#### # Introduction

Thank you for purchasing this Team Associated product. This assembly manual contains instructions and tips for building and maintaining your new vehicle. Please take a moment to read through the manual and familiarize yourself with the steps. We are continually changing and improving our designs; therefore, actual parts may appear slightly different than the illustrations. New parts will be noted on supplementary sheets located in the appropriate parts bags. Check each bag for these sheets before you start to build.

Check www.rc10.com for the latest versions of our instruction manauls.

#### # DC10 Classic Kit Features

Since 1964, Team Associated has proven to be the leader in competition racing. And with its roots in on-road racing, it makes sense that our Area 51 engineers would develop the ultimate RC drift car, the DC10. In RC drifting, vehicle balance is key. With the many suspension and chassis tuning options of the DC10, drivers can setup their car with precision. From camber, caster, and kingpin inclination (KPI) to motor and battery position, the Team Associated DC10 1:10 Scale RWD Competition Drift Kit has it all!

- · New 2mm gold anodized aluminum flex chassis Included
- · Classic white molded (dyeable) plastics throughout
- Gold Anodized aluminum threaded shocks
- Gold anodized motor plate
- All new clear American muscle car body
- Adjustable battery placement
- Fully tunable Ackermann plates
- · Easy-to-adjust camber
- · High and low motor mounting capabilities
- Adjustable offset wheel hexes
- · Adjustable servo mount locations
- · Precision rubber-sealed ball bearings throughout
- Rear mounted electronic speed control (ESC) plate
- Adjustable rear anti-squat and toe-in
- Competition, low friction Team Associated drift tires included
- Maximum steering throw for optimal control drifting through turns
- Easy-to-tune caster adjustments can be made without tools
- · White Team Associated Drift wheels included
- New Silver adjustable turnbuckles

#### # Additional

Your new DC10 Kit comes unassembled and requires the following items for completion (refer to AssociatedElectrics.com for suggestions):

- RC 2-channel surface frequency radio system
- AA-size batteries for transmitter
- Electronic Speed Control ("ESC")
- Steering servo
- RC electric motor
- Drift gyro
- Pinion gear, size determined by type/turn or kV of motor

- Battery charger

   (a peak detection charger, or LiPo compatible charger)
- 2-cell LiPo battery pack
- 1:10 Drift Body
- Polycarbonate specific spray paint
- Cyanoacrylate glue ("CA") (#1697)
- Thread locking compound (#1596)
- Tires and Inserts, Fronts and Rears

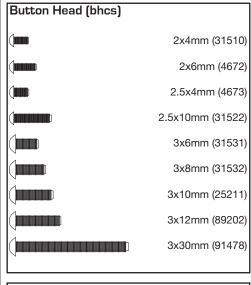
### # Other Helpful Items

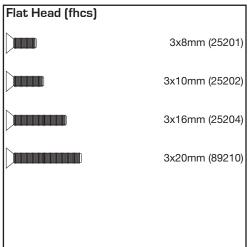
- Silicone Shock Fluid (Refer to AssociatedElectrics.com for complete listings)
- FT Body Scissors (#1737)
- FT Hex/Nut Wrenches (#1519)
- FT Universal Tire Balancer (#1498)
- FT Dual Turnbuckle Wrench (#1114)
- FT Body Reamer (#1499)
- Needle Nose Pliers
- Shock Pliers (#1681)FT Ballcup Wrench (#1579)
- Wire CuttersHobby Knife
- Calipers or a Precision Ruler Soldering Iron
- Green Slime shock lube (#1105)

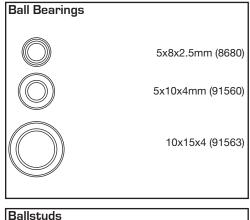
ASSOCIATED ELECTRICS

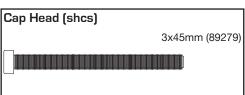
Customer Service Tel: 949.544.7500 Fax: 949.544.7501

### # Hardware - 1:1 Scale View

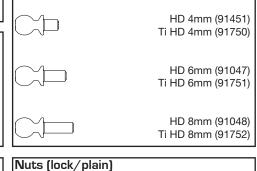


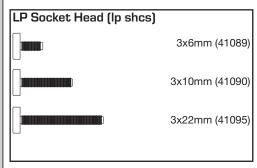


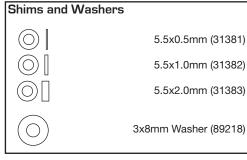














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#### # Notes



This symbol indicates a special note or instruction in the manual.



This symbol indicates the number of the same part that is required.



This symbol indicates the order within a step to assemble parts.



This symbol indicates there are optional FT parts available



This symbol indicates a Racers Tip.





This symbol indicates where Thread Lock Adhesive should be applied. \*not included

This symbol indicates where Diff Fluid should be applied.

This symbol indicates where Shock Fluid should be applied.



This symbol indicates where FT Silicone Grease should be applied. \*not included



This symbol indicates where FT Diff Lube should be applied. \*not included



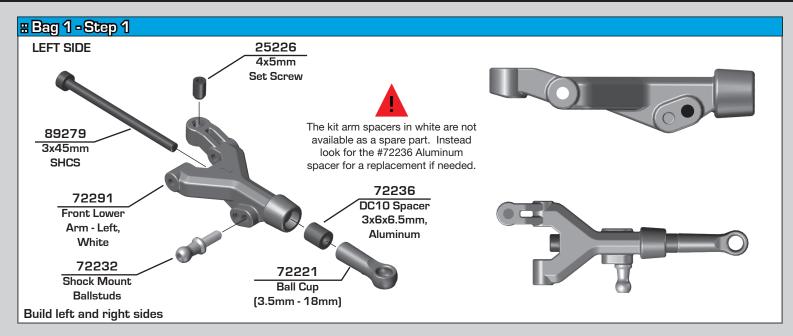
This symbol indicates where Black Grease should be applied.

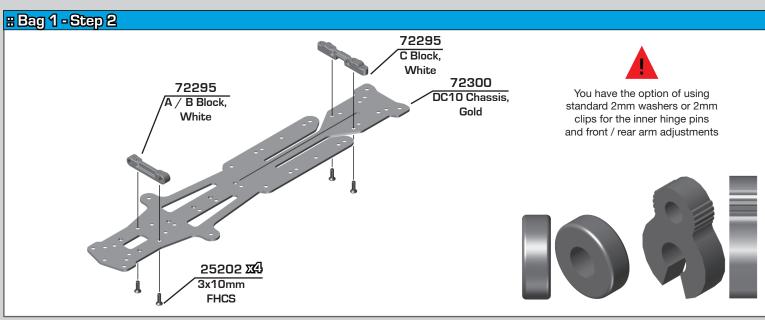


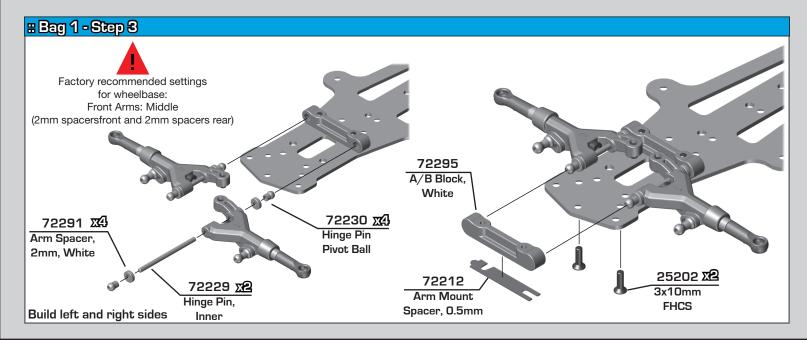
This symbol indicates where Green Slime can be applied. \*not included

