FLIGHTFINS

HARDWARE INCLUDED:

- 4 x #12-24 5/8" bolts (bottom screws)
- 4 x #12-24 1" bolts (top screws)
- 8 x #12-24 KEPS Lock Nuts

TOOLS & EQUIPMENT: (NOT INCLUDED)

- Fender
  (The Fins were designed around the Future Motion fender, but
  we have seen great success with Craft & Ride fenders as well.)
- Drill
- 7/32" drill bit for fin holes ONLY
- 1/4" drill bit for zip tie holes ONLY
- 1 Nail at least 2.5" long (for marking drill holes)
- Painter's tape for marking fender holes
- A pen or marker
- Phillips Head screwdriver
- Small wrench or ratchet
- Allen wrench (comes with fender)

WARNINGS

• Keep in mind that the Onewheel is a 25+ lb machine and advanced jumping will be difficult no matter what (unless every day is leg day for you), so pace yourself until you feel comfortable enough to advance.

• Motorized one-wheeled skateboards are inherently dangerous. Whenever you ride a motorized board with or without FlightFins you risk death or serious injury from loss of control, collisions, and falls. Please read and follow all instructions in this manual as well as the manual provided with the board you are riding. To avoid injury, please wear protective gear and do not attempt tricks far beyond your skill level. FlightFins LLC is not liable for injury sustained while using FlightFins products.

• FlightFins LLC is not liable for any damage done to your fender or Onewheel.

INSTALLATION STEPS:

Step One: Fender Preparation

Start with your fender attached to your Onewheel (placing and drilling FlightFins can be innacurate without the fender attached and the footpad height accounted for) Put painter's tape on both sides of your fender where the fins will go.

Step Two: Fitting the Fin

It's important to wear the shoes you normally Onewheel in while fitting the Fins, as the placement can vary from shoe-to-shoe. With your fender bolted down and tape in place, power your board on and - for balance - put a chair in front of you with the seat facing towards you. While holding on to the chair, engage the board so that you are stable in place and center your feet up against the fender. Center the Fin over your foot, moving it up and down until you find a comfortable fit that's snug from the base of your toes to the top of your foot. Then, using your pen/marker, outline the top corners of the Fin. Typically the Fins will be approximately a half inch up from the footpad. Repeat for your other foot.

Step Three: Finding the Mark

With the fender still attached to the board, place the OneWheel in front of you and hold the Fin up to your pen marks. Note that the Fin may be slightly askew as you just want the best fit (it's okay if your Fin is not parallel to your board). Take the 3" nail and scratch into the painters tape through each of the four holes, making a strong mark to use when you drill. Do not drill with Fin attached.

Step Four: Drilling the Holes

Remove the fender from your Onewheel, and using your 7/32" drill bit drill the Fin holes using the marks on the tape.

Step Five: Bolting the Fins

Install the Fins using the corresponding bolts on the inside of the fender - all should be installed using your Phillip's head screwdriver with the wrench holding the nut in place. **Do not overtighten or use your drill to tighten the bolts**. If you are using a Future Motion fender, tighten until the end of the bolt is flush with the lock nut. If you are using a Craft & Ride fender, you will go past the nut until tight. Overtightening can result in damage to the Fin or the fender and can cause the bolts to scrape the wheel.

Step Six (Optional): Drilling The Zip Tie Holes

Fender rail thread stripping has been an issue for many before FlightFins given the softness of aluminum, so this is a good precautionary measure in general. Using your 1/4" drill bit, drill your fender as shown over all four bolts, erring on the high side if using a Future Motion fender.

Step Seven: Making Final Adjustments

With the Onewheel powered down, place the fender back on and roll the board back and forth to verify that the bolts are not contacting the wheel whatsoever - if the bolts are contacting the wheel you will hear a slight scraping and you will be able to visually see on the wheel where the bolts touch.

Step Eight: Installing Your Zip Ties

Finally, loop the zip ties through the fender holes and around the rails of your board. Use pliers to pull the zip tie securely in place, with the zip tie buckle optimally out of view on the inside wall of the rail. Trim excess.

Step Nine: Fly!

1.

2.

