

ANGLE HEADSET INFORMATION & GUIDE

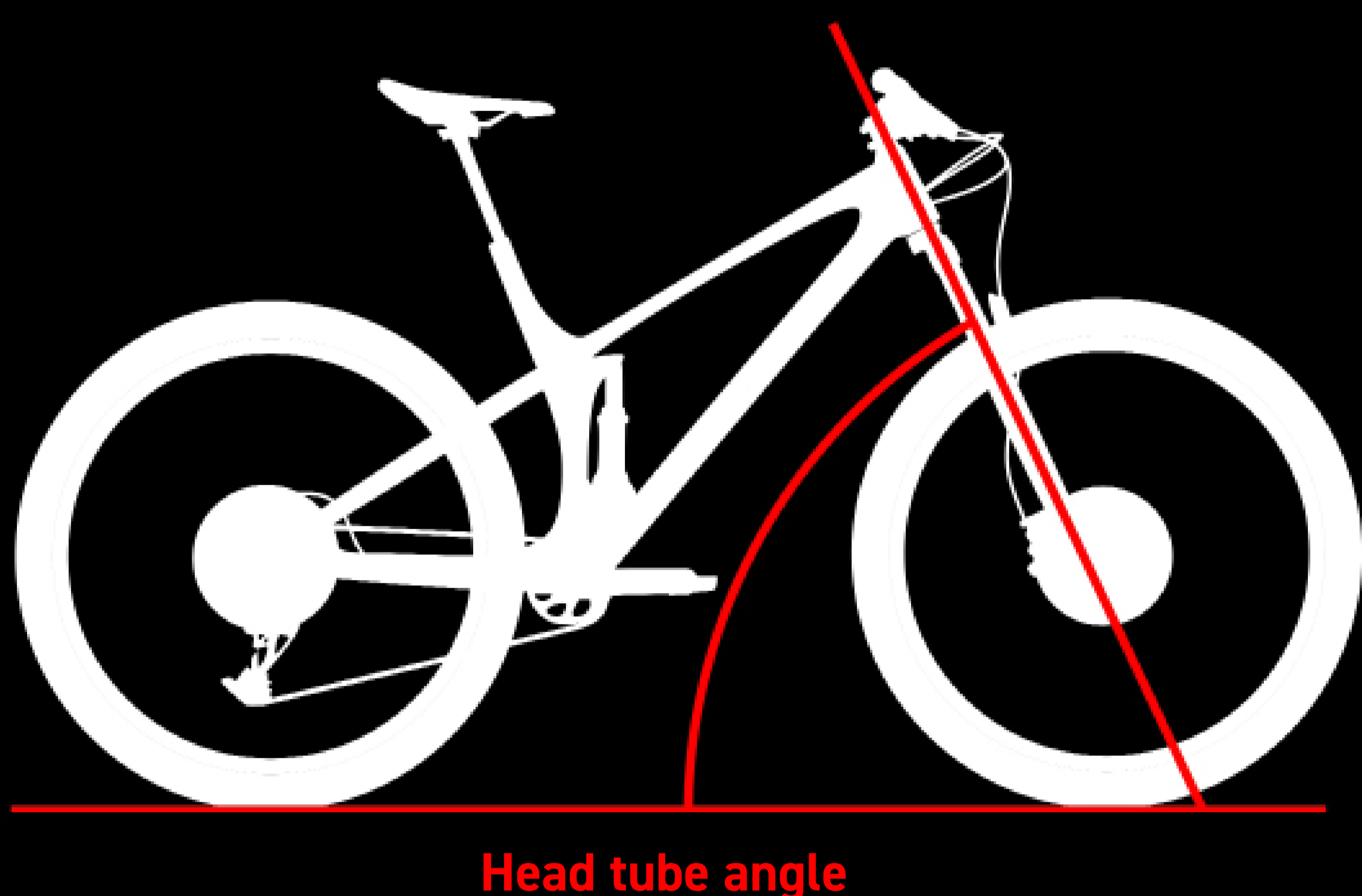


WORKS
COMPONENTS

ANGLED HEADSET OVERVIEW

The head angle of your bike will have a large effect upon how it rides, in simple terms a 'slacker' head angle will give your bike a more stable feeling than a bike with a 'steeper' head angle. Over time the head angle of bikes has reduced, with the slackest bikes being around 62° and the steepest around 70° .

