

# THE AIRBAG ALTERNATIVE

SumoSprings are not made from rubber. They are a progressive spring with a very soft initial engagement. That means that as more weight added, the harder they get and more they push back, providing support and control when you need it without affecting the factory ride when unloaded.

ZERO-MAINTENANCE. LIFETIME WARRANTY.



### THE AIRBAG ALTERNATIVE

SumoSprings are available for both the front and rear of vehicles for decreasing vibration, stabilizing sway, and softening harsh rebounds.

Rear SumoSprings are specifically designed to reduce sag and increase load carrying ability, while Front SumoSprings stabilize weight transfer and limit body roll.



Front SumoSprings PART NUMBERS STARTING WITH SSF

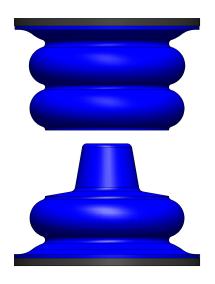


**Rear SumoSprings** PART NUMBERS STARTING WITH SSR

#### REBEL

This design includes two pieces that are mounted separately on the top and bottom. This allows for unlimited vertical travel.

> AVAILABLE IN BLUE AND BLACK PART NUMBERS ENDING IN -2



#### **SOLO**

This one-piece design is a simple replacement to original bump stops.

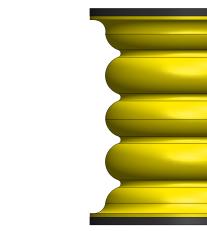
**AVAILABLE IN BLUE, BLACK, & YELLOW** WITH ADDITIONAL SPACERS AVAILABLE



#### **MAXIM**

This application mounts on both the top and bottom and allows for up to 50% expansion of its original body height.

> AVAILABLE IN YELLOW PART NUMBERS ENDING IN -1



#### THE MEANING OF THE COLORS

## BLUE - LIGHTEST DENSITY PART NUMBERS WITH -40



The Blue SumoSprings are great for light or sometimes loaded vehicles but shouldn't be compressed past 70% of their original height in order to keep full memory rebound.

## **BLACK - MEDIUM DENSITY**



The Black SumoSprings are great for heavy or constantly loaded vehicles but shouldn't be compressed past 65% of their original height in order to keep full memory rebound.

#### YELLOW - HEAVIEST DENSITY PART NUMBERS WITH -54



The Yellow SumoSprings are great for heavy vehicles that are constantly loaded but shouldn't be compressed past 55% of their original height in order to keep full memory rebound.

