

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 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!

- Adjustable wheel hexes allow the track width to accommodate a wide variety of body and wheel combinations.
- A convenient quick-release battery box gets you back into the door-to-door tandem action.
- With camber, caster, toe-in, KPI, and more, there are many suspension tuning options.
- The motor position can be mounted high, and battery moved back for more rear weight bias.
- Our race-proven threaded aluminum oil-filled shocks make transitions smooth and reliable.
- Dual servo mounting locations on the carbon fiber upper deck for the perfect weight balance.
- +6mm transmission height adjustment insert allows for higher roll center and larger spur gear capabilities.
- Maximum steering throw provides superior control through drifting turns

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
- Pinion gear, size determined by type/turn or kV of motor
- # Other Helpful Items
- Silicone Shock Fluid (Refer to AssociatedElectrics.com for complete listings)

• Needle Nose Pliers

- FT Body Scissors (#1737)
- FT Hex/Nut Wrenches (#1519)
- FT Universal Tire Balancer (#1498)
- FT Dual Turnbuckle Wrench (#1114) Green Slime shock lube (#1105)

Associated Electrics, Inc. 21062 Bake Parkway. Lake Forest, CA 92630



• FT Body Reamer (#1499) • Shock Pliers (#1681)

 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
 - Wire Cutters
 - Hobby Knife
 - FT Ballcup Wrench (#1579)
- Calipers or a Precision Ruler
 Soldering Iron

- **Customer Service** Tel: 949.544.7500 Fax: 949.544.7501

http://www.AssociatedElectrics.com • http://www.instagram.com/teamassociatedrc/ • http://www.facebook.com/TeamAssociated/

# Hardware - 1#1 Scale View							
Button Head (bhcs)		Flat Head (fhcs)		Ball Bearing	js		
	2x4mm (31510)		3x8mm (25201)		5 0 0 5 (2020)		
	2x6mm (4672)		3x10mm (25202)		5x8x2.5mm (8680)		
	2.5x4mm (4673)		3810(1)(1)(23202)		5x10x4mm (91560)		
	3x6mm (31531)		3x16mm (25204)				
	3x8mm (31532)		3x20mm (89210)		10x15x4 (91563)		
	3x10mm (25211)		0,201111 (00210)				
	3x12mm (89202)						
	3x30mm (91478)						
Cap Head (shcs)		Set Screws		Ballstuds			
	3x45mm (89279)		3x8mm (4670)		HD 6mm (91047) Ti HD 6mm (91751)		
			4x5mm (25226)				
					HD 8mm (91048) Ti HD 8mm (91752)		
		Shims and Washers		Nuts (lock/	nloin)		
LP Socket Head (Ip shos	-	Shims and washers					
	3x6mm (41089)		5.5x0.5mm (31381)		M3 Nut (91477) M3 Alum. Locknut, Blue (31550)		
	3x10mm (41090)		5.5x1.0mm (31382)		M3 Locknut, Black (25215) M4 Locknuts:		
		\odot	5.5x2.0mm (31383)		Serrated Steel LP (91150) Serrated Steel (Silver) (91826)		
	3x22mm (41095)		3x8mm Washer (89218)		FT Aluminum (Blue) (31551) Serrated Aluminum (Black) (91738)		
Notes:							

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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







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



This symbol indicates

where Thread Lock

Adhesive should be

applied. *not included

This symbol indicates

This symbol indicates

where Shock Fluid

should be applied.

where Diff 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



a number assigned to it for ordering replacement parts.

3x10mm

FHCS



Arm Mount

Spacer, 0.5mm

Hinge Pin,

Inner

Build left and right sides





Bag 2 - Step 2



Bag 2 - Step 3











Bag 2 - Step 8





Bag 3 and 9 - Step 2



Bag 4-Step 1



Bag 4 - Step 2











Bag 5 - Step 2



Bag 5 - Step 3









🖁 Bag 6 - Step 2



🖁 Bag 6 - Step 8



Bag 6 - Step 4



Bag 6 - Step 5



Bag 7 - Step 1







Bag 7 - Step 3











Bag 8 - Step 3



HBag 8 - Step 4



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.

Mise-Step 2

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.





Optional High Motor Mount-Step 1



Optional High Motor Mount-Step 2



Optional High Motor Mount-Step 3







Optional High Motor Mount - Step 6





Optional Spool Build - Step 2



Tuning Tips - Painting, Beginners

Painting:

Your Kit requires 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.

Notes

FIND IT ON ASSOCIATEDELECTRICS.COM

CARS & TRUCKS



Vehicle Spare Parts GO TO: AssociatedElectrics.com Team Associated tab Cars & Trucks Scroll to your vehicle Parts & Accessories link



Setups and Manuals GO TO: AssociatedElectrics.com Team Associated tab Manuals & Setups Scroll to your vehicle



Tuning Guides & Tips GO TO: AssociatedElectrics.com Support A-Team Apps



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call: (949) 544-7500 - fax: (949) 544-7501

Check out the following web sites for all of our kits, current products, new releases, setup help, tips, and racing info!

www.AssociatedElectrics.com

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