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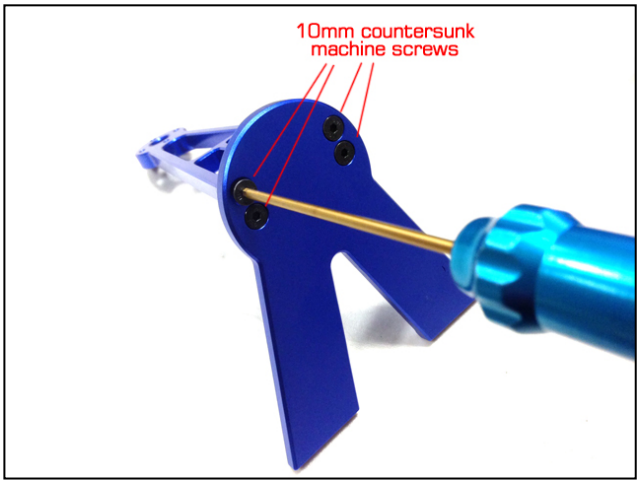
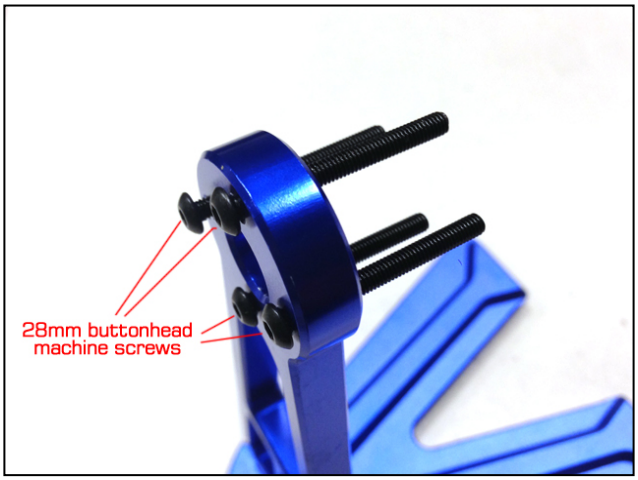
Part#: C24005
Universal Tire Balancer Guide

ASSEMBLY (steps 1-4)

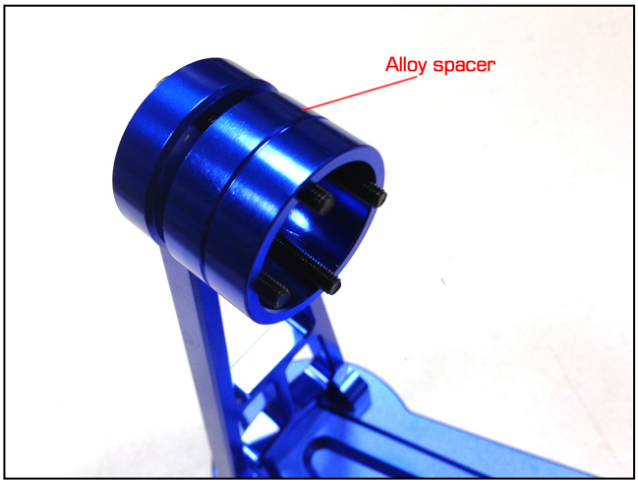
1. Attach the balancing mast to the base using four (4) 10mm countersunk machine screws.



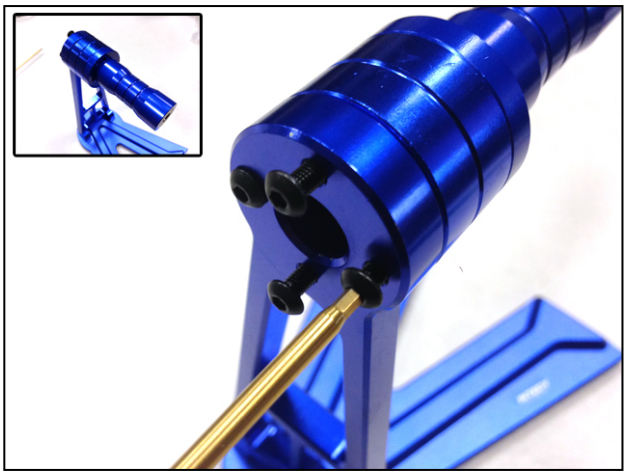
2. Stand the balancer up, and insert four (4) 28mm button head cap screws through the holes at the back of the balancing mast.