Downhill bikes will usually have the slackest head angle of all types of bike, with XC bikes being steepest due to the quite specific type of riding they have been designed for. Trail and Enduro bikes usually sit somewhere in the middle as they are designed to work well for various different riders and terrain.



Fitting an angle headset will make various changes to your bike's geometry; a 1.0 degree headset for example, will lengthen your wheelbase by around 10mm, lower your bottom bracket by 2mm and change what is referred to as your bike's 'trail', all of which will alter the way your bike feels. Just like we are not all the same size, we don't all ride in the same places and with the same style. Angle and Geometry Adjust Headsets gives you the opportunity to tailor your bike's geometry to suit your own preferences.

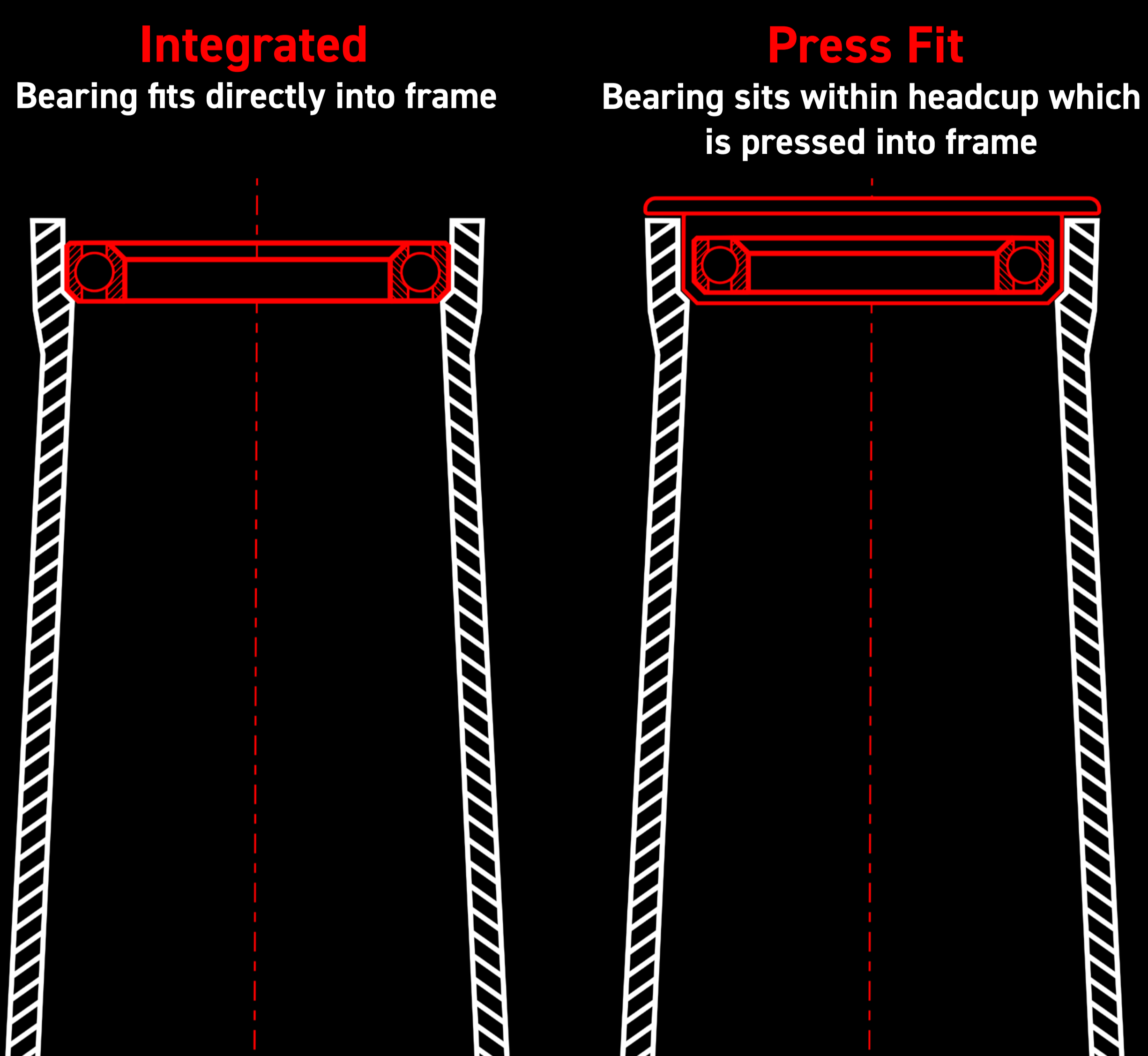


IS THERE AN ANGLED HEADSET THAT FITS MY BIKE?