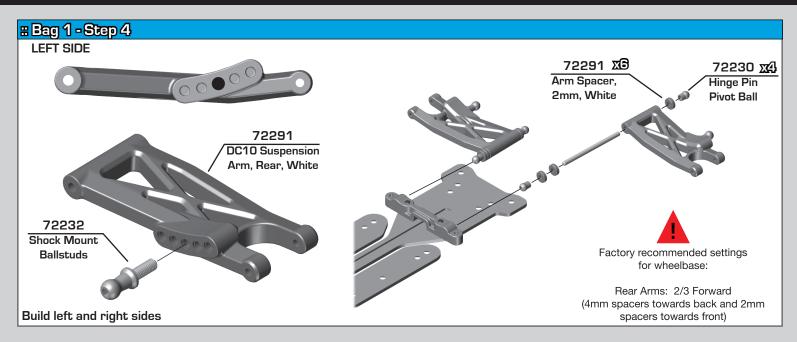


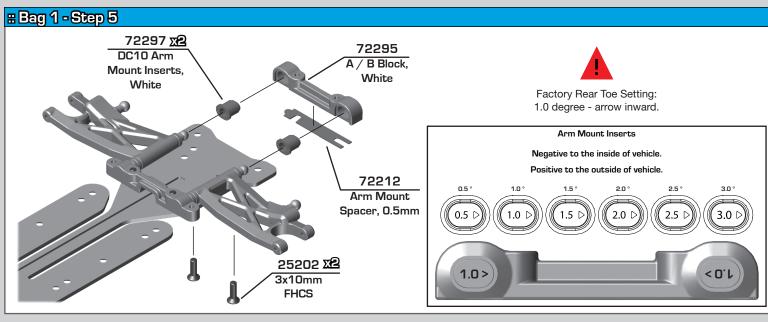
There is a 1:1 hardware foldout page in the front of the manual. To check the size of a part, line up your hardware with the correct drawing until you find the exact size. Each part in the foldout has a number assigned to it for ordering replacement parts.