MARK CORNERS

3.

5.

1"

5/8"

6.

DRILL

8.

TIE PROTECTED
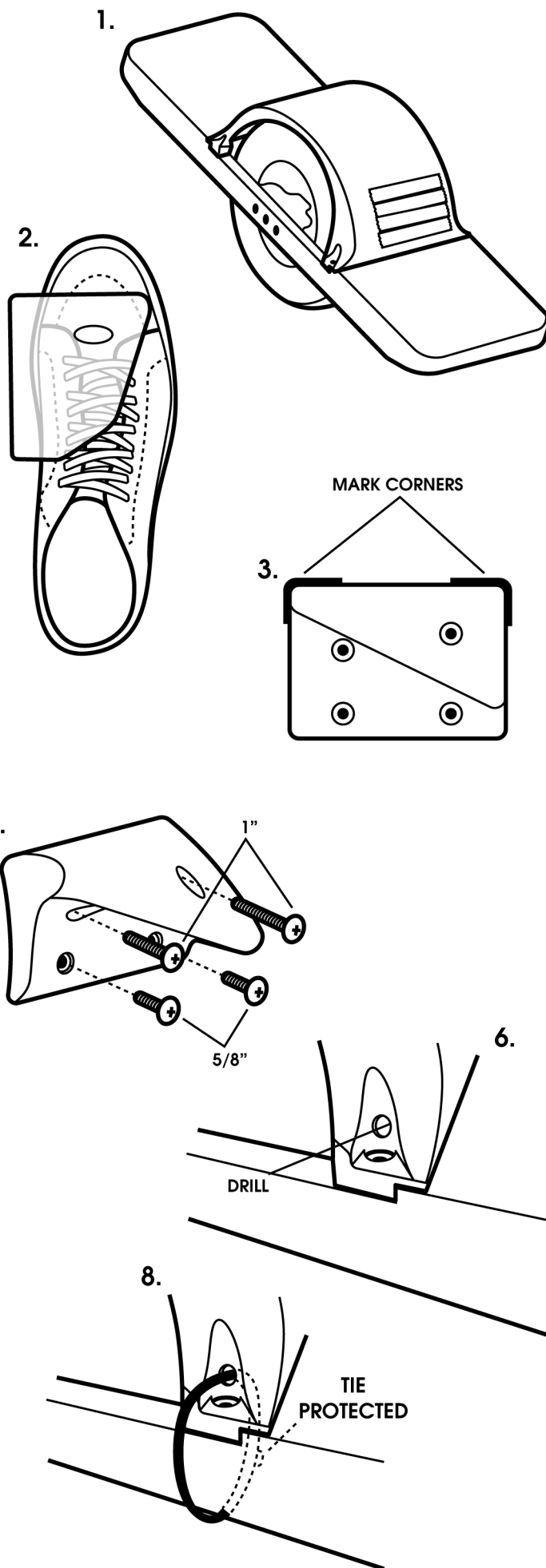
TIPS:

- **Wear protective gear.** Wrist guards, elbow pads, knee pads, impact shorts, etc. are suggested for maximum safety when attempting advanced maneuvers.

- Get into the practice of stretching before you ride. This helps prevent muscle strain when maneuvering the weight of your motorized board.

- There is a learning curve to using FlightFins, so start slow and don't get discouraged!

- Practice hopping in place first before jumping with speed.

- If you find your OneWheel shutting off when hopping, this generally signifies you need to lean back more while in the air. Another trick is to flex your feet slightly to grip the board. When landing any jump, keep the nose up and the tail down slightly to keep your board engaged. For visual reference, please go to www.flightfins.com to view our videos.

- When you are comfortable with hopping in place, start practicing moving hops at slow speeds - we suggest doing this in soft, smooth grass for your first experience. Keep in mind that jumps at a relatively fast speed are easier to land than those at slow speeds due to momentum and centrifugal force.

- When you have mastered the slow-speed jump, challenge yourself by jumping sticks in the street or, for a bigger challenge, a tissue box or water bottle.

- Always pay close attention to what the board is doing when you land your jumps; all riders have different skills, but most of the learning curve is recognizing how the board responds to jumping.