Follow these steps to determine which angled headset would fit your frame.

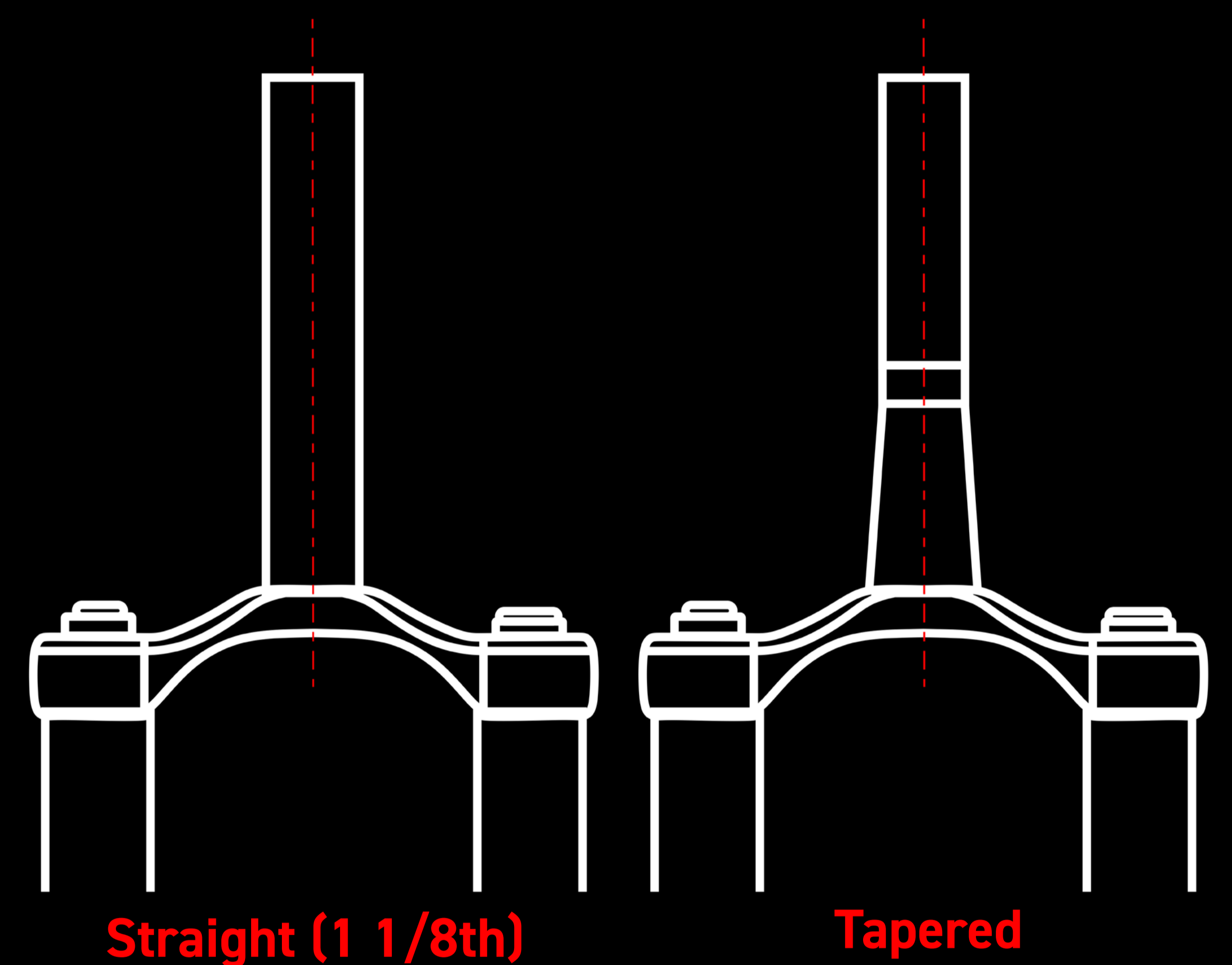
1 Is Your Headtube "Press Fit" or "Integrated"

Angled headsets are only available for Press Fit.



