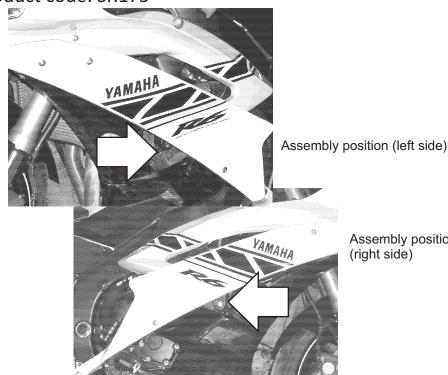
YAMAHA YZF R6

year of production: '06-'16

product code: SR175



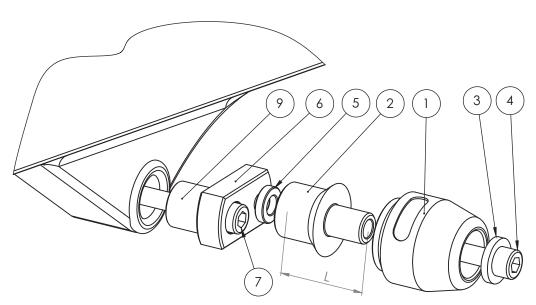
Assembly position (right side)

Assembly instructions

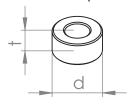
- 1. Remove the original bolts indicated with the arrows on the assembly position scheme above.
- 2. Replace the original bolt by the new mounting bolt (parts #7), the spacer 1 (parts #9) and adapter (part #6) according to the scheme on the right page. Put the adapter (part #6) in the right position according to the drawing on the right page.
- 3. Assemble the slider, round cylindrical body, the bolt and the steel sleeve (parts #1, #2, #3 and #4) according to the drawing on the right page. Please note that aluminium spacer (part #5) appears on the left side between part #2 and part #6. Put them into the threaded hole in adapter (part #6).
- 4. Same operation is required in another side of the motorbike.

We suggest to use the threadlocker (eg. Loctite®) to make sure that the vibrations of the engine do not loosen the bolts.

Vortex puts everything within reach.



Dimensions of the spacers



Assembly scheme (both sides)

| Part # | Part name | Left side (as You sit on the motorbike) | Right side |
|--------|------------------------|---|----------------------|
| 1 | Slider | 1 pcs. | 1 pcs. |
| 2 | Round cylindrical body | L = 60 mm | L = 40 mm |
| 3 | Steel sleeve | 1 pcs. | 1 pcs. |
| 4 | Allen bolt (8,8 class) | M10x80 mm | M10x60 mm |
| 5 | Spacer | t = 20 mm, d = 5 mm | - |
| 6 | Adapter | Aluminium (longer) | Aluminium (shorter) |
| 7 | Mounting bolt 1 | M10x1,25x55 | M10x1,25x60 |
| 8 | Mounting bolt 2 | - | - |
| 9 | Spacer 1 | t = 20 mm, d = 15 mm | t = 20 mm, d = 10 mm |
| 10 | Spacer 2 | - | - |
| 11 | Nut | - | - |
| 12 | Washer | - | - |

Legal note. This product is a professional accessory to be used on the race track. Neither manufacturer, nor Seller take responsibility for any damages occurred despite of using protective accessories.

Our website offers you a wide variety of motorcycle frame & body at affordable prices.