3. Slide the alloy spacer over the four screws.



4. Attach the balancing assembly (the part with the ball bearings) to the balancer and tighten the four (4) 28mm button head cap screws.



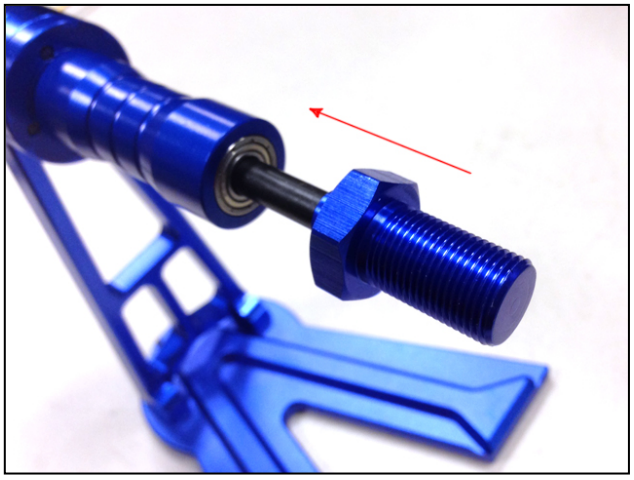
SELECT THE RIGHT ADAPTOR (steps 5-6)

5A. There are five adaptors included with the balancer…

5B. … select the adaptor that fits your vehicle wheel type.

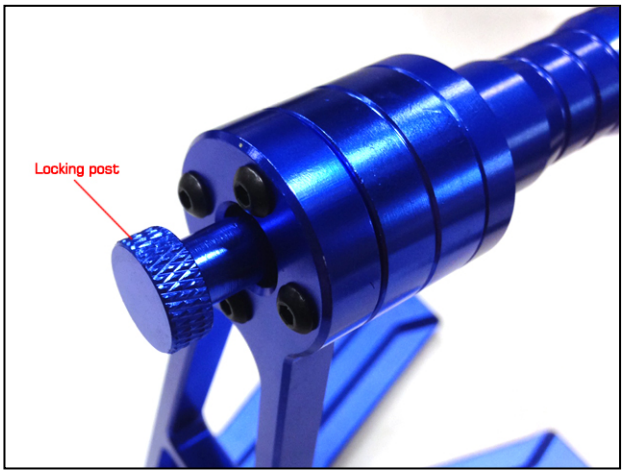
Examples shown here: 12mm hex adaptor for 1/10-scale touring cars and rock crawlers, and 17mm hex adaptor for 1/8-scale buggy and truck.

6A. Slide the correct adapter into the balancer as shown here…



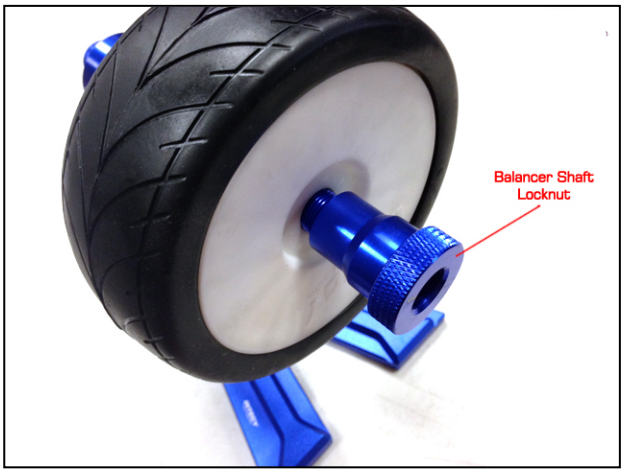
6B. … then lock the adapter in place with the locking post.