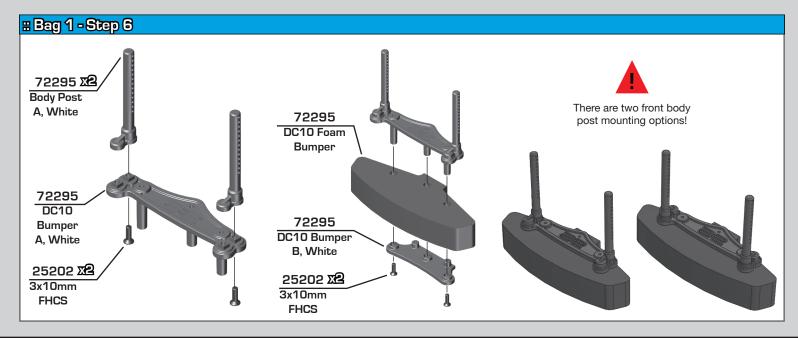


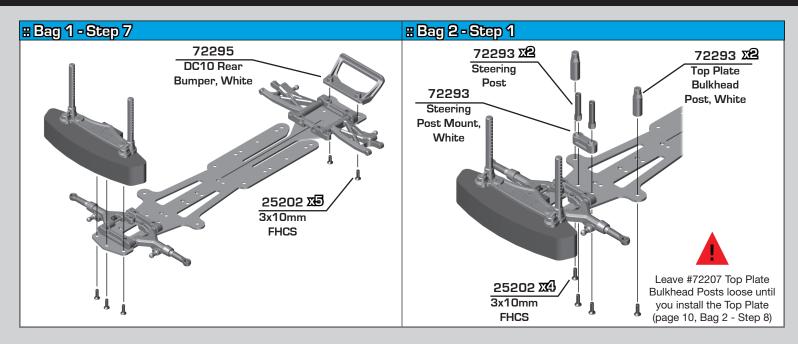


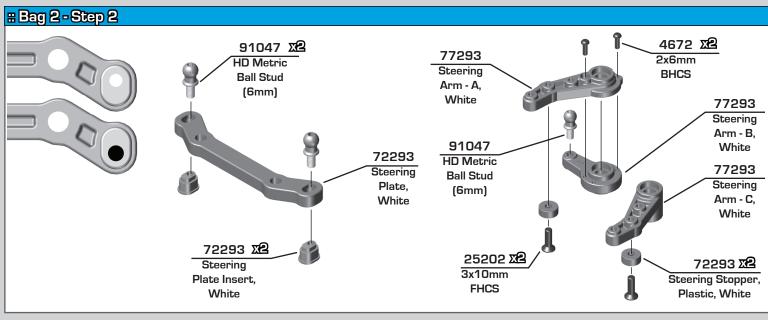


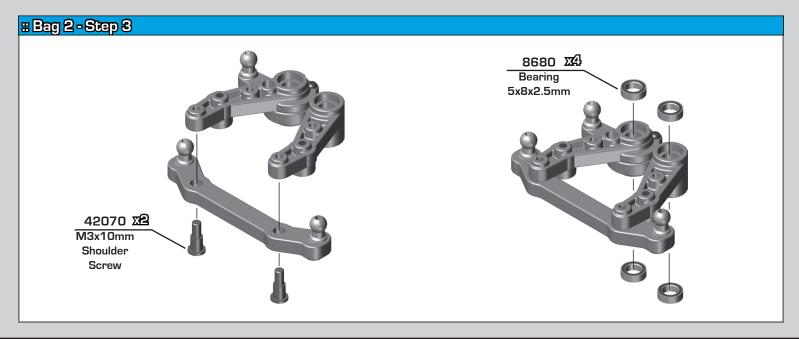


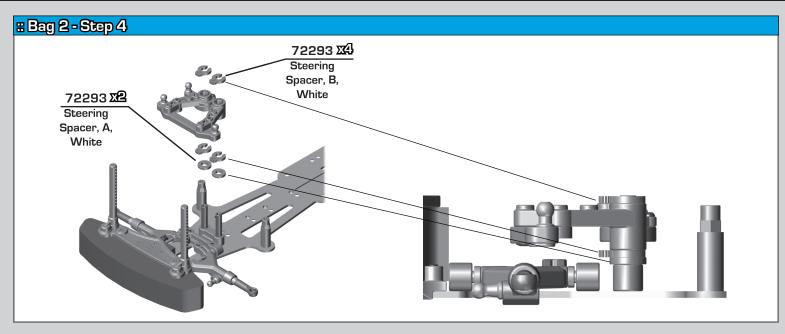


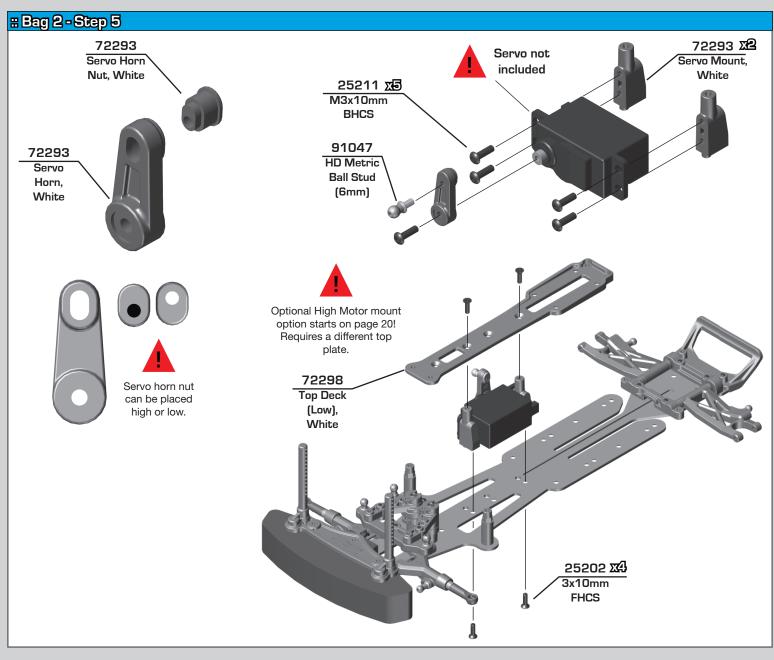


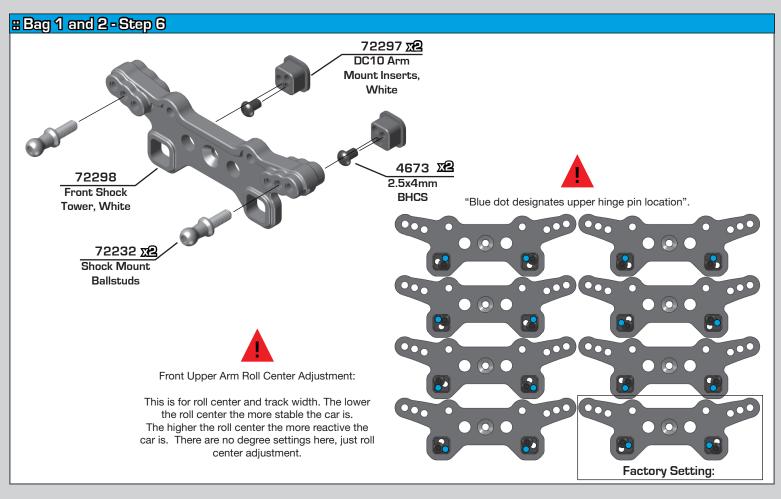


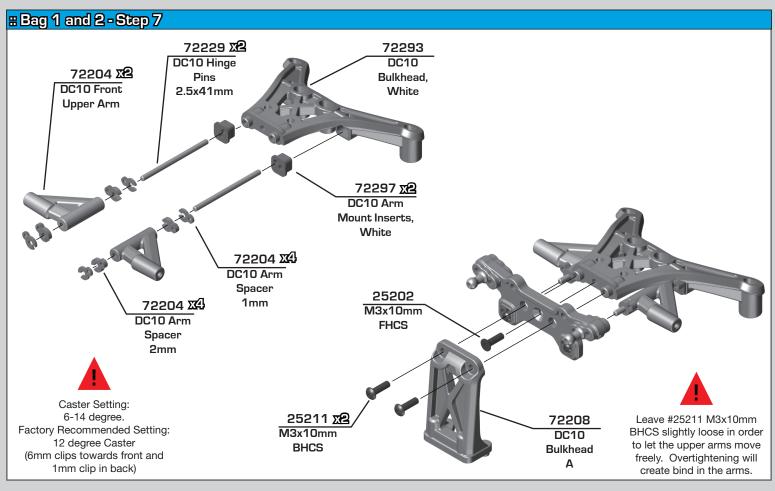


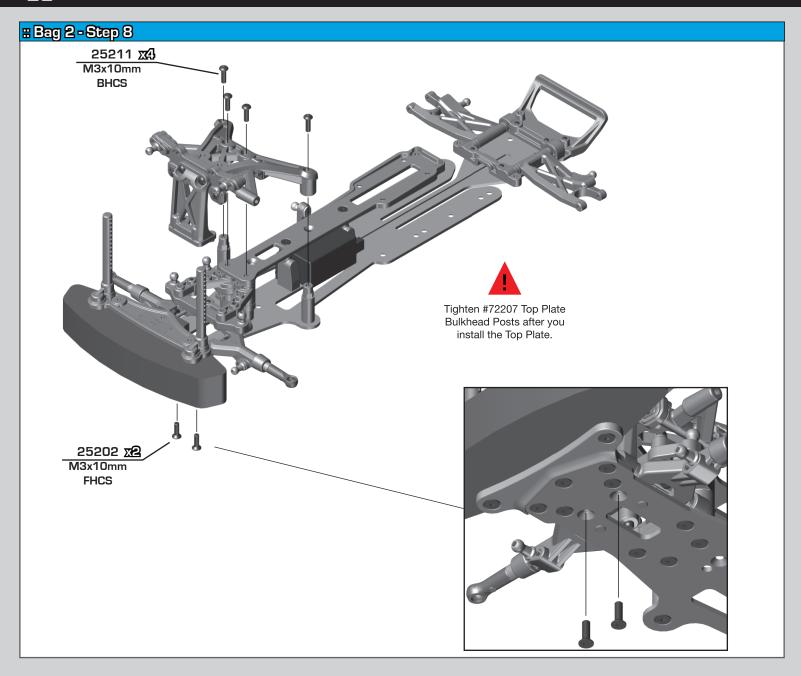


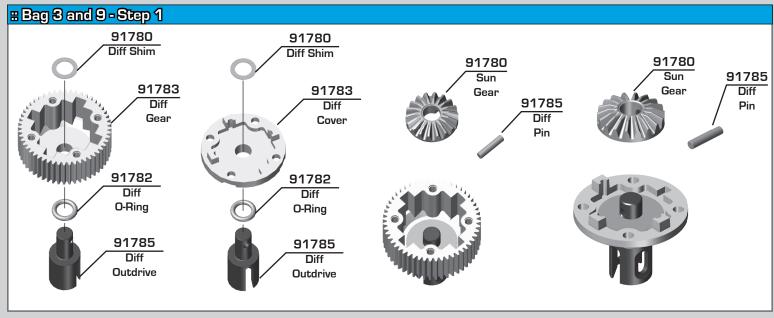


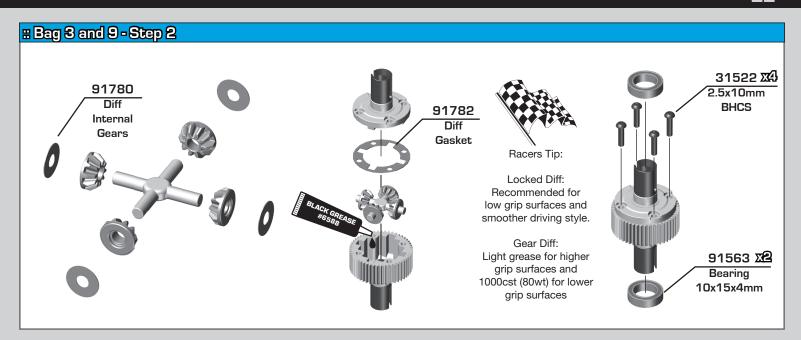


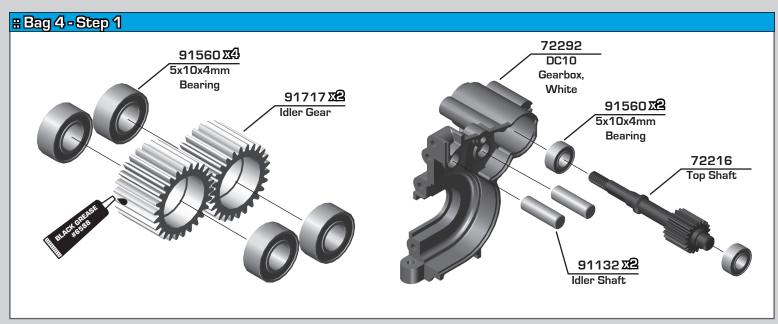


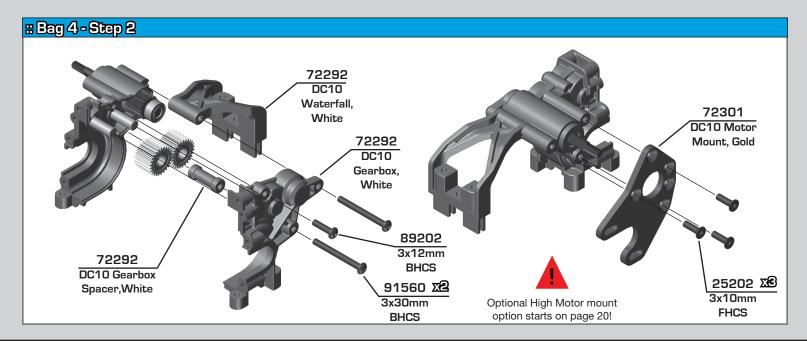


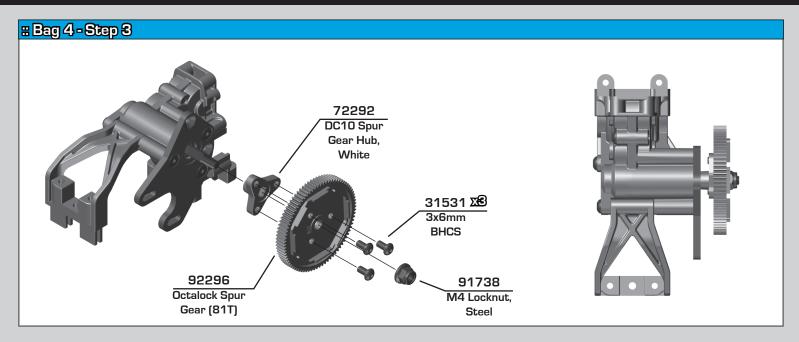


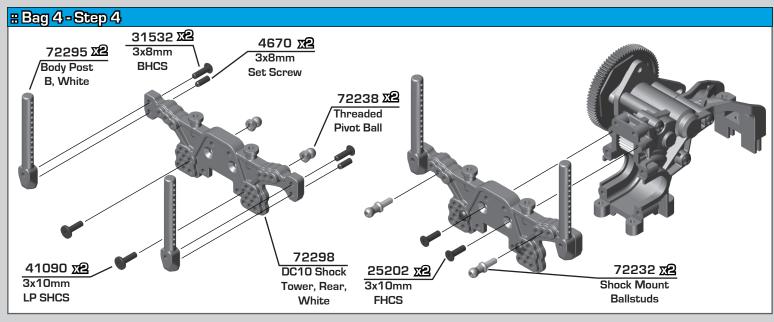


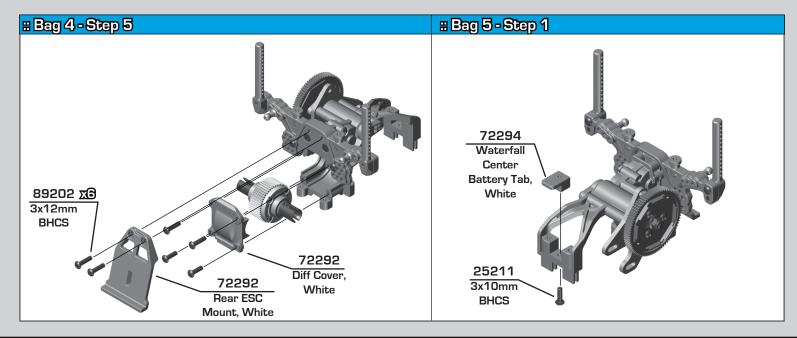


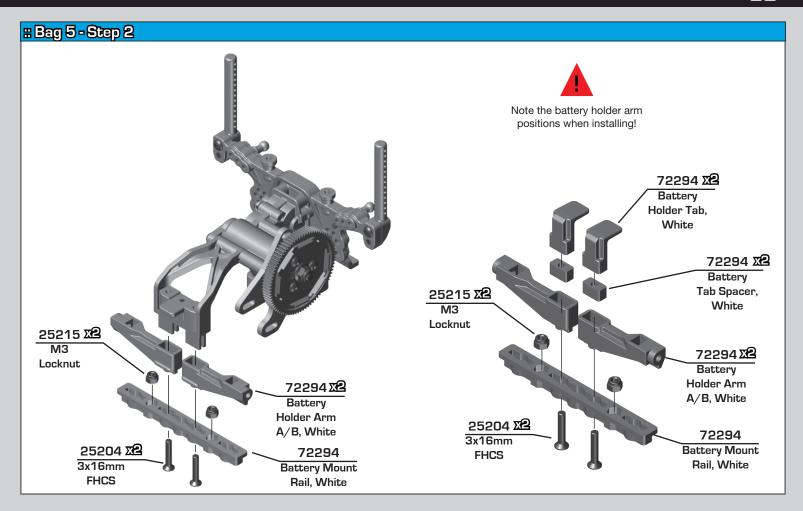


