



Rear Coilover Sleeve Conversions kit

Part #2321200, 2321200, 2321200 Rear coilover sleeve conversion kit

Cars applicable:

911/912/930/914 65-89 with 50mm shock bodies and 14mm shock rods (Von, Bilstein, Koni)

Parts list		
Qty	Item	
2	Washer	
2	Upper perch	
2	Adaptor	
2	Main spring	
2	Divider	
2	Helper spring	
2	Lower perch	
2	Sleeve	
2	Snap ring	

Tools Required:

Metal lathe with appropriate tooling to cut snap ring groove
M5 Allen key

Kit allows the conversion of smooth-body shocks (50mm diameter) to accept height-adjustable coilover springs.

Install parts in the sequence shown at right.

Sleeves:

Install with the non-threaded portion at the top. This allows easy spring removal by threading Lower Perch down and off the bottom of the shock.

Snap ring groove:

Have Elephant Racing or any competent machine shop cut snap ring groove on a metal lathe. Groove height is referenced to the top of the Extended Upper Perch.

- Groove height – 17.9 inches (456mm)
- Groove width – .063 inches +.005 -.000 inches (1.60mm)
- Groove diameter – 1.909 +0.000 -0.006 inches (48.50mm)

Bump stops:

We do not recommend using your shocks without bump stops. You can purchase progressive bump stops from Elephant Racing (preferred), or re-use your existing bump stops.

If you use standard Bilstein black rubber bump stops, you must cut off the solid rubber portion. Install only the remaining accordion section. If you do not remove the solid portion, the bump stop will wedge into the extended upper spring perch and severely limit suspension travel.

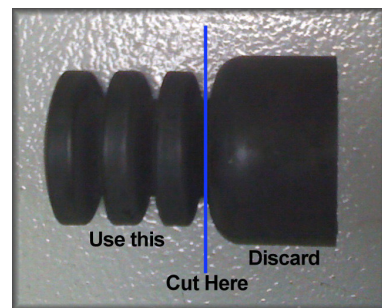
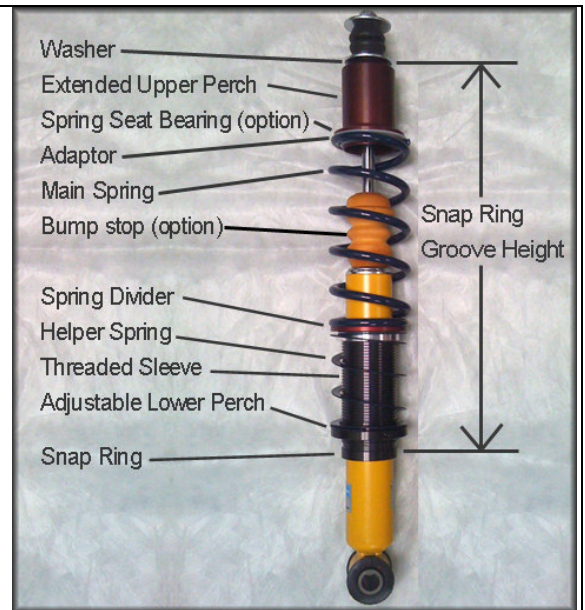
Spring seat bearings:

If you have the optional Spring Seat Bearing kit from Elephant Racing, install the bearings between the Extended upper perch and the Adaptor.

Spring seat bearings relax coil windup when the spring compresses, and make it easier to adjust lower perch height.

Adjusting:

Jack car to relax spring tension. Loosen set screw in Lower perch. Rotate Lower Perch to desired height. Tighten set screw to 5 ft/lbs



Modifying Bilstein bump stop