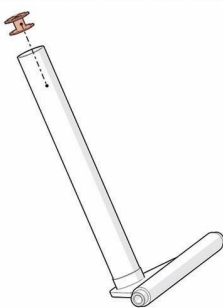


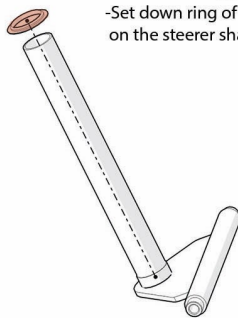
### Step 1

-Install the star nut into the steerer shaft



### Step 2

-Set down ring of the headset on the steerer shaft



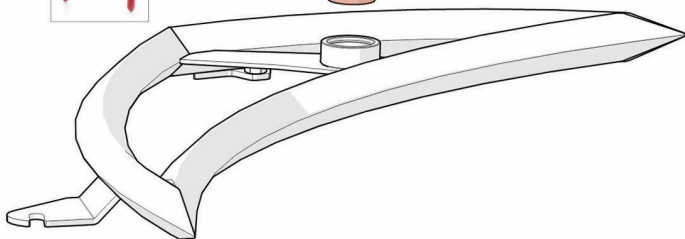
### Step 3

- Install bearing 6002RS into the cup on each of the arms.  
Any liquid lubricant can be applied to the walls of the cup to make it easier to install the bearing.  
- Install circlip for bores into the cup with special tools.  
- Doing this step for right and left blades.



Circlip for bores

Bearing 6002 RS



### Step 4

-Connect Steerer shaft into the bearing of one of the arm and turn screw M10x16 with washer M10. Do not screw tight. Use liquid threadlocker.  
-Set down traverse there and turn screw M8x16 with washer M8. Do not screw tight.  
-Set the second arm there and turn screws M10 and M8. Do not tight the screw yet.

Down traverse

Screw M10x16

Screw M10x16

Washer M10

Right arm

Steerer

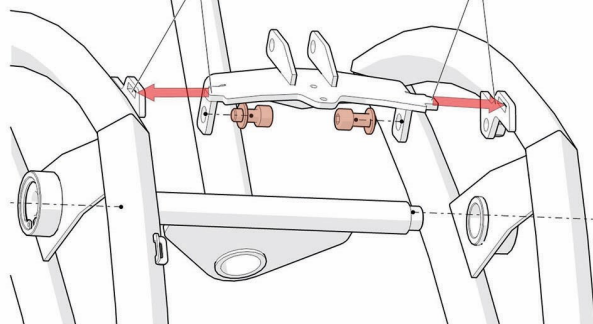
Screw M8x16  
Washer M8

Washer M10

Left arm

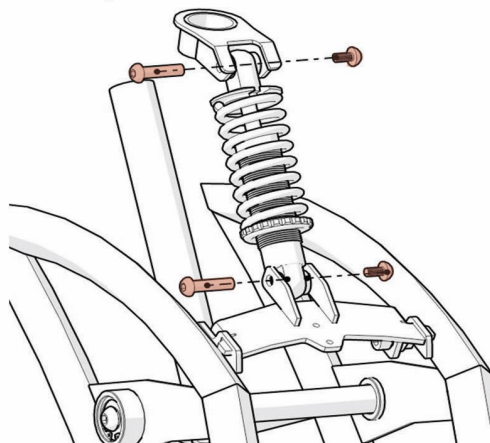
### Step 4 (details)

Assemble according to pictures



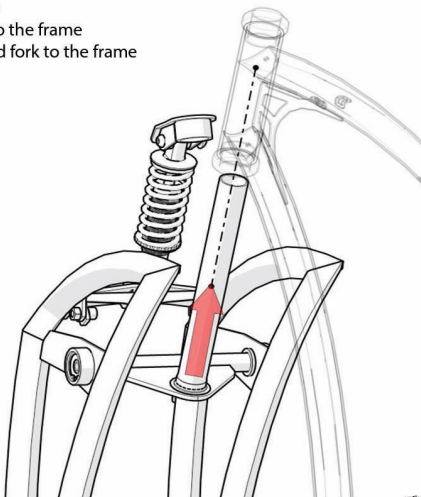
### Step 5

-Set the spring shock as on the picture and tight on the special mounting bolts  
-Set the upper traverse on the spring shock a on the picture and tight on the special mounting bolts.



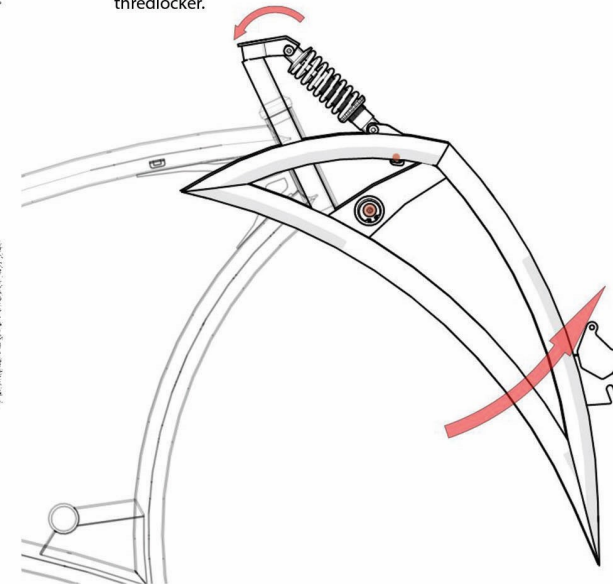
### Step 6

-Install headset to the frame  
-Install assembled fork to the frame



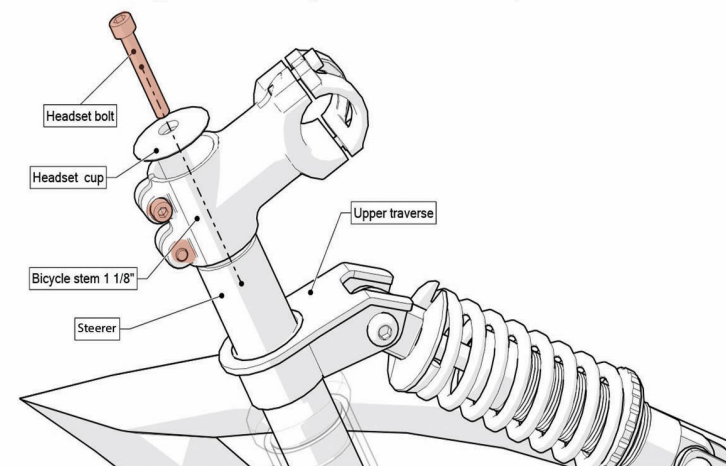
### Step 7

-Insert upper traverse into steerer «so need to rotate» the arms  
-After installing the upper traverse need to tight the blades screws. Use liquid threadlocker.



### Step 8

- After mounting the upper traverse, install a bicycle stem, a headset cup and a headset bolt (all not included) as shown on the picture. Please tighten the screw to the correct torque.  
- Please make sure that when tightening the screw, the headset cup is fixing the bicycle stem. The length of the steerer shaft can be adjusted by cutting or using spacers.  
-Tight the screws of bicycle stem to the correct torque.



Headset bolt

Headset cup

Bicycle stem 1 1/8"

Steerer

Upper traverse