# RACE TECH GOLD VALVE CARTRIDGE EMULATOR

<IPM FEGV STD.doc> © 5.20.25

FEGV STANDARD

Fk Access Code



Emulator Valving is NOT preset! You MUST do a DVS Valving Search for your Personal Custom Setup!

Scan QR Code or go to racetech.com



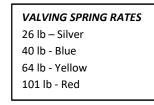
**View all instructions for your model.** Look for special instructions for Anti-Dive, Rebound Adjust, or other stock Valving

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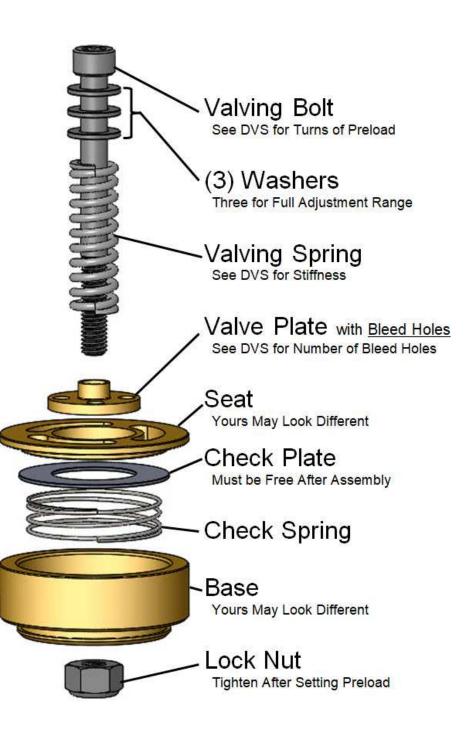


Build the Emulator Valving to DVS Custom Settings

- a. Bleed Holes If necessary drill Bleed Holes in the Valve Plate (copy the original hole size.)
- b. Valving Spring Use the DVS recommendation.



- c. Valve Spring Preload Turn in the Valving Bolt until there is no free play. Count the number of turns in as recommended by the DVS.
- d. Be sure to tighten the Lock Nut.





### ADD COMPRESSION FEED HOLES

Enlarge existing compression holes and add holes if necessary so you end up with **six holes (3 sets of 2 holes)**.

Damping Rods 17mm or larger - drill 8mm (5/16'') holes. Damping Rods smaller than 17mm - drill 6mm (1/4'') holes.

New holes should be spaced lengthwise above the existing holes at **10 mm (7/16") increments**. Place each set of two holes 90 degrees from the last set so the strength of the rod is maintained.



See online instructions for Anti-Dive forks. The holes will be above the bottoming cone.



## FORK SPRING PRELOAD In this example: 18 – 11 = 7mm Adjust with spacer length or washers Details online



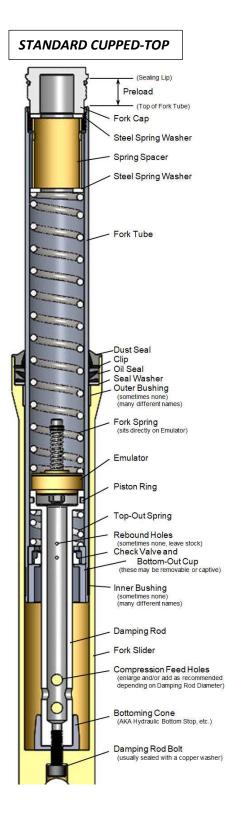
**6** STEP

## SET THE OIL LEVEL

1. The Fork Spring is out

Make sure:

- 2. The Emulator is in, completely submerged
- 3. The fork is fully bled by pumping them slowly
- 4. The fork is fully bottomed
- 5. Measure from the top of the fork tube down to the top of the oil



### Valve Plate to Spring ID Clearance

4mm Minimum

