



# VariShock QuickSet 2 ShockWave™ Installation and Tuning Guide

Part Number	Qty.	Description
VAS 132X2-XXX	2	ShockWave™ QuickSet 2 (pair)
899-069-229-B	2	1/4" Airline x 90° Swivel Elbow for 1/4" NPT Thread

You have just received the most advanced air ride suspension technology available in the world today. The ShockWave™ is a bolt-on replacement for your coil-over or coil spring. Please read this entire installation guide before beginning your installation.

## Valving

- **QuickSet 2 (double-adjustable)** - Features dual adjustment knobs that control bump (compression) and rebound (extension) stiffness independently.

## Inlet Port

- **1/4" NPT Pipe Thread** - The port will either be in the top eye or in the top cap of the airbag. Use whichever style makes your airline installation easier.

## Mounting Eyes

- **Polyurethane Bushing** - *5/8" bore bushings with 1/2" bore sleeve x 1-1/4" wide pressed-in sleeve*  
Poly eye coil-overs are generally used in street applications for reduced vibration and noise. They are generally mounted between two frame tabs with a 1/2" diameter bolt. To ensure proper bushing preload there must be a 1-3/8 OD washer or similar sized tab pressing against the outside surface of the bushing. The inside tab width should be 1-1/4" to 1-5/16" wide. By removing the 1/2" sleeve, the poly eye coil-overs can also be mounted to VariShock 5/8" pin mounts (optionally available). Replacement bushings are available separately.

## Shock Specifications

Part Number	Total Travel	Compressed Length <sup>1</sup>	Extended Length <sup>1</sup>	Minimum <sup>2</sup> Ride Height	Maximum <sup>3</sup> Ride Height	Port Location	Usage	Air-Bag Style
VAS 132G2-280	2.60	9.19	11.79	10.23	10.75	Cap	Front	6.5" Double Convoluted
VAS 132G2-350	3.35	9.91	13.26	11.25	11.92	Cap	Front	6.5" Double Convoluted
VAS 132G2-425	4.10	10.66	14.76	12.30	13.12	Cap	Front	6.5" Double Convoluted
VAS 132H2-280	2.53	9.08	11.61	10.09	10.60	Eye	Front	6.5" Double Convoluted
VAS 132H2-350	3.25	9.80	13.05	11.10	11.75	Eye	Front	6.5" Double Convoluted
VAS 132H2-425	4.00	10.55	14.55	12.15	12.95	Eye	Front	6.5" Double Convoluted
VAS 132J2-425	4.10	10.66	14.76	12.30	13.12	Cap	Rear	5" Tapered Sleeve
VAS 132J2-515	5.00	11.56	16.56	13.56	14.56	Cap	Rear	5" Tapered Sleeve
VAS 132K2-425	4.10	10.66	14.76	12.30	13.12	Cap	Rear	4" Tapered Sleeve
VAS 132K2-515	5.00	11.56	16.56	13.56	14.56	Cap	Rear	4" Tapered Sleeve

### Footnotes:

1	Length of shock is the measured distance between centers of mounting eyes.
2	Minimum Ride Height: 40% of travel available for compression (bump), 60% of travel available for extension (rebound)
3	Maximum Ride Height: 60% of travel available for compression (bump), 40% of travel available for extension (rebound)

