

VALA XX AXS RSV

Sizing & Geometry

Find your size

If you're on the cusp between the recommended height range of two sizes, the absolute best thing is to try to ride them both. At a minimum, check the stack/reach measurements on your current bike and compare it to the new model you are looking at to get an idea of a fit you are already comfortable with. If riding the bike is not an option, consider the following.

Personal Preference

A larger size frame will be more stable, and will give you more room to move without upsetting the weight-balance of the bike. The larger size will put the front wheel further in front of you, which gives the feeling of security and conversely, it will require more significant body movements when you WANT to shift the weight-bias of the bike. Think hard about your riding style and how active/intuitive you want it to be vs stable and speedy. You'll need to work a bit harder to muscle the larger bike around.

Body Dimension

Not all bodies at a given height are the same. If you have longer legs and a shorter torso than the average person your height, that may push you towards the smaller of the recommended sizes. If you're all torso and arms, most likely you'll want to size up.

Bike Geometry

	s	m	l	xl	xxl
Reach (Hi/Lo)	435/432	460/456	480/477	500/497	525/522
Stack (Hi/Lo)	623/625	632/635	641/643	655/657	668/670
Head Tube Angle (Hi/Lo)	64.2°/63.9°	64.2°/63.9°	64.2°/63.9°	64.2°/63.9°	64.2°/63.9°
Head Tube Length (Hi/Lo)	110	120	130	145	160
Rear Center (Hi/Lo)	439	440	443	446	450
Front Center (Hi/Lo)	771	800	825	851	883
BB Height (Hi/Lo)	344/340	344/340	344/340	344/340	344/340
BB Drop Front (Hi/Lo)	28/32	28/32	28/32	28/32	28/32
BB Drop Rear (Hi/Lo)	11/15	11/15	11/15	11/15	11/15
Wheelbase (Hi/Lo)	1210	1240	1268	1297	1333
Top Tube Length (Hi/Lo)	573	601	622	645	673
Seat Tube Length (Hi/Lo)	380	400	420	460	500
Seat Tube Angle (Hi/Lo)	77.5°/77.2°	77.5°/77.2°	77.5°/77.2°	77.5°/77.2°	77.5°/77.2°
Standover Height (Hi/Lo)	741	735	734	734	728

All units are in millimeters or degrees.