to new. Ignoring your differential will lead to handling woes and increase transmission temps, which will cause part failure.

TUNING TIPS: These are some general guidelines for optimizing handling performance. None of these "tips" are EVER set in stone. On any given day this manual or any chassis engineering book or guru can be proved wrong by the stop watch. A good way to approach chassis set-up is to try one change, practice it, think how the car felt different from before, and compare lap times from the stop watch.....this will never fail.

Car Pushes (understeers):	Car Is Loose (oversteers):	Car Is Erratic:
- Decrease Wing Angle	- Increase Wing Angle	- Bent Suspension Pins: Remove shocks to check
- Decrease Spoiler on Wing	- Add Spoiler to Wing	free movement.
- Heavier Rear Spring	- Softer Rear Spring	- Bound Ball Joint: Should spin free on balls
- Softer Front Spring	- Heavier Front Spring	while mounted to the car.
- Use Rear Sway Bar	- Use Front Sway Bar	- Bent or Loose Camber Links
- Try Softer Front Compound Tire	- Try Harder Front Compound Tire	- Wore out Bearings or Completely Seized
- Try Harder Rear Compound Tire	- Try Softer Rear Compound Tire	Bearings
- Lower Front Ride Height	- Raise Front Ride Height	- Chunked Tire: Check to see if Foam or Rubber
- Raise Rear Ride Height	- Lower Rear Ride Height	Tire is still glued to wheel.
- Thread Shock Collar UP on	- Thread Shock Collar	- Loose Screws: Especially Chassis Screws, add
Right Front	DOWN on Right Front	Blue Loctite to prevent.
- Thread Shock Collar DOWN on	- Thread Shock Collar UP on	- Shocks: Either Bound-up or Out of Oil. Must
Right Rear	Right Rear	swivel freely on mounts.
- Decrease Rear Toe	- Increase Rear Toe	- Foreign Objects: Unlucky Dirt/Stones
- Decrease Castor	- Increase Castor	preventing Suspension or Steering Movement.
- Add Rear Toe Stagger or	- Decrease Rear Toe Stagger or	- Blown Differential
Increase the difference	Decrease the difference	- Radio Problem: Bad Servo, Weak Servo Saver
		Spring, Transmitter Pot blown.

SET-UP GUIDELINES:

When looking for the "perfect set-up" it is important to remember 2 things...

1) Keeping things simple is best.

2) As you are making your set-up change, the track is changing too! Ask a local racer what the track usually does from begining to end, especially day to night.

- Start your car's ride height with it equal at all four corners to start. Use the shock collars to adjust ride height by measuring the distance under the chassis when the car is sitting on a FLAT & LEVEL surface.

- Shock collars can only jack weight and adjust the car's handling when the car makes ALL 4 shocks squat when the car is set down. Use the RF shock collar to adjust how the car ENTERS the corner. Use the RR shock collar to adjust how the car exits the corner ON-POWER. Use the LF shock collar to make the car turn in less, and off the corner more.

- It is best to have a little bit of brake drag when you let off the gas, this will allow for a more controlable car in ALL conditions. Increasing how much the brake drags will make your car turn into the corner harder.

SET-UP GLOSSARY:

<u>Caster</u>: Angle of the kingpin in relation to a vertical plane as viewed from the side of the car. Increasing the angle will make the car more stable out of the turn and down the straights and increase steering entering a turn. Decreasing the angle will make the car feel more "touchy" at high speeds and help steering while exiting the turn.

Camber Gain: Angle of the Camber Link relative to the Suspension Arm. Lowering the camber link on the shock tower OR raising the camber link on the castor block will INCREASE the camber angle of the tire when the suspension is compressed. Raising the camber link on the shock tower OR lowering the camber link on the castor block will DECREASE the camber angle of the tire when the suspension is compressed. There is not a "correct" set-up and once again too much of anything is generally bad. This will help change the "feel" of the car thru the turns.