## Mounting

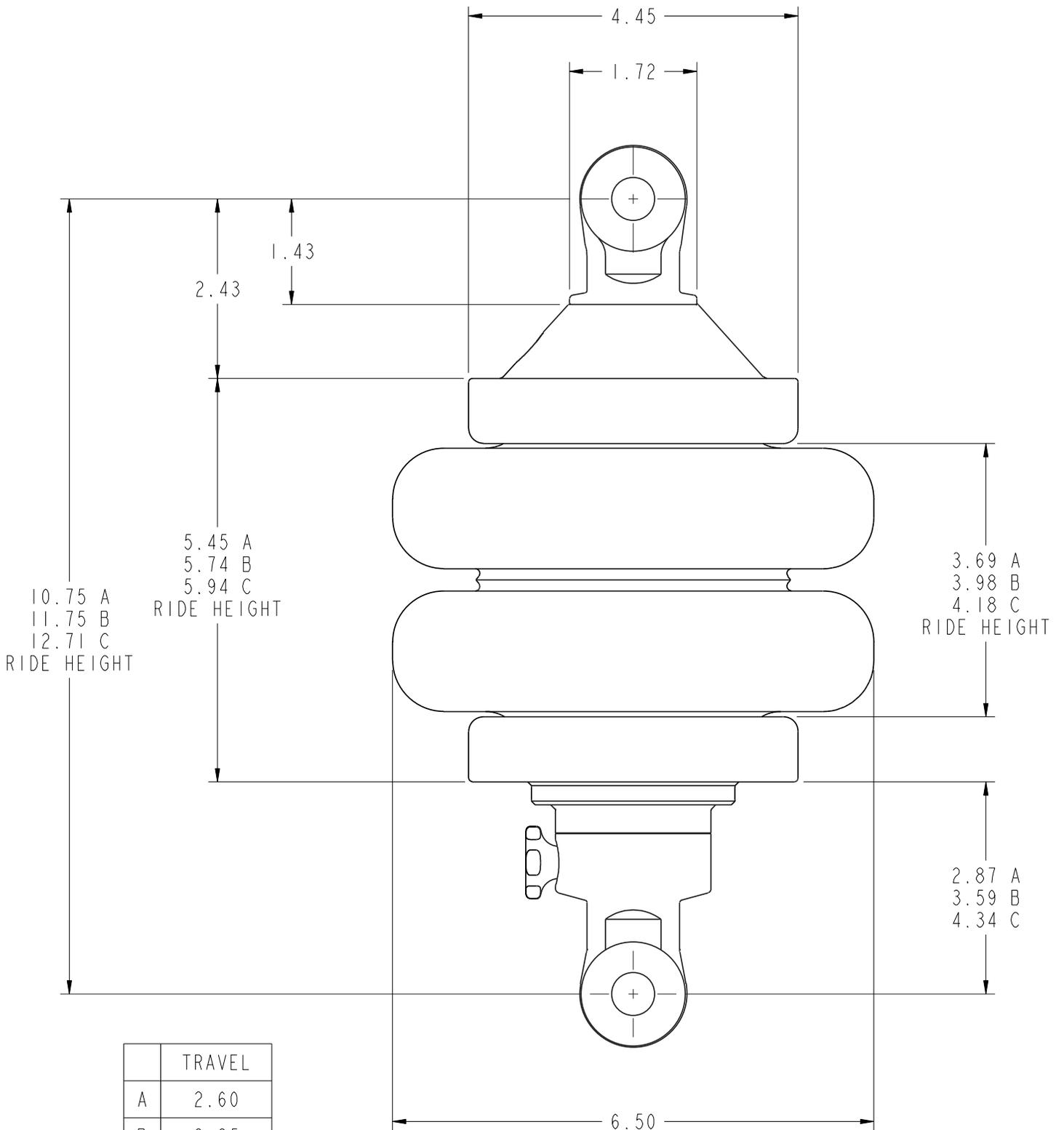
1. VariShock ShockWaves™ are gas charged so they can be mounted horizontally or with either end up for better airspring clearance. Mounting the ShockWave™ upside down places the air inlet at the bottom of the unit, causing the airline to move with the suspension. This is acceptable, but requires the airline to be safely secured to prevent damage from suspension movement or road debris. We recommend a braided stainless “brake hose” type airline.

## Usage Information

1. The ShockWave™ has an internal bump stop that decreases the chance of damage to the shock in the event there is a complete loss of air pressure. It is acceptable to let the car rest on the bump stops when not in motion. DO NOT operate the vehicle while resting on the bump stops. Doing so will result in damage to the shocks, suspension components, and chassis mounts. Any damage occurring as a result of improper installation or operation of the ShockWave™ system will be unwarrantable.
2. When lifting the vehicle and letting the suspension hang on the shocks, it is best to deflate the system down to 20 psi. This will alleviate stress on the ShockWave™ and the mounting brackets.
3. Do not drive the vehicle over inflated or “topped out.” Over a period of time the shock valving will be damaged, possibly to the point of failure. This is a non-warrantable situation. If you need to raise your vehicle higher than the ShockWave™ allows, you will need to install a ShockWave™ with more travel or relocate the shock mounts.
4. It is an absolute necessity that the ShockWave™ bellows do not rub on anything at anytime. Some applications may require swaybars to be relocated, gussets and brackets be trimmed, or frames may need to be dimpled or notched. Improper installation creates a non-warrantable situation.
5. The ShockWave™ is designed to give a great ride quality and to raise and lower the vehicle. It is not made to hop or jump. If you want to hop or jump, hydraulics is a better choice. This abuse will result in bent piston rods, broken shock mounts, and destroyed bushings. This is a non-warrantable situation.
6. The ShockWave™ product has been field tested on numerous vehicles as well as subjected to many different stress tests to ensure that there are no leakage or durability problems. Failures have been nearly nonexistent unless abused as described above. If the ShockWave™ units are installed properly and are not abused, they will last many, many years. ShockWave™ units that are returned with broken mounts, bent piston rods, damaged bump stops or bushings, or abrasions on the bellows will not be warranted.