2 Is Your Forks' Steerer Tube Straight or Tapered

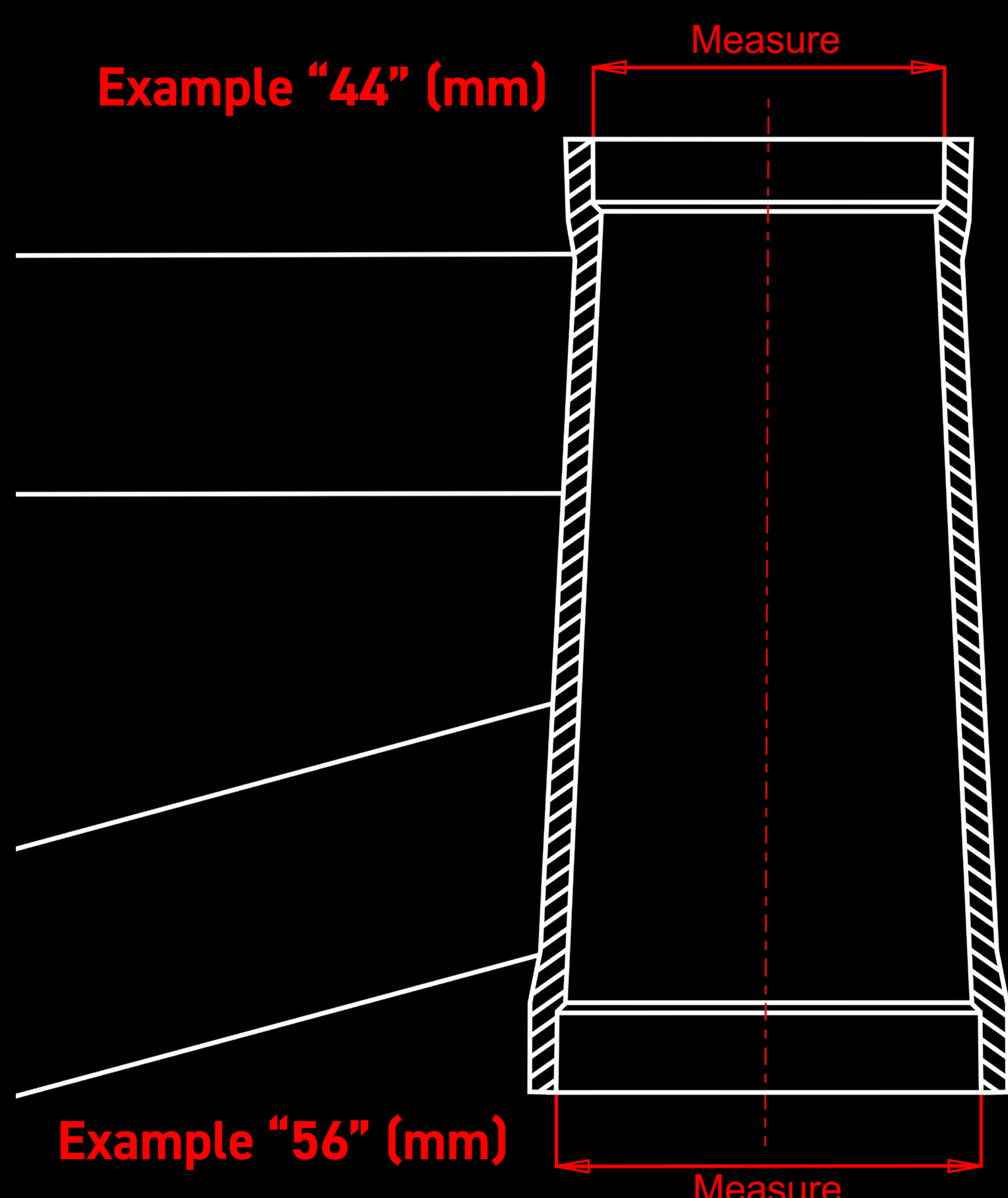
The majority of modern bikes have tapered steerer tubes however your steerer tube could be straight, commonly known as an 1 1/8th steer tube.



Next you will need to measure your headtube diameter and length; (Some manufacturers have this information on their website).