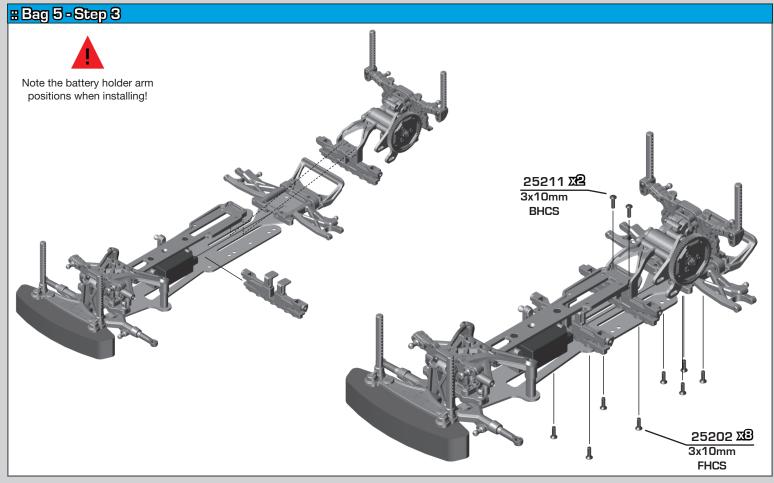


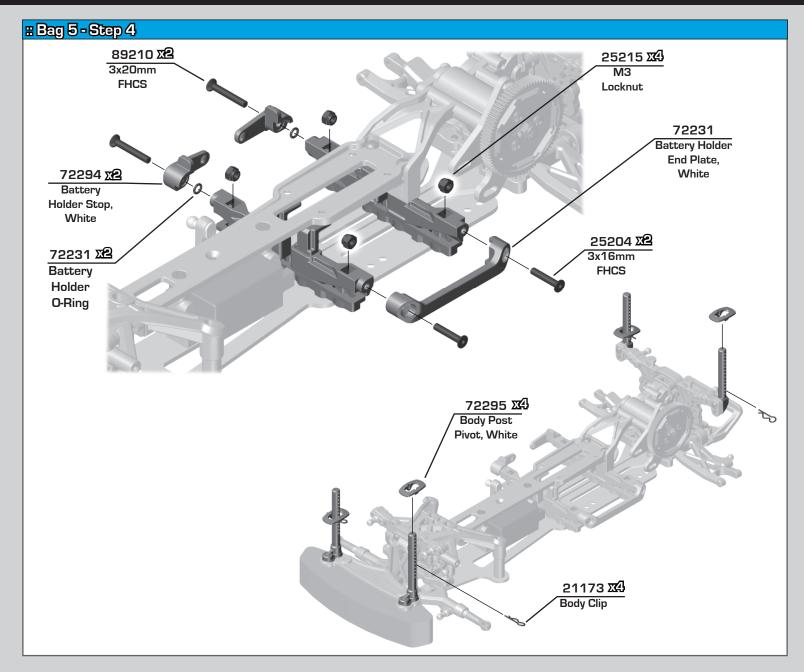


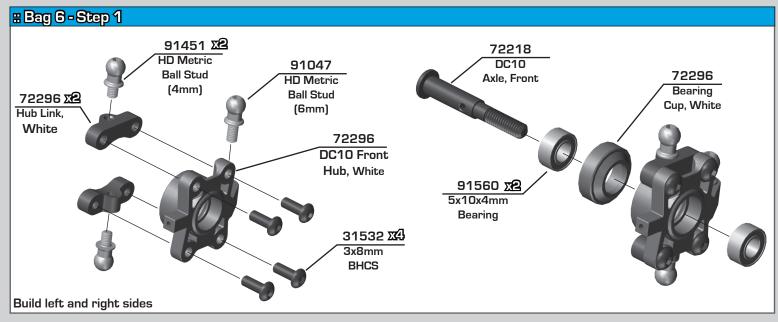


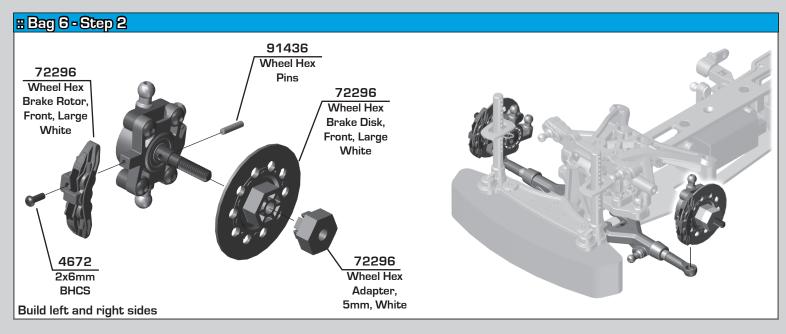


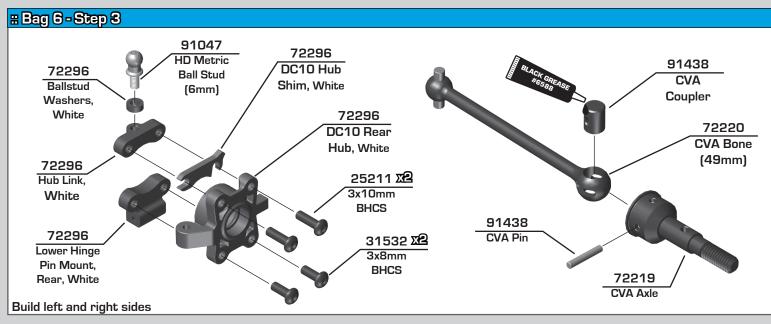


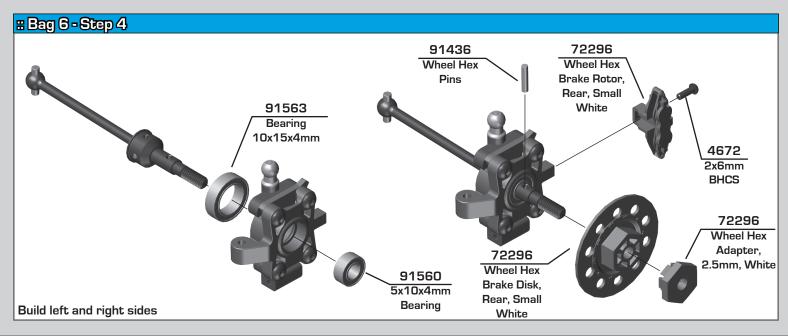


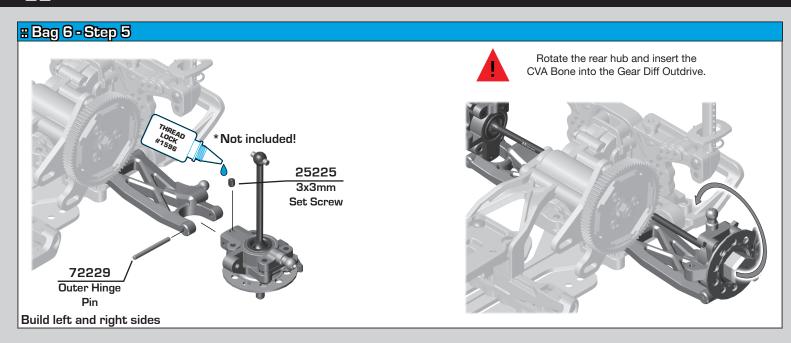


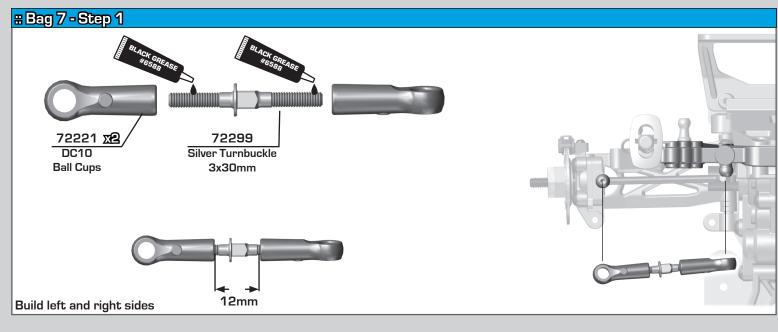


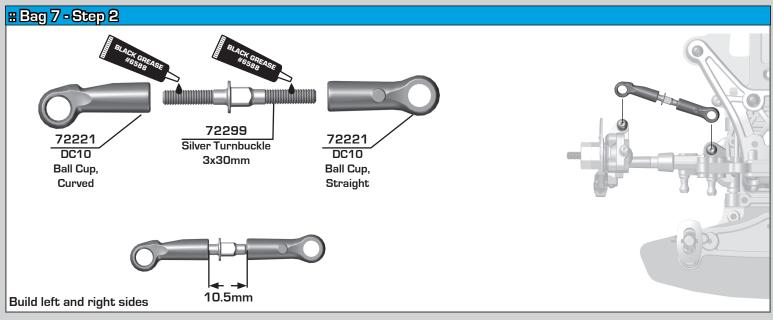


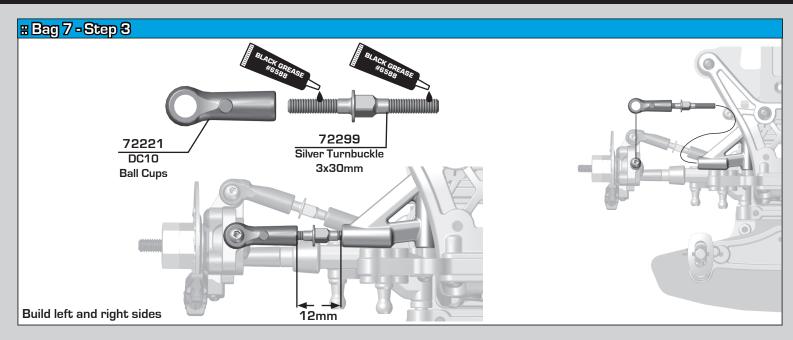


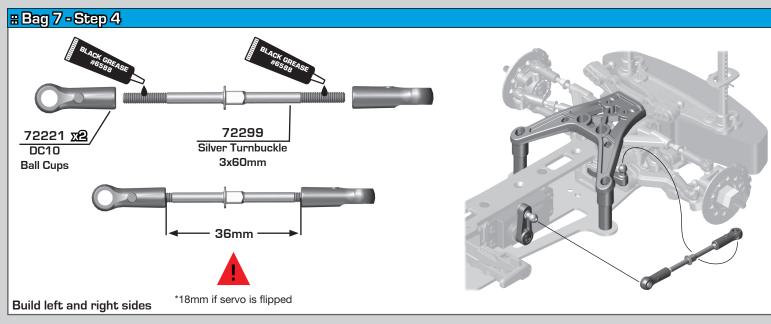


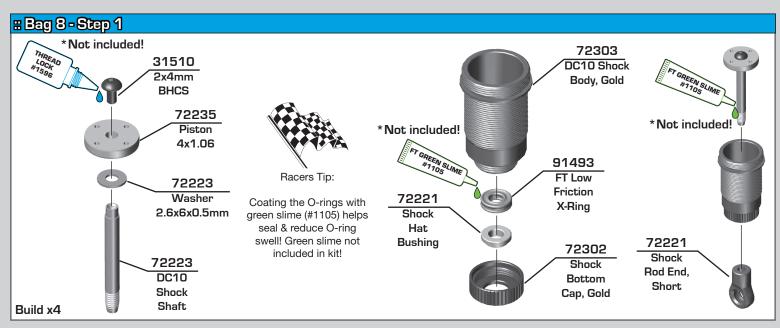




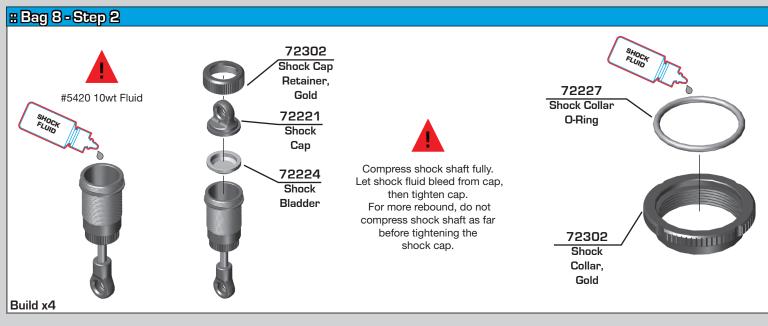


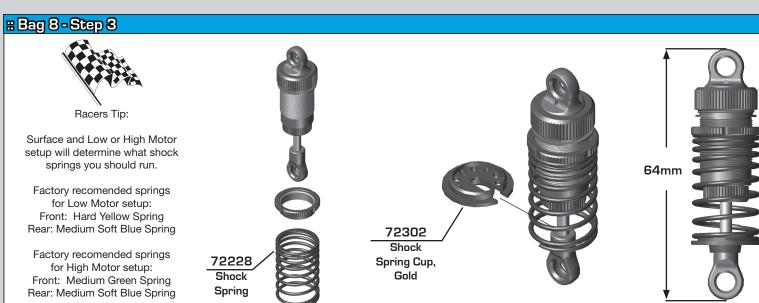


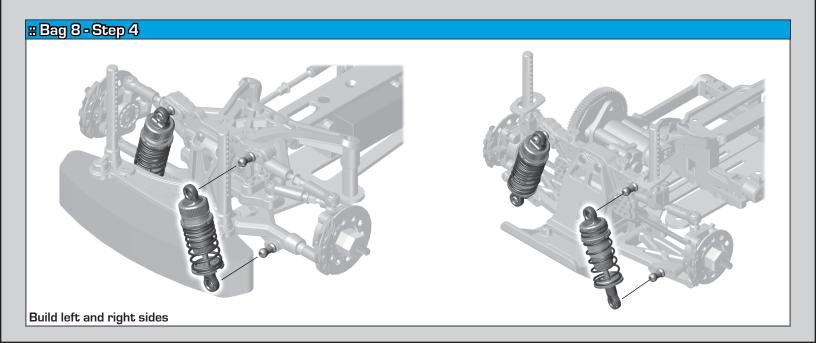




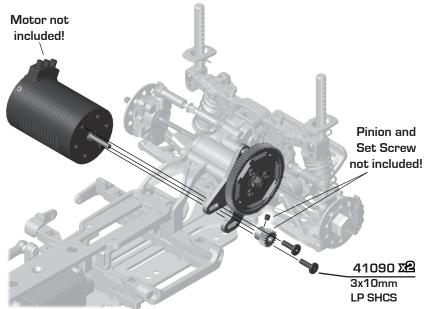
Build x4