## Installation

1. Verify you have the correct length and inlet port location for your application before proceeding. Your chassis builder or component supplier is the best source for information. Read all of the installation instructions before you begin.
2. Trial fit the ShockWave™ without any air in the bag. This will allow you to easily move the suspension through its entire travel. Place your vehicle on four jack stands so the tires will not touch the ground. With the ShockWave™ installed and without air in the bag, put a floor jack under the A-arms or rear end to raise and lower the suspension. Check for binding in every joint of the suspension, including the ShockWave™ mounting eyes. On the front end, check with the tires turned lock-to-lock and with them straight. The location of the air fitting can be rotated to fit your application. Loosen the two 10-32 set screws under the bellows to rotate the air bag assembly. Tighten the set screws after the rotation is set. If everything checks out, fill bellows with air.
3. There needs to be an ample amount of clearance around the ShockWave™ with air installed. Remove the jack stands and place your car on the ground again checking for clearance. While you are at a safe distance from the car, have someone bounce the four corners of the car one at a time while you look for clearance problems. Verify you have clearance with the front tires turned lock-to-lock in each direction.



# ShockWave™ Adjustment and Tuning Guide - QuickSet 2

This guide covers adjustment features and tuning procedures for VariShock ShockWave™ QuickSet 2, double-adjustable, air-spring, shock absorbers. The information contained has been greatly simplified and is only intended to get you started in the right direction. Suspension tuning involves multiple variables such as: bag air pressure, antiroll bar rates, vehicle weight distribution, tire sizes, tire pressures, suspension geometry, and track conditions. We highly recommend thoroughly researching suspension tuning and vehicle dynamics, or consulting an experienced professional.

## Travel Limiters

Shocks are not to be used as travel limiters. An extension travel limiter, such as a strap or cable, should be used to prevent topping out and damaging the shocks. The installed compression bumper protects the shock if bottomed out during normal use. Vehicles that consistently bottom out shocks or land harshly from wheel stands should increase bag air pressure along with some form of suspension stop to limit compression travel without directly impacting the shock body. Any shock will be damaged if the car is dropped from a wheel stand.

## Ride Height

When a shock is at ride height a certain amount of travel is available in either direction. Depending upon performance application, shock travel will be reserved in different percentages for compression or extension.

### Street Baseline: 60-percent Bump, 40-percent Rebound

Street vehicles require more available compression (bump) travel for improved ride quality and unexpected road hazards. At baseline ride height, the shock and spring should collapse 40-percent from their installed heights. This results in 40-percent of travel available for extension and 60-percent for compression travel.

### Handling Baseline: 50-percent Bump, 50-percent Rebound

Handling performance applications are usually limited to smooth prepared road-course- or autocross-tracks, therefore less compression travel is required. Suspension geometry or track conditions may require the travel percentages to be shifted to prevent topping- or bottoming-out the shock.

### Drag Race Baseline: 40-percent Bump, 60-percent Rebound

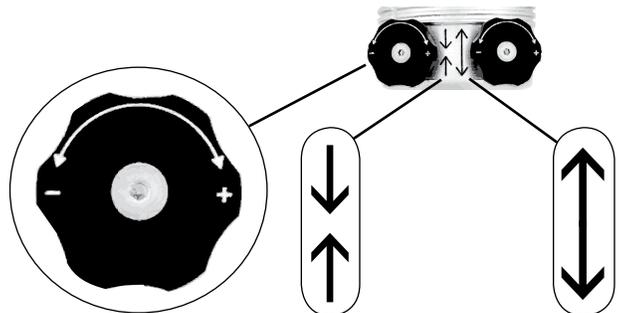
Drag race vehicles generally require more extension (rebound) travel to help weight transfer, and because the drag strip is very flat, less compression travel is needed. The amount of extension travel available in the shock will drastically affect how the car works. At baseline ride height, the shock and spring should collapse 60-percent from their installed heights. This results in 60-percent of travel available for extension and 40-percent of compression travel.

