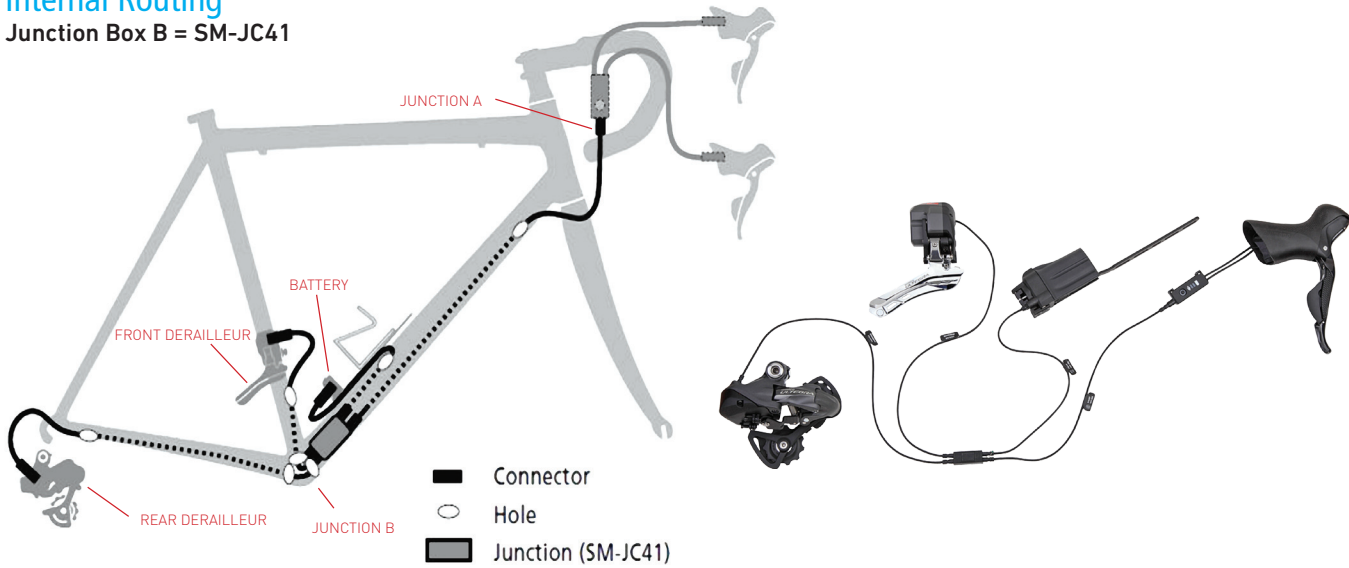


## DI2 ROUTING | MEASUREMENT AND WIRE SELECTION

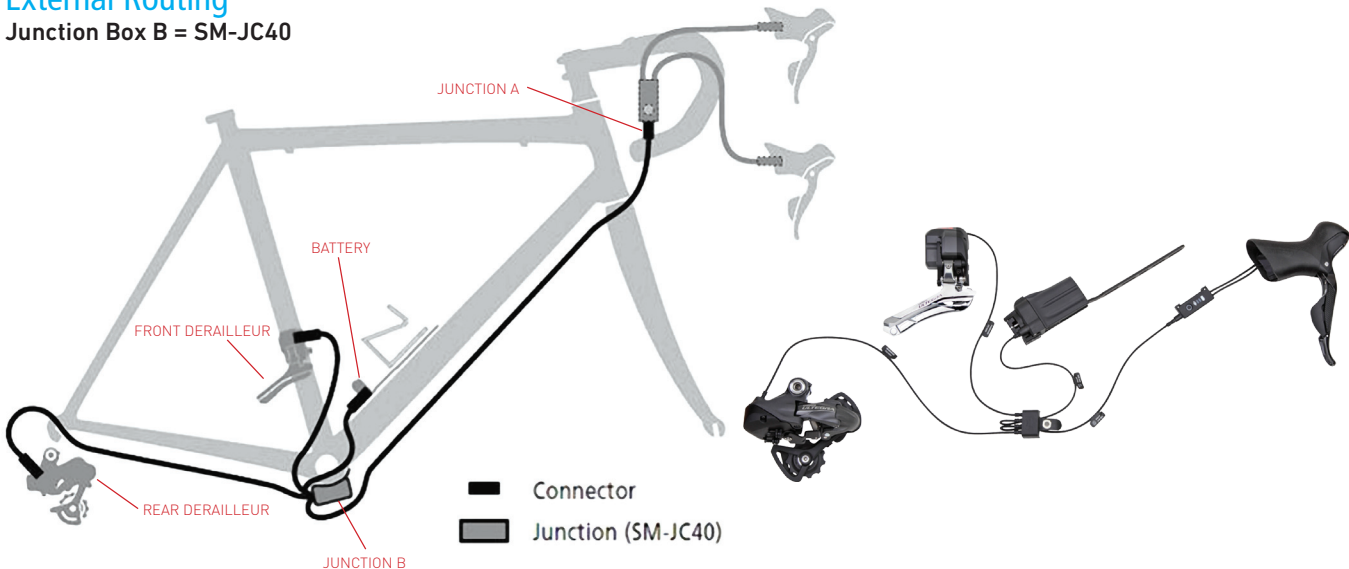
### Internal