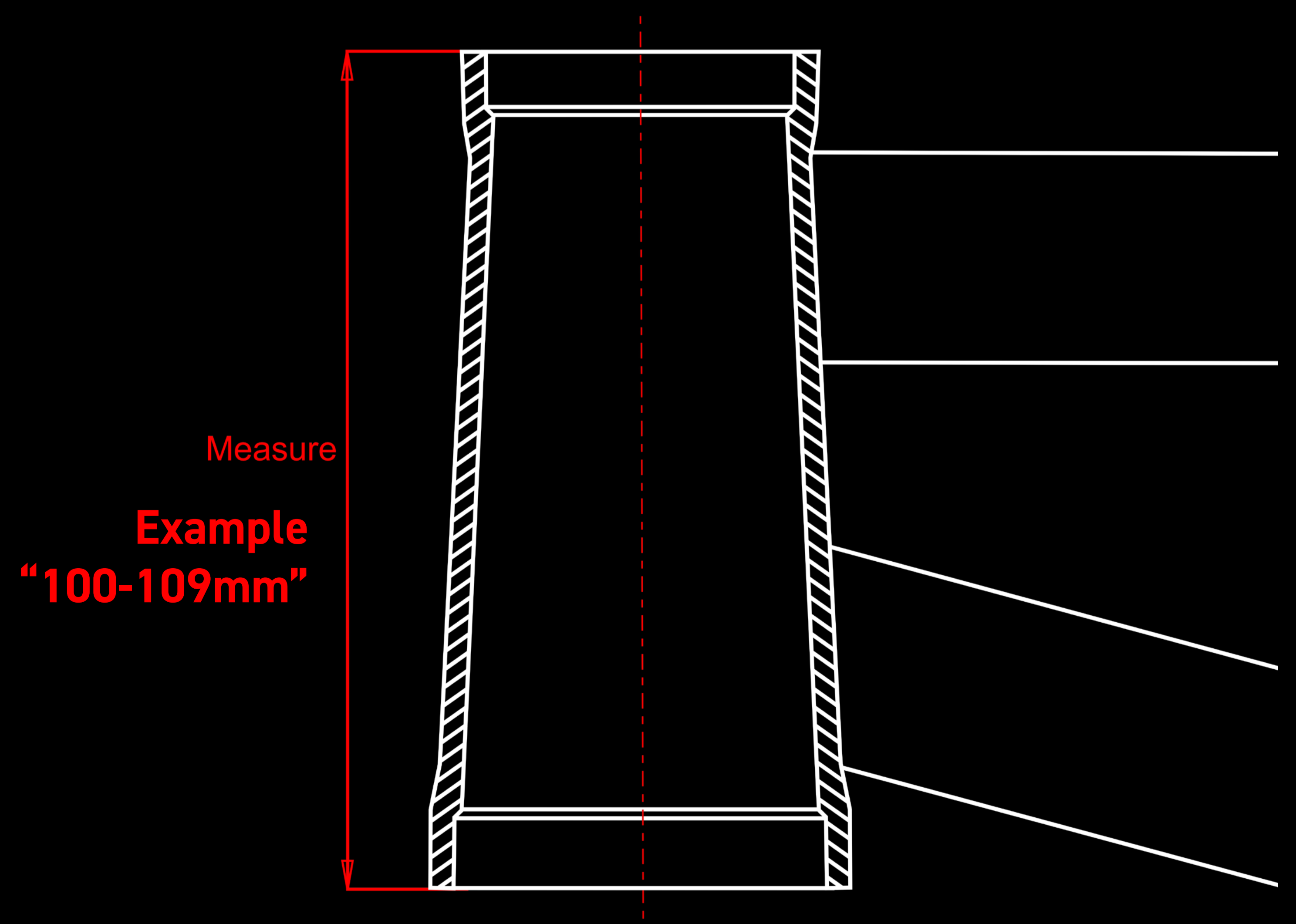
3 Determine Headtube Diameter

Measure both the upper and lower diameter of your headtube, and round up to the nearest whole number.