## Baseline Air Pressure Selection

Air pressure affects ride quality, ride height, stored energy, weight transfer and how effectively the front suspension handles downward movement after drag race launches. Differences in vehicles such as specific performance application, weight reduction and chassis stiffening should be taken into consideration. Air pressure will vary greatly from vehicle to vehicle, but anywhere from 40 psi to 100 psi is normal. The recommended air pressure is based on common combinations of weight of the car and baseline ride height. Refer to the Shock Specifications chart on page one for the required ride-height range of your specific model ShockWave™.

## Adjustment Features

The QuickSet 2 valve system features dual adjustment knobs that independently control bump- and rebound-damping stiffness of the shock. Dual-arrow symbols engraved into the shock body demonstrate the function of each knob. Arrows pointing toward each other designate bump (compression) adjustment; the shock collapsing. Arrows pointing away from each other represent rebound (extension) adjustment; the shock extending. Knobs are clearly etched indicating the correct direction of rotation to decrease (-), or increase (+) damping stiffness. There are 16 specific adjustment positions for each knob, with a total of 256 unique combinations possible.



Symbol	Direction	Effect
+	Clockwise	Increase Stiffness
-	Counter-Clockwise	Decrease Stiffness
↓ ↑		Bump (compression) Adjustment
↕		Rebound (extension) Adjustment

Position 1, the softest setting, is found by turning the knob in the counter-clockwise direction until the positive stop is located. Rotating the knob in the clockwise direction increases damping stiffness. Each of the 16 settings is indicated by a detent that can be felt when turning the knob, and an audible click as the knob gently locks into position. Only very light force is necessary to rotate the knob past each detent. If access to the adjustment knobs is limited, a 5/64 or 7/64 (depending upon model) ball-drive Allen wrench can be used to adjust the knob. Do not force the knob beyond its intended stop, doing so will damage the valve mechanism.

**Note:** VariShocks have a substantial range of adjustment with very little bypass or internal bleed. Due to our minimal-bleed design, shocks will feel extremely stiff at some settings when operated by hand, whereas other shocks with excessive bleed will move more freely. Manual comparison should not be performed. A person cannot manually operate the shock at a rate anywhere near real life conditions and any results found in this manner will be meaningless. Prior to shipping, every VariShock is dynamometer (dyno) tested and calibrated throughout an accurate range of shaft speeds and cylinder pressures found in real-world operation.

### The Truth About 16- vs. 24-Clicks

Don't be fooled by shocks offering more adjustment clicks. They are actually 1/2-click adjustments. The manufacturer merely added more detents to the mechanism without increasing the range of adjustment. This practice gives more clicks, but the adjustment is so slight that your vehicle will not respond to the change. A 16-position VariShock actually has a broader range of adjustable force with the added benefit of a more manageable number of adjustments to try.

### Tuning Procedures - QuickSet 2

VariShock shock absorber's broad range of adjustment is suitable to the three categories of suspension tuning: ride quality, handling performance, and drag racing. All three tuning categories have the common goal of controlled weight transfer, but have greatly differing vehicle-dynamic requirements. Each will be discussed in the following text. Before proceeding verify that all suspension components, such as control arms, balljoints, and bushings are in acceptable condition and that tire pressures are correctly set.

### Tuning for Ride Quality - QuickSet 2

Tuning for ride quality generally involves mid-range pressures matched with softer shock settings to achieve a smooth and comfortable ride. Testing and adjustment is required to attain desirable results. When properly adjusted the vehicle should feel settled without continued bouncing (too soft), excessive harshness (too stiff), or fore/aft pitching.

### Prior to Testing

Begin with the shocks adjusted to the number 3 position for both bump and rebound. The first two settings are generally too soft for street use and are normally used in drag racing applications.

### Find Harshness Threshold

The bump setting mainly controls the rapid upward movement of the suspension as the tire travels over rough or bumpy surfaces. Increase shock bump stiffness by one, then test again. Continue increasing stiffness and testing until the vehicle begins to feel harsh over bumps. From this setting, decrease shock bump stiffness by two. The harshness threshold setting may differ from front to rear.