# # Mise-Step 1



#### Set The Gear Mesh:

You should be able to rock the spur gear back and forth in the teeth of the pinion gear without making the pinion gear move. If the spur gear mesh is tight, then loosen the #41090 screws and move the motor away, then try again. A gear mesh that is too tight or too loose will reduce power and damage the gear teeth.

#### Motor Gearing:

Gearing is dictated by the track surface, layout, motor wind and driver preference. Drifting leans heavily on the motors RPM to gain control.

Higher bite surfaces require a taller gearing for higher RPMs. (More wheel spin)

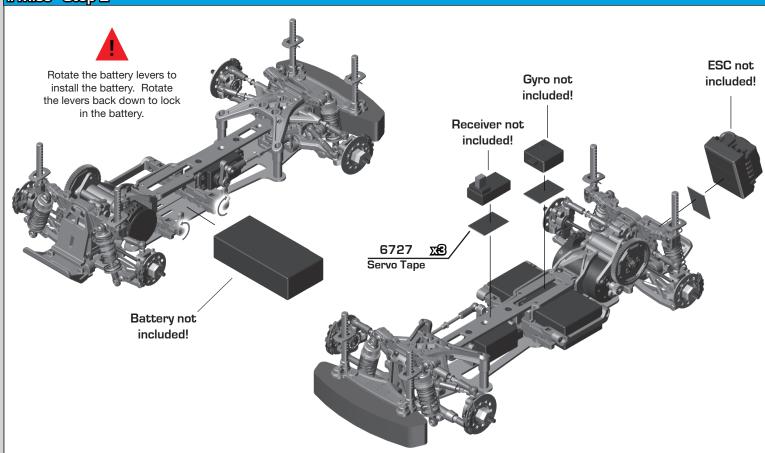
Recommended Motors for Drifting:

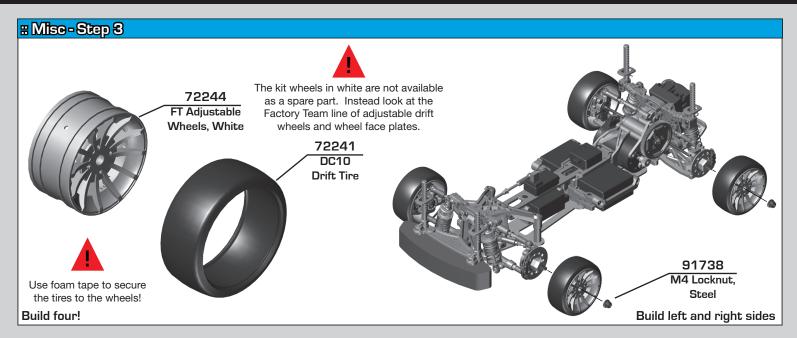
