Suspension Adjustment Guidelines (Off-Road Use Only)

	Symptom	Action
Stiff suspension	Initial travel too stiff: • Stiff on small bumps while riding at full throttle in a straight line. • Stiff on small cornering bumps. • Front end wanders while riding at full throttle in a straight line.	 Test softer compression damping adjustments in one-click increments. Reduce the rebound damping adjustments in one-click increments. Check for dirt in the dust seals. Check the fork oil for any contamination. If the front end dives while cornering after the above adjustment: Reduce the rebound damping in one-click increments.
	Middle travel too stiff: Stiff on bumps when cornering. Front end wanders when cornering. Stiff suspension on bumps, especially downhill bumps. While braking, front end dives during initial travel, then feels stiff.	If initial travel isn't stiff: — Test stiffer compression damping adjustments in one-click increments. (This should produce smooth fork action from initial to middle travel.) If initial and middle travel is stiff: — Test softer compression damping adjustments in one-click increments. — Reduce the rebound damping in one-click increments.
	Final travel too stiff: • Doesn't bottom on landings, but feels stiff. • Stiff on large bumps, especially downhill bumps. • Stiff on large bumps when cornering.	If initial and middle travel aren't stiff: Test stiffer compression damping adjustments in one-click increments. (This should produce smooth fork action from initial to middle travel.) If final travel is still stiff after the above adjustment, or If initial and middle travel becomes stiff: Test softer compression damping adjustments in one-click increments. If the entire travel feels stiff after the above adjustment: Test softer compression damping adjustments in one-click increments until the desired initial travel compression damping is obtained.
	Entire travel too stiff: • Stiff suspension on any type of terrain.	Test softer compression damping adjustments in one-click increments. Reduce the rebound damping in one-click increments.