



66 Glen Cove Road
P.O. Box 363
Greenvale, NY 11548
P: 516.671.3960
F: 516.277.1492
www.anzesuspension.com

SHAFT MOUNT ADAPTER

REMOVAL and INSTALLATION PROCEDURE

The Shaft Mount Adapter is used on several chassis to mount a damper to stock mounts or mono ball plates. This shaft mount removal and installation procedure is a guide to assist you if you want to change bump rubbers.

Step 1

Turn the rebound knob to stiff then back to 4.25 turns to full soft. Leave the rebound adjuster at this position (Please note your setting so that you can return to it later). Clockwise stiffens; counter clockwise softens damping.



Step 2

Loosen the 7/8" jam nut. Continue to loosen by hand until it reaches the chrome portion of the shaft.



Step 3

Remove the shaft mount. assembly.



Step 4

Install Bump Rubbers - Remove the Jam nut and install bump rubbers and packer. Reinstall jam nut to chrome portion of shaft.

Step 5

Install Shaft Mount - **By Hand** screw the shaft mount adapter until it bottoms out on the rebound screw. **Important!** Loosen 1/16 of a turn so that the shaft mount adapter is not bottomed out against the rebound screw. Use grease or anti-seize on threads.



Step 6

Torque Jam Nut to 40-45 Ft Lbs.



Reset the Rebound adjustment -

The Rebound adjuster (REB) is located on top of the shock shaft inside of the eyelet. It affects the entire range of rebound damping and has a range of 4 full revolutions. The rebound adjuster does **not** “click” please keep track of your adjustments by the amount of turns. To adjust the shock, turn the “T-Handle” adjuster. The damper is sensitive to 1/6th of a turn however it is easier to count 1/4 turns. (counter clockwise softens; clockwise stiffens).



BASELINE ADJUSTMENT PROCEDURE

When installing the shock on the car for the first time, the REB adjuster should be set at minus 2 Turns, from “Full Stiff”. This is a good place to start, “mid range”.

REB = -2 Turns

(NOTE: the rebound adjuster opens or closes a needle and seat assembly, this restricts the flow of fluid in small increments. Each click will have an effect on the handling characteristics so do not adjust more than 1 Turn at a time).