

# RUNNING TRUE



One of the tests for a brand new StockCar is to roll it on a hard floor. If it curves sharply into a tight circle, the wheels are out of alignment and need to be fixed. But, if it gently and consistently, pulls to one side, it is said to be perfect. You would think that going dead straight would be the best, but the problem with this is that the track has imperfections that cause the car to bounce from side to side. Instead of the car running dead straight, its nose ends up chattering from side to side, slowing the car down every time the front wheels contact the center rail.

By giving the car a slight curve in one direction, the car becomes a "rail-rider", the bouncing is minimized and it goes a little bit faster.

Tune your car to have that slight curve. **Demonstrate its action to your Ranger.**

**Good, better, best. Never let it rest.  
Till the good is better, and the better, best.**

**GOOD**

**BETTER**

**BEST**

**BAD**