- 17.5: Starting Gearing: 72 spur x 26 pinion
- 17.5 Motors can be tuned to work well for drifting, however they generally have too much torque creating a digital feel at low speeds.
- 13.5: Starting gearing: 78 spur x 24 pinion
- Low torque, higher rpm 13.5 Motors are popular for drifting. This motor wind provides a controllable rpm range for most surfaces.
- 10.5: Starting gearing: 78 spur x 22 pinion
- High RPM 10.5 turn motors are another popular option for drifting. The higher rpms from a 10.5 give a wider tuning window. Usually larger spur gears are used with lower wind motors.

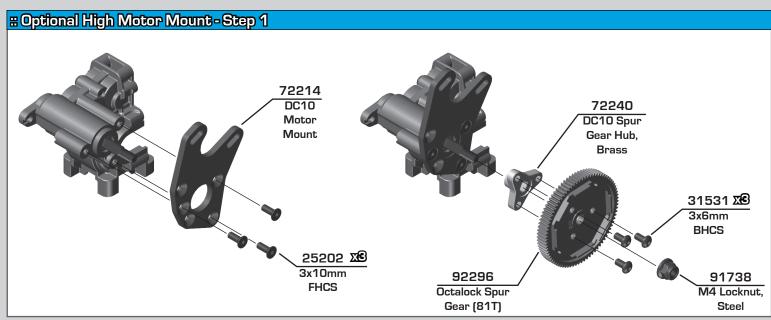
A taller gearing will provide a larger rpm window, warmer motor temps and shorter run times.