NOTE: Do not over tighten the locking screw; make sure it is snug, but the adaptor is still free to spin. You are now ready to balance the wheel.



CHECKING BALANCE (steps 7-8)

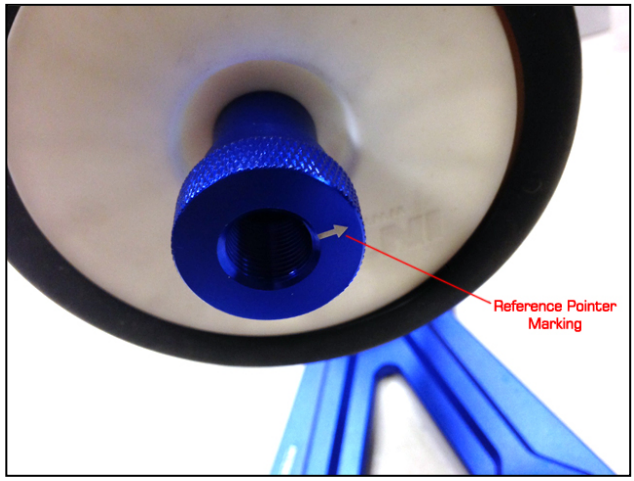
7. Place your wheel onto the adaptor, and then hold it in place with the balancer shaft locknut.



8A. Note where the pointer marker is when you start; don't worry - the pointer does not have to be pointing in a certain direction.

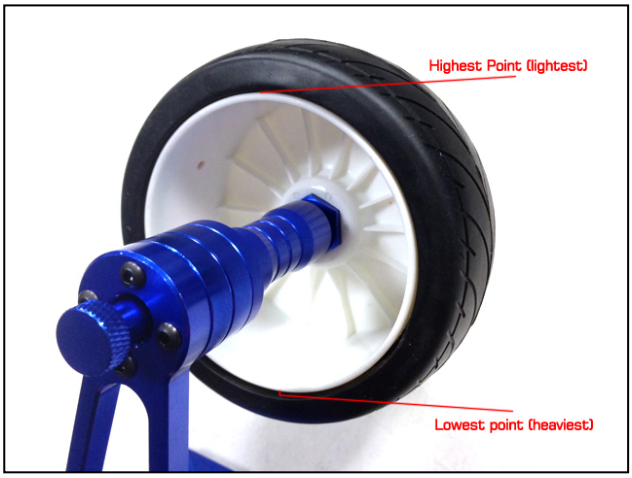
8B. Now, spin the wheel and let it stop on its own. The pointer should be at the same position when you first checked it.

8C. Spin the wheel one more time and let it stop on its own. If the pointer stops at the same position as it was in steps 8A and 8B, this means that the wheel is out of balance.



WHEEL BALANCING (steps 9-8)

9. Without moving the wheel once it comes to a complete stop, look at the backside of the wheel.



9A. HEAVIEST POINT (LOW POINT): The heavier part of the wheel assembly will always stop at the lowest position.

9B. LIGHTEST POINT (HIGH POINT): The lighter part of the wheel will always stop at the highest position.

10. Use thin lead strips, tacky clay, or pieces of strapping tape (sold separately) as balancing weight. Place a small piece inside the wheel at the high point. The idea is to add weight at the high point so that it balances the whole wheel out.

11. After adding your balancing weight, repeat steps 8A-8C again:

YOUR WHEEL IS STILL OUT OF BALANCE IF the pointer continues to stop in the same place. If so, add more weight to the high point of the wheel. Do steps 8A-8C once more.

YOUR WHEEL IS BALANCED IF the pointer always stops in different positions every time you spin the wheel. You can take this wheel off of the balancer to do the next wheel.