4 Determine Headtube Length

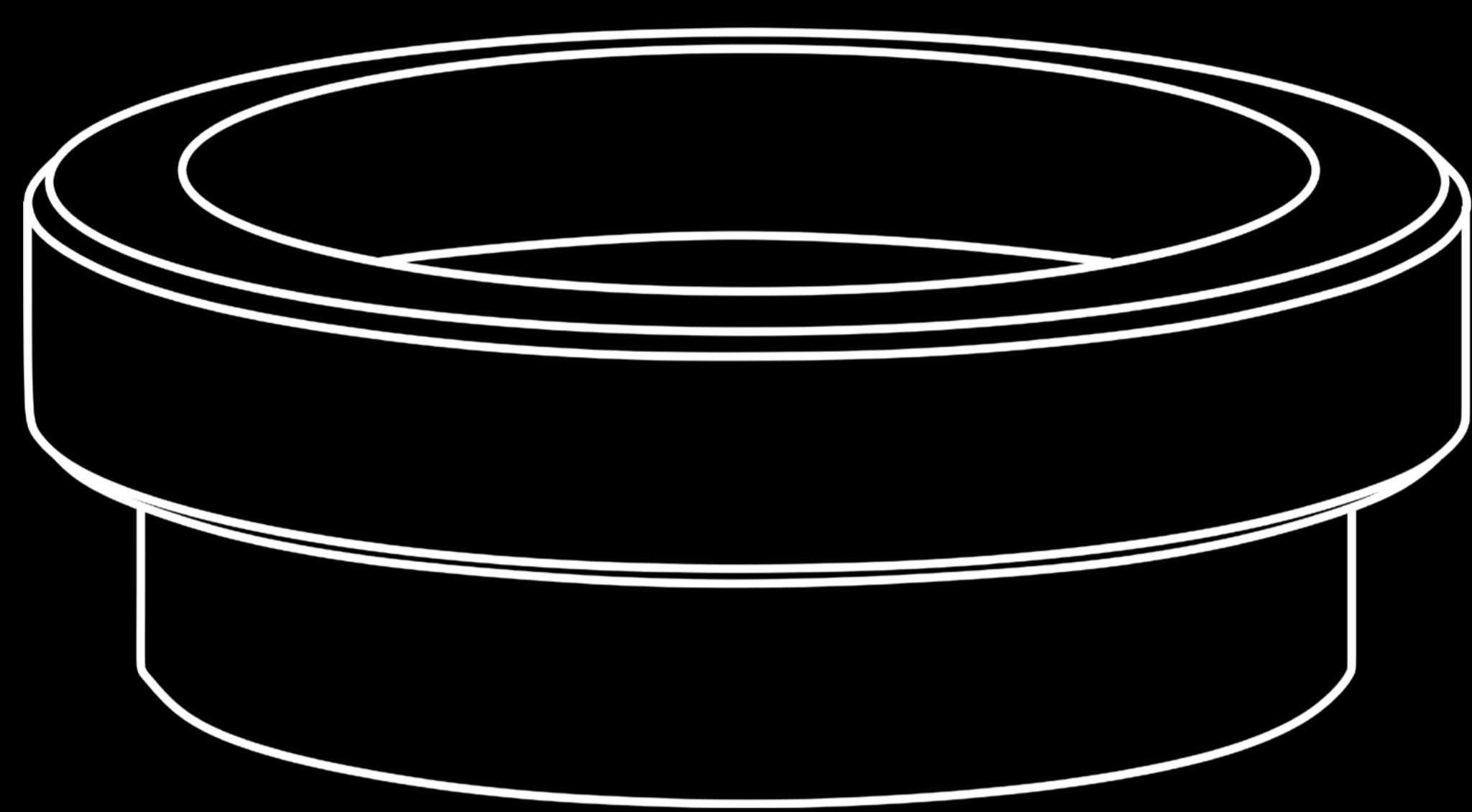
This will determine which "set" you will need.