<b>Excessive Chassis Movement (compression)</b>	Increase Bump Stiffness	The bump setting also affects larger downward chassis movements such as brake dive, squatting, and body roll. Increase shock bump stiffness by one, then test again. Note: As bump stiffness is increased, road noise and vibration will also increase.
<b>Excessive Chassis Movement (extension)</b>	Increase Rebound Stiffness	The rebound setting mainly controls vehicle weight transitions such as front end rise during acceleration, rear end rise during braking, body roll. If vehicle exhibits rapid weight shifts or continues to oscillate more than one suspension cycle before settling, increase shock rebound stiffness by one, then test again. Note: Stiffening rebound does not reduce the amount of lean or dive in a sustained turn or braking maneuver, but does slow the rate of weight transfer to minimize unexpected changes in the cars handling.
<b>Fore/Aft Pitching (constant speed 50-70 mph)</b>	Alter Front-to-Rear Stiffness Difference	If vehicle exhibits fore/aft pitching at highway speeds, rear shock rebound should be stiffened or conversely, front shock rebound softened. Ideally the rear suspension should oscillate at a slightly quicker rate than the front to minimize pitching.

## Tuning for Handling Performance - QuickSet 2

Mid-range pressures matched with stiffer shock settings generally contribute to improved handling performance by reducing chassis movement. Stiffer tuned suspension increases vibration transferred to the vehicle and passengers, but is usually tolerated for performance gains. When properly adjusted the vehicle should feel responsive, exhibit balanced cornering grip, and maintain traction over irregular surface conditions. Extensive testing and adjustment is critically important when operating your vehicle at or near its performance limits. Testing must be done in a safe and controlled environment, such as a dedicated motorsports facility.

### Prior to Testing

Begin with the shocks adjusted to the number 5 position for both bump and rebound. The first four settings are generally too soft for performance applications and are normally used in drag racing or street applications.

### Find Harshness Threshold

The bump setting mainly controls the rapid upward movement of the suspension as the tire travels over rough or bumpy surfaces. Increase shock bump stiffness by one, then test again. Continue increasing stiffness and testing until the vehicle begins to feel harsh over bumps, or a reduction of traction, cornering, braking or acceleration ability is experienced. From this setting, decrease shock bump stiffness by one. The harshness threshold setting may differ from front to rear.

<b>Excessive Chassis Movement (compression)</b>	Increase Bump Stiffness	The bump setting also affects larger downward chassis movements such as brake dive, squatting, and body roll. Increase shock bump stiffness by one, then test again. Note: As bump stiffness is increased, road noise and vibration will also increase.
<b>Excessive Chassis Movement (extension)</b>	Increase Rebound Stiffness	The rebound setting mainly controls vehicle weight transitions such as front end rise during acceleration, rear end rise during braking, and body roll. If vehicle exhibits rapid weight shifts or continues to oscillate more than one suspension cycle before settling, increase shock rebound stiffness by one, then test again. Note: Stiffening rebound does not reduce the amount of lean or dive in a sustained turn or braking maneuver, but does slow the rate of weight transfer to minimize unexpected changes in the cars handling.
<b>Shocks Bottoming Out (body roll, brake dive or squatting)</b>	Increase Bump Stiffness	If chassis movement during cornering or braking allows shocks to bottom out, increase shock stiffness by one, then test again. If increasing bump stiffness cannot extend weight transfer duration long enough, increase air pressure by 2 psi, then test again.
<b>Understeer Condition (Neutral throttle) Car turns less than expected; commonly referred to as push, plow, or tight.</b>	Change Bump Stiffness Bias Toward Rear	If vehicle exhibits understeer when cornering at neutral throttle, rear shock bump should be stiffened or conversely, front shock bump softened. A slight amount of understeer is considered safe and reduces the chances of spinning.
<b>Oversteer Condition (Neutral throttle) Car turns more than expected; commonly referred to as tail-happy or loose.</b>	Change Bump Stiffness Bias Toward Front	If vehicle exhibits oversteer when cornering at neutral throttle, front shock bump should be stiffened or conversely, rear shock bump softened. Oversteer increases the vehicles tendency to spin when cornering and requires driver experience and skill to manage safely. This condition should be avoided by novice drivers.