Camber Link Length: Comparing this to the length of the Suspension Arm from each pivot point and keeping the Camber the same, making the link *shorter* will decrease traction for that corner of the car while making it *longer* will increase traction for that corner of the car. Once the camber link is equal to or greater than the Suspension Arm pivots, the gain of traction ends. Also a shorter camber link will increase camber gain and a longer decrease camber gain.

Shock Angle: Leaning the shock toward the car is effectively like changing to a *softer* spring. Standing the shock closer to vertical is effectively like changing to a *stiffer* spring. Try when the car is working well and when one spring change is TOO much for your set-up.

<u>Ride Height:</u> Check by pushing the chassis down once or twice to simulate bumps on the track. Having the front end *higher* than the rear will make the car increase rear traction especially out of the turn. Having the front end *lower* than the front will make the car increase front traction especially entering the turn. Generally its safe to start the car with the ride heights even.

<u>Rear Toe-In:</u> Front edge of car tires point *toward* the chassis as viewed from above the car. Increasing the angle toward the car will increase rear traction while decreasing front traction. Decreasing the angle will do the opposite. **<u>Rear Toe Stagger:</u>** Difference in the amount of Rear Toe-In among the rear tires. Typically used only on high bite tracks with MORE toe-in on the Left Rear tire than the Right so the rear of the car helps turn the car LEFT under acceleration.

Wheelbase (Front End): Wheelbase is the distance between the front and rear axles. Running the entire front end assembly in the forward position makes the wheelbase longer and therefore more stable on long/fast tracks with flowing turns. Running the entire front end assembly in the rear position make the wheelbase shorter and therefore more suitable for short-tracks where you are constantly turning.

Wheelbase (Rear End): This adjustment uses the plastic spacers on the kingpin the rear bearing carrier rides on. With the spacers in front of the carrier it will lengthen the wheelbase but will increase steering. If the spacers are behind the carrier it will shorten the wheelbase but increase rear traction. This is completely backwards from how it works for the Front End only because in the rear of the car you have the weight of the motor and the torque it creates. Shortening the wheelbase here makes more of the car hang over the rear tires and promotes more weight transfer.

Final Drive Chart: The chart provided below gives you the final drive of the motor to spin the axle 1 revolution. This chart is NOT just the pinion and spur, but has the transmission ratio included as well.

- To determine the final drive in your car:
- 1) Divide the Spur Gear by the Pinion Gear, which equals a "Ratio".
- 2) Multiply the "Ratio" by the "Transmission Ratio" which will equal your "Final Drive".

Transmission Ratio = 2.4 for this car.

11.70 12.15 12.75 13.20 13.95 14.40 15.00

- Gearing choice can vary greatly depending on track size, surface type, amount of traction, you motor and driving style. For starters consult your local hobby dealer or fellow racer at your local track for the ideal gear choice for your application.