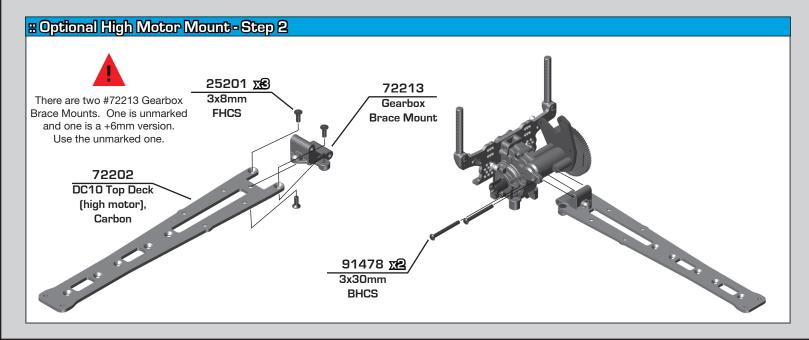
Gearing lower provides a smaller rpm window, cooler motor temps and longer run times.

### #Mise-Step 2

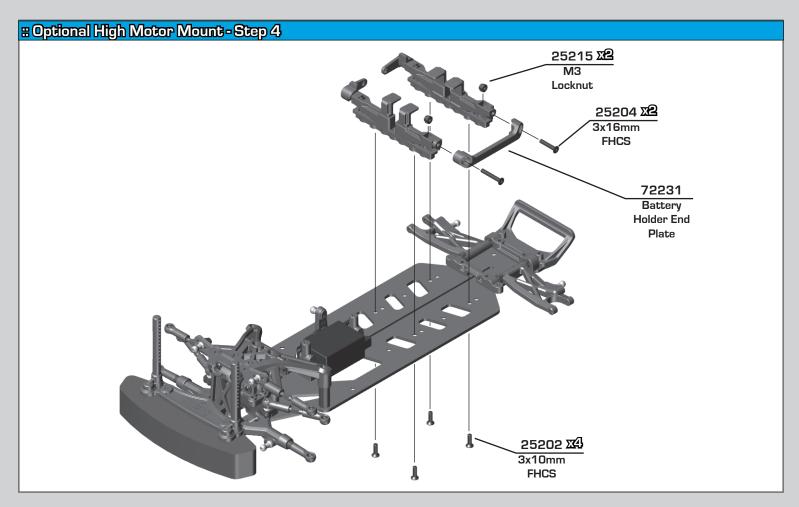


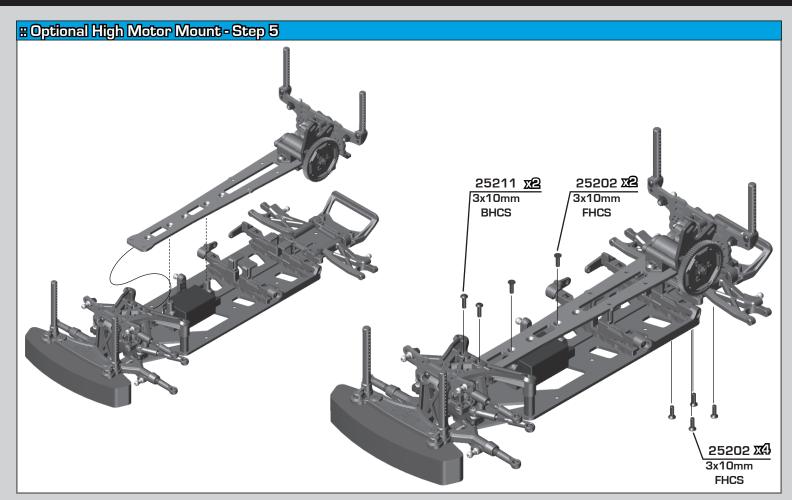


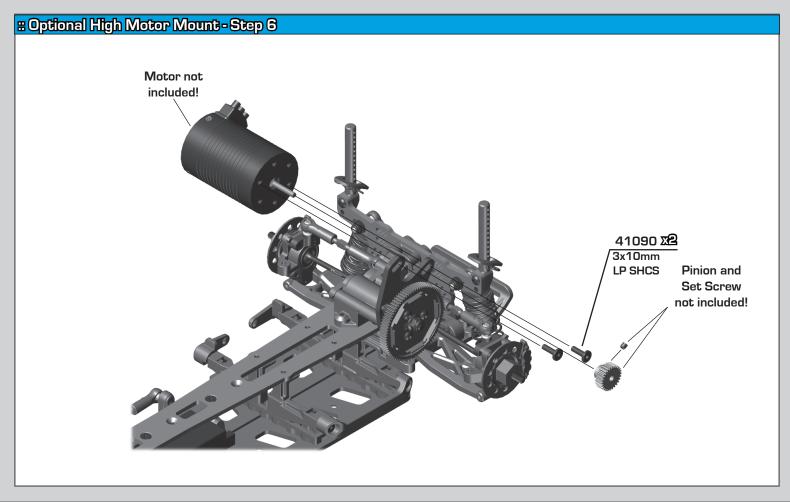




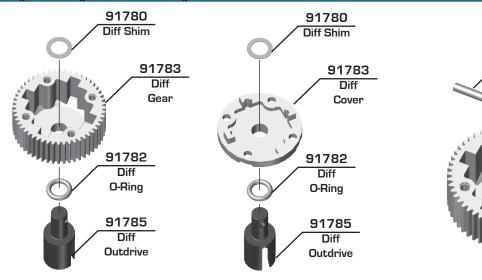
#### **# Optional High Motor Mount-Step 3** Note the battery holder arm 72231 <u>x</u>2 positions when installing! 89210 X2 Battery 3x20mm 72231X2 Holder Stop **FHCS** Battery Holder Tab 25215 X2 Locknut 72231X2 Battery Tab Spacer 25215 X2 МЗ Locknut 7223122 Battery 72231 X2 Holder Arm Battery A/B Holder **O-Ring** 25204 🗷 72231 3x16mm Battery **FHCS** Mount Rail Build x2







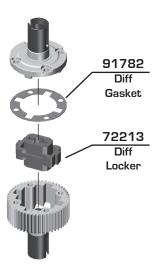
# :: Optional Spool Build - Step 1

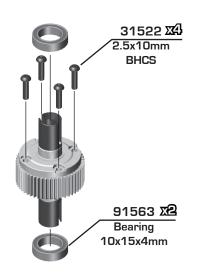






# #Optional Spool Build - Step 2







Racers Tip:

Locked Diff: Recommended for low grip surfaces and smoother driving style.

Gear Diff: Light grease for higher grip surfaces and 1000cst (80wt) for lower grip surfaces

## **# Tuning Tips - Painting, Beginners**

### Painting:

Your Kit comes with a clear polycarbonate body. You will need to prep the body before you can paint it.

Wash the INSIDE thoroughly with warm water and liquid detergent (do not use any detergents with scents or added hand lotion ingredients!). Dry the body using a clean, soft, lint-free cloth. Use the supplied window masks to cover the windows from the INSIDE of the body (RC bodies get painted on the inside). Using high quality masking tape, apply tape to the inside of the body to create a design. Spray (use either rattle can or airbrush) the paint on the inside of the body (preferably dark colors first, lighter colors last). NOTE: ONLY use paint that is recommended for (polycarbonate) plastics. If you do not, you can destroy the body! After the paint has completely dried (usually after 24 hours), cut the body along the trim lines. Make sure to drill or use a body reamer to make the holes for the antenna if needed! Use hook and loop tape to secure the body to the side rails of the vehicle.