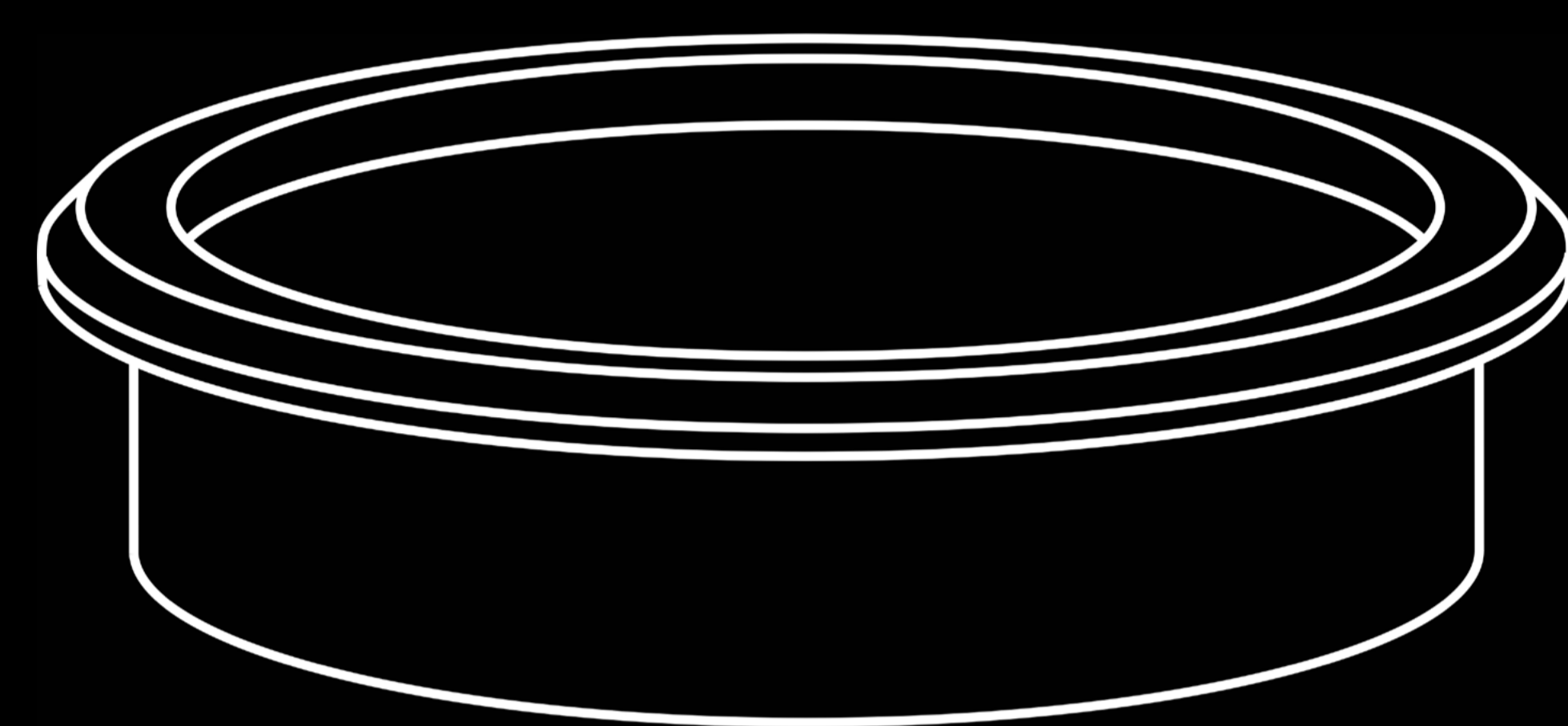
With this information you will be able to fit an angled headset to suit your bike - using the example above - 44/56 Angled Headset to fit Tapered Steerer Tube. (Set 2 100-109mm)

EC/ZS - WHATS THE DIFFERENCE?

An EC (External Cup) headset cup houses the bearings on the exterior of the headtube, meaning that the cup has a taller stack height. A ZS (Zero Stack) headcup houses the bearings inside of the headtube, this means it has a smaller or zero stack height. They both can fit the same headtube diameter.