17	11.01	11.44	12.00	12.42	13.13	13.55	14.12	14.68									
18	10.40	10.80	11.33	11.73	12.40	12.80	13.33	13.87	48 Pitch				e				
- 19	9.85	10.23	10.74	11.12	11.75	12.13	12.63	13.14					Spur Gear				
20	9.36	9.72	10.20	10.56	11.16	11.52	12.00	12.48	Pinion	66	68	70	72	75	78	81	84
21	8.91	9.26	9.71	10.05	10.63	10.97	11.43	11.89	12	13.20	13.60	14.00	14.40	15.00	15.60	16.20	16.80
22	8.51	8.84	9.27	9.60	10.15	10.47	10.91	11.35	13	12.18	12.55	12.92	13.29	13.85	14.40	14.95	15.51
23	8.14	8.45	8.87	9.18	9.70	10.02	10.43	10.85	14	11.31	11.66	12.00	12.34	12.86	13.37	13.89	14.40
24	7.80	8.10	8.50	8.80	9.30	9.60	10.00	10.40	15	10.56	10.88	11.20	11.52	12.00	12,48	12.96	13.44
25	7.49	7.78	8.16	8.45	8.93	9.22	9,60	9.98	16	9.90	10.20	10.50	10.80	11.25	11.70	12.15	12.60
26	7.20	7.48	7.85	8.12	8.58	8.86	9.23	9.60	17	9.32	9.60	9.88	10.16	10.59	11.01	11.44	11.86
27	6.93	7.20	7.56	7.82	8.27	8.53	8.89	9.24	18	8.80	9.07	9.33	9.60	10.00	10.40	10.80	11.20
28	6.69	6.94	7.29	7.54	7.97	8.23	8.57	8.91	19							1.1	
29	6.46	6.70	7.03	7.28	7.70	7.94	8.28	8.61		8.34	8.59	8.84	9.09	9.47	9.85	10.23	10.61
30	6.24	6.48	6.80	7.04	7.44	7.68	8.00	8.32	20	7.92	8.16	8.40	8.64	9.00	9.36	9.72	10.08
31	6.04	6.27	6.58	6.81	7.20	7.43	7.74	8.05	21	7.54	7.77	8.00	8.23	8.57	8.91	9.26	9.60
32	5.85	6.08	6.38	6.60	6.98	7.20	7.50	7.80	22	7.20	7.42	7.64	7.85	8.18	8.51	8.84	9.16
33	5.67	5.89	6.18	6.40	6.76	6.98	7.27	7.56	23	6.89	7.10	7.30	7.51	7.83	8.14	8.45	8.77
34	5.51	5.72	6.00	6.21	6.58	6.78	7.06	7.34	24	6.60	6.80	7.00	7.20	7.50	7.80	8.10	8.40
35	5.35	5.55	5.83	6.03	6.38	6.58	6.85	7.13	25	6.34	6.53	6.72	6.91	7.20	7.49	7.78	8.06
36	5.20	5.40	5.67	5.87	6.20	6.40	6.67	6.93	26	6.09	6.28	6.46	6.65	6.92	7.20	7.48	7.75
37	5.06	5.25	5.51	5.71	6.03	6.23	6.49	6.75	27	5.87	6.04	6.22	6.40	6.67	6.93		7.47
38	4.93	5.12	5.37	5.55	5.87	6.06	6.32	6.57								7.20	
39	4.80	4.98	5.23	5.42	5.72	5.91	6.15	6.40	28	5.68	5.83	6.00	6.17	6.43	6.69	6.94	7.20
40	4.68	4.86	5.10	5.28	5.58	5.76	6.00	6.24	29	5.46	5.63	5.79	5.96	6.21	6.46	6.70	6.95
41	4.57	4.74	4.98	5.15	5.44	5.62	5.85	6.09	30	5.28	5.44	5.60	5.76	6.00	6.24	6.48	6.72
42		4.63	4.86	5.03	5.31	5.49	5.71	5.94	31	5.11	5.28	5.42	5.57	5.81	6.04	6.27	6.50
	4.35	4.52	4.74	4.91	5.19	5.36	5.58	5.80	32	4.95	5.10	5.25	5.40	5.63	5.85	6.08	6.30
44 .	4.25	4.42	4.64	4.80	5.07	5.24	5.45	5.67	33	4.80	4.95	5.09	5.24	5.45	5.67	5.89	6.11
40	4.10		4.03		4.95	5.01	5.33 5.22	5.55	34	4.66	4.80	4.94	5.08	5.29	5.51	5.72	5.93
40	3.98	4.23	4.43	4.59	4.85	4.90	5.22	5.43	35	4.53	4.66	4.80	4.94	5.14	5.35	5.55	5.76
91	3.95	4,14	4.34	4.49						_				0.14	0.00	0.00	0.70
		/		7/	7	1			$a_{\mu\nu\nu}$	nna V			7	7	5		