#### Tips for Beginners:

Before making any changes to the standard setup, make sure you can get around the track without crashing. Changes to your vehicle will not be beneficial if you can't stay on the track. Your goal is consistent laps. Once you can get around the track consistently, start tuning your vehicle. 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 adddtional 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 vehicle, fill in the setup sheet thoroughly and file it away. Use this as a guide for future track days or conditions. Periodically check all moving suspension parts. Suspension components must be kept clean and move freely without binding to prevent poor and/or inconsistent handling.

		Event#	TrackSurface:	Kit Setup Qualify:			
1:10 RWD COMPETITION DRIFT KIT	Date:	Thacks	ThackConditions	Finish:			
Front Suspension:							
Ride Height: 9-10mm	Upper Aı	rm Insert: Steering Bell	crank	Steering Spacing: 2mm	<b>A</b>		
Camber: -6 Degrees		Position:			Forward		
Toe: +2 Degrees toe out		Up Down		Steering Spacing: 4mm			
Arm Spacing: Middle		Down		Steering Spacing: 4mm 3			
Tower Type: Molded							
Wheel Hex:			Ball Stud Space	cing: Omm	2 1		
Steering Block KPI:		D Ca	C Oresies   D-II C+  C		0		
Caster Block Spacing: Upper arm, n	niddle	Bump St	eer Spacing: Omm Ball Stud Space	cing: 2mm	0,		
Notes:			Axle Height:				
		0 0	+3				
			+2				
			+1				
		9,0,	+0	th: Stock spaces BA			
			Lower Arm Lengt	III. Otock spacei			
Door Orongordhan			Front Kickup Shii	n: FF: None FR: None			
Rear Suspension:  Ride Height: 8-9mm							
1 - 9	_ }			M			
Arm Spacing: Arms, middle Tower Type: Molded	= 1	Front Arm Spacing:	Rear Arm Spacing:				
Wheel Hex:	<del></del>	Middle	Middle		321 321		
Hub Spacing: None	Low Mot		h Motor: Ball Stud Space	sing: +2mm			
Notes:		OI: III	Dail Stud Spar		654		
INCLES.	<u> </u>						
				49mm			
	D Mount	:			_		
	Aluminur	m Plastic		1000			
				E D C B A			
			Rear Kickup S				
Electronics:		Drivetralin:	Shocks				
Radio:		Differential:		ront Rear			
Servo: Reedy Low Profile H	High Sped	Gear Diff: Gear Diff		tock Stock			
EPA: Throttle: 90 % Brake: 4		Diff Setting:	Thickness: S	tock Stock			
ESC: Reedy Black Bo	x 610		Fluid:	Owt 10wt			
ESC Settings: Blinky		Notes:	Spring:	Blue Blue			
Motor / Wind: Reedy 10.5 Drift Timing:		Tilres	Limiters: Int: 0	Ext:_ <b>0</b> Int:_ <b>0</b> Ext:_ <b>0</b>	\$		
Pinion: 20t Spur: 84t		Front Tires: AE Dr	ift Tire Stroke: 12	.5mm 12.5mm	Stroke		
Motor Position: Low Motor		Front Compound: Co	mp P-Tile Shock Length:	64mm 64mm			
Battery: Shorty Weight:		Rear Tires: AE Dr	ift Tire Eyelet Length: 0	Eyelet Length: 0 +3 +6 0 0 +3 +6 +6			
Battery Position: Back		Rear Compound: Co	mp P-Tile Alum. Bodies:	Alum. Bodies: Chrome Shafts: Machined Spacers:			
Fwd: Back: High: Low: Other:		Wheel (F/R):	Notes:	Notes:			
Notes:		Notes:					
Gyro: FT CS-1 Gyro		Body, Chassis, Weig	ht: Vehicle Comment	Vehicle Comments:			
Gyro Settings:		Body: DC10 Classic	Drift Body Notes:	Notes:			
Gyro Mode:		Rear Wing:					
		Rear Wing: Chassis Type:					
Gyro Mode:							
Gyro Mode: Limit Gain:		Chassis Type:					

	8	Event#	Tib	ackSunface: _	Racer Setup	- P-Tile Qualify:	
1:10 RWD COMPETITION DRIFT KIT Date:		Tracks	± 100 € 100 € 100 € 100 € 100 € 100 € 100 € 100 € 100 € 100 € 100 € 100 € 100 € 100 € 100 € 100 € 100 € 100 €	ack@ondition:		Finish:	
Front Suspension:							
Ride Height: 6mm	Upper Ar	m Insert: Steering Bell	crank		Steering S	Spacing: Omm	•
Camber: -8mm		Position:					orward T
Toe: 4 Degrees toe out		Up		- 4	r	1 2 3	•
Arm Spacing: Middle		Down		- 7	Steering S	Spacing: 4mm 3	
Tower Type: Carbon Fiber	ĺ						
Wheel Hex: FT 7mm	j			Ball Stud	Spacing: 1mm	321	
Steering Block KPI: +2mm lower	İ					000	
Caster Block Spacing: 6mm fr		Bump S	teer Spacing:	O Ball Stud	Spacing: 0		_0,
Notes:	60			Axle Height:			
		03		+3			
				+2			
				+1 [			
				+0	• •		
				Lower Arm I		mm BA	
				Front Kickup	Shim: 2mm	b block	
Rear Suspension:							
Ride Height: 6mm					<u> </u>		
Camber: 2mm					70		
Arm Spacing: 4mm front, 2mm rear					<u> </u>		
Tower Type: Carbon Fiber		Front Arm Spacing:		m Spacing:		321	
Wheel Hex: FT 6.5mm	E	2mm front, 2mm r		front, 2mm rea		$ 0.321$ $\infty$	
Hub Spacing: None	Low Mot	or: Hig	h Motor:	Ball Stud	Spacing: Omm	654	
Notes: 1.5 degree toe in							
			- 1				
	2						
	D Mount:					4711111	
	Aluminur				THE		
						EDC BA	
	000			5 40		LDODA	
		Diluted			kup Shim: +2m	m d block	
Electronics:		Drivetrain:	D # D:# 🖂	Shocks			
Radio:		Differential:	Ball Diff:		Front	Rear A OC TOWN	
Servo: Reedy High Sped	0/	II —			ole x 1.06mm 2mm Flat	4 hole x 1.06mm 2mm Flat	0
EPA: Throttle: % Brake:	%		grease	Thickness:		10wt	
ESC: Reedy Black Box 610		FT #6636 Grease		Fluid:	10wt Barell V1	Barell V1	
ESC Settings: 40 Boost		Notes:		Spring:			0
Motor / Wind: 10T / 12.0 Rotor Timing:		Titres			0 Ext: 0	Int: 0 Ext: 0	Stroke
Pinion: 29t Spur: 81t		Front Tires: Track Control Tire		Stroke: Shock Length:	64mm	12.5mm 64mm	SO THE
Motor Position: High Motor		Front Compound:			0 +3 -6		
Battery: L.P. 4800 Weight: Reedy 34g		Rear Tires: Track Control Tire		Eyelet Length: 0 +3 +6 0 +3 +6 46 46 46 46 46 46 46 46 46 46 46 46 46			
Battery Position: Back		Rear Compound:		Notes:			
Fwd: Back: High: Low: Other:		Wheel (F/R): +8mm Offset f/r		INUCES.			
	Notes:		Notes:		yankai		
Gyro: FT CS-1			Chassis, Weight: Vehicle Comments:			1	
Gyro Settings:		Body:		Notes:			
Gyro Mode: Normal Mode		Rear Wing:	an Eibar				
Limit Gain: 65%			on Fiber				
Notes:			Og rear				
		Total Vehicle Weight:	3.A				D
	#	For more setups, visi	n/∆issociaire	ol=leggmes.com			Reva 1

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