## Tuning for Drag Racing - QuickSet 2

Required settings for drag racing applications vary greatly depending upon, vehicle weight, weight distribution, suspension geometry and travel, horsepower, and available traction. A properly tuned drag race suspension enables the vehicle to launch straight while transferring weight to the rear tires in an efficient, controlled manner. Extensive testing and adjustment is critically important when operating your vehicle at or near its performance limits. Testing must be done in a safe and controlled environment, such as a dedicated motorsports facility. It is generally better to tune shocks according to improvements in ET's (Elapsed Times) rather than for specific occurrences such as the amount of wheel stand. Due to differences in weight distribution, wheel base, tire size, and horsepower, not all vehicles leave the starting line in the same manner once their suspension has been optimized. Watch your ET's and if your times start to get slower return to the prior adjustment. Once you have completed the following procedures, only fine adjustments may be needed to tune for specific track conditions.

## Prior to Testing

Make certain that wheelie bars are raised as high as possible while maintaining control and eliminating their influence as much as possible on damper settings. Begin with shocks adjusted to the number 3 position for bump and rebound.

## Initial Testing

First verify that the vehicle tracks straight before aggressively launching from the line. Begin with light acceleration and low speeds. If the vehicle tracks and drives acceptably at this level, make incremental increases in acceleration and top speed until the vehicle is safe at higher speed. Vehicles not tracking straight at speed should verify all chassis settings including but not limited to alignment, bump steer, tire pressures, etc. Once the vehicle drives in a safe manner at speed, move on to test launching.

Test launches should consist of only the initial launch with no subsequent gear changes. Begin with low rpm launches and gradually increase rpm and severity if the car launches acceptably. At this time we are only determining that the car launches in a controlled manner to avoid damaging components or the vehicle. The vehicle should leave in a straight line without extreme wheel standing or harsh bounces. Sudden, uncontrollable front end lift should be corrected by making suspension instant center adjustments, if possible. More gradual front end lift can be corrected by adjusting the shock valving. If the car gradually wheel stands or bounces violently, adjust front suspension first, then rear. If there is rear tire shake, wheel hop or excessive body separation, adjust rear suspension first, then front. If your car is launching severely to the right or left, first check that the rear end is centered and there is no preload adjusted into the rear suspension. If the car still launches severely to the right or left, you will have to add preload to the rear suspension. If everything checks out okay and the car only minimally drives to the right or left, you can stagger the rear shock valving to correct this.

When a vehicle launches slightly toward the right, rebound (shock extension) stiffness is added to the driver side and bump (shock compression) stiffness is added to the passenger side. A vehicle launching slightly toward the left would make the opposite adjustments. It is not recommended to have more than two clicks difference side to side for either bump or rebound. Rear shock adjustments are only applicable to correcting the launch and will have little to no affect on down track performance.

After the car has been adjusted to launch straight, test launch and include the first gear change. Make any required adjustments and add the next gear change. Repeat until the car can be launched straight and driven at speed safely. The car is now ready for fine tuning to optimum results.

## Front Shock Adjustment

Pay close attention to what is happening to the front end during launch. Your goal is to eliminate all jerking or bouncing movements during launch and gear shifts. Ideally the front end should rise in a controlled manner, just enough to keep the rear tires loaded, then continue the pass with smooth transitions at all times. Front end rise without any appreciable traction gain is wasted energy that should be used to propel the vehicle forward instead of up. While testing, document your ET's along with any changes made. If ET does not improve, return to previous settings.

## Front Rebound (Extension) Adjustment Overview

Too light of a rebound (extension) setting allows excessive front end chassis separation and may result in the front wheels jerking violently off the ground during launch. Also, during gear change, too light a setting allows the car to bounce off its front rebound travel limiter and then bottom out in an oscillating manner. Too firm a setting will prevent the front end from rising sufficiently, limiting the amount of weight transferred to the rear tires. Adjust the rebound setting in one click increments to control the rate at which the front end rises at launch and during gear changes. While testing, document your ET's along with any changes made. If ET does not improve, return to previous settings.

<b>Front Wheels Lose Contact with Ground</b>	Increase Rebound Stiffness	Violent chassis separation and may result in jerking the front wheels off the ground. Increase shock rebound stiffness by one, then test again.
<b>Rear Tires Hook Then Lose Traction</b>	Increase Rebound Stiffness	If weight transfer occurs too quickly the rear tires may hook then lose traction as the front end begins to travel downward. Slowing the rate at which the front end rises prevents the shocks from topping out too quickly and increases the duration of time that the rear tires benefit from the weight transfer. Increase shock rebound stiffness by one, then test again.
<b>No Front End Rise</b>	Decrease Rebound Stiffness	Too firm of a shock setting limits the amount of weight transferred to the rear tires, resulting in poor traction. Decrease shock rebound stiffness by one, then test again.

### Front Bump (Compression) Adjustment Overview

After the launch or during a gear change, a firm bump setting will cause the chassis to bounce off the front tire as the chassis settles down. Too light of a bump setting allows the shock to bottom out and bounce off the stop travel bumper. Adjust bump in one click increments to control the amount and rate at which the front end settles during gear change. While testing, document your ET's along with any changes made. If ET does not improve, return to previous settings.

<b>Front "Bottoms Out" After Launch</b>	Increase Bump Stiffness	If front suspension settles too fast after launch or gear change it may cause the front suspension to bottom out at the end of its downward travel. If the suspension bottoms out hard enough, rear traction may be lost. Increase shock bump stiffness by one, then test again. If increasing bump stiffness cannot extend weight transfer duration long enough, increase air pressure by 2 psi, then test again.
<b>Hard Front End Bounce</b> (After Launch or Gear Change)	Decrease Bump Stiffness	If the tires cause the front end to bounce upon landing, the shocks are too stiff. The front end should settle in a single, smooth motion. Decrease shock bump stiffness by one, then test again. This can be a very subtle problem. Watch the front tire sidewall as it contacts the ground.

### Rear Shock Adjustment (Double Adjustable)

Maintain traction by controlling the rate at which torque and weight is transferred to the rear tires. Ideally the rear suspension should be as firm as possible before a loss of traction occurs. Changes to the vehicle such as ride height, tire size, weight distribution, or suspension link adjustments will alter the instant center location in relation to the vehicle's center of gravity. Any shift of either the instant center or center of gravity will usually require a shock setting adjustment to optimize traction. While testing, document your ET's along with any changes made. If ET does not improve, return to previous settings.

<b>Rear End Squats</b>	Increase Bump Stiffness	Some vehicles will squat during launches instead of pushing the vehicle forward. To assist in planting the tires, increase shock bump stiffness by one, then test again.
<b>Vehicle Separates from Rear End</b>	Increase Rebound Stiffness	Some suspension geometries plant the tires so forcefully that the rear end of the vehicle rises away from the housing too rapidly. The vehicle may hook initially, then spin the tires once the shocks are topped out. Slowing the rate at which the rear end rises increases the duration of time that the rear tires benefit from the improved traction. Increase shock rebound stiffness by one, then test again.
<b>Loss of Traction with Minimal Chassis Movement</b>	Decrease Bump/ Rebound Stiffness	A suspension system that is too stiff can hit the tires too hard, causing a loss of traction. Softening the suspension slows the transfer of weight and reduces the initial tire shock. Minimal chassis movement makes it very difficult to visually tell if the bump or rebound needs to be decreased. We suggest adjusting bump first and watch for a gain or loss in the ET. If ET does not improve, return to previous setting, then adjust rebound instead and test again.

### Completion of Testing

When all adjustments have been completed, reset your wheelie bars as low as possible without affecting your ET.

#### WARRANTY NOTICE:

There are NO WARRANTIES, either expressed or implied. Neither the seller nor manufacturer will be liable for any loss, damage or injury, direct or indirect, arising from the use or inability to determine the appropriate use of any products. Before any attempt at installation, all drawings and/or instruction sheets should be completely reviewed to determine the suitability of the product for its intended use. In this connection, the user assumes all responsibility and risk. We reserve the right to change specification without notice. Further, Chris Alston's Chassisworks, Inc., makes **NO GUARANTEE** in reference to any specific class legality of any component. **ALL PRODUCTS ARE INTENDED FOR RACING AND OFF-ROAD USE AND MAY NOT BE LEGALLY USED ON THE HIGHWAY.** The products offered for sale are true race-car components and, in all cases, require some fabrication skill. **NO PRODUCT OR SERVICE IS DESIGNED OR INTENDED TO PREVENT INJURY OR DEATH.**

Chris Alston's Chassisworks  
 8661 Younger Creek Drive  
 Sacramento, CA 95828  
 Phone: 916-388-0288  
 Technical Support: tech@cachassisworks.com