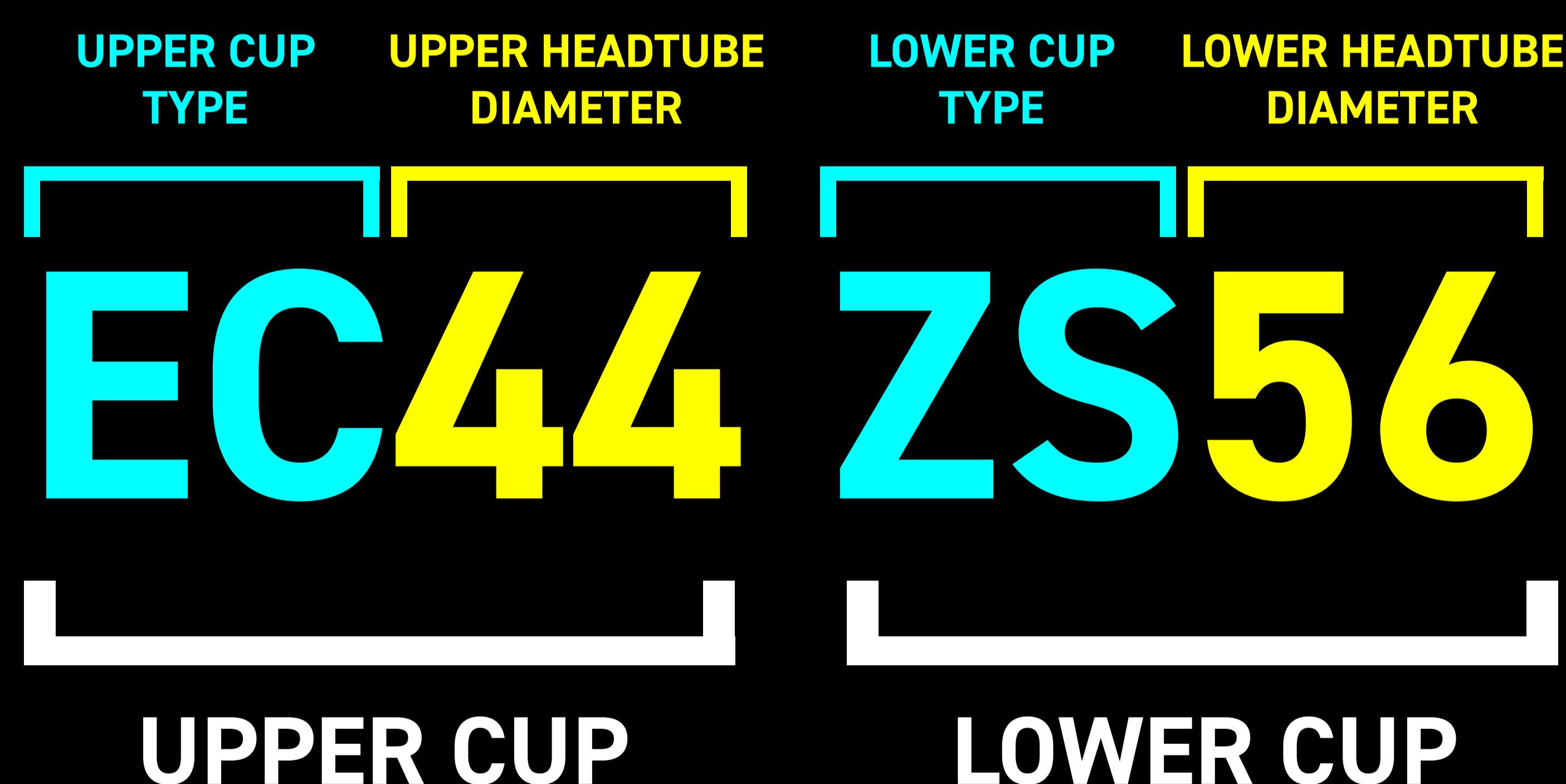
EC44



ZS44

WHICH ONE COULD I USE?

You can use either type in your frame. The important thing is the headtube diameter of your frame, your frame has an upper and lower frame diameter, for example for an upper diameter frame of 44mm - you can use an EC44 or ZS44 here.



Some angled headsets will use two EC cups, some use two ZS, and some angled headsets will use a combination of EC and ZS. The most important thing when selecting the right angle headset for you is to ensure you have selected the correct headtube diameter and length and if your fork is tapered or not.

HOW THEY SIT WHEN FITTED



All headsets are provided complete and ready to fit, including headcups, bearings, crown race and topcap and starnut. You do not require any special tools to install one of our angle or reach adjust headsets other than a headset press, we advise taking the bike to a good local bike shop if you are not a confident home mechanic.

We have been manufacturing angle and geometry adjust headsets for almost 10 years - We work and have worked with many manufacturers helping them to alter geometry for the next generation of bikes. Our headsets are used by some of the fastest riders in the world. You will see them fitted to many World Cup DH and EWS riders bikes who we are proud to support where riders use them to tailor their bikes to their personal preference and track conditions - Our headsets are race proven at the very highest level.

