

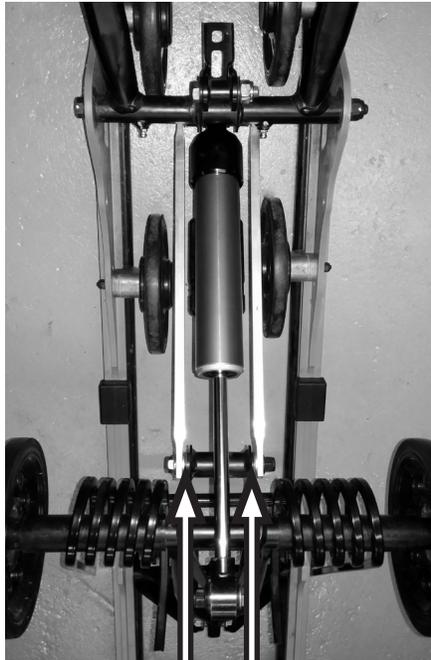


FLOAT 3 EVOL R - 1.5 ZERO C

Mounting Orientation
853-99-129

IMPORTANT: Orienting the shocks improperly can cause interference with the action of the rear suspension resulting in possible loss of control and rider injury or death. If you do not possess the tools or technical knowledge to mount your FOX shocks, have it performed by an authorized dealer.

Remove the rear suspension from the snowmobile. Mount your FOX shocks as pictured below. When making air pressure adjustments to the front arm air shock, always adjusting the EVOL air chamber pressure 1st and then the MAIN air chamber pressure 2nd. Front arm shock should be extended as far as the limiters allow. FOX FLOAT 3 shocks air chambers do come pre-pressurized, it is recommended that you check air pressure on initial setup before riding.



EVOL
Air Filler Valve
Preset to **225 PSI**
DO NOT EXCEED
300 PSI

MAIN
Air Filler Valve
Preset **50 PSI**
DO NOT EXCEED
200 PSI

REBOUND
ADJUSTER
Preset at **12 Clicks** out



Assemble the upper rear pull rod pivot using the supplied bolt 100mm long and quantity (2) of the supplied washer .060" thick. Put the washer between the pull rod and the rear arm pivot. Quantity (1) per side as arrows indicate above.

FOX FLOAT 3 EVOL R The EVOL chamber is positioned to the left side of the vehicle with the Rebound Adjuster facing up. The Rebound Adjuster has a total of 24 clicks, start counting clicks from the adjusters most clockwise limit.

FOX 1.5 ZERO C Equipped with Low Speed compression adjuster (LSC) set at 12 clicks out. The LSC Adjuster has a total of 24 clicks, start counting clicks from the adjusters most clockwise limit. The rear arm shock is positioned as pictured above with reservoir mounted below the shock body.



Install the rear suspension. Torque all bolts and mounting hardware to the manufacturer's specifications. Adjust the track tension to the manufacturer's specifications.

Air pressures should always be set at the ambient air temperature anticipated during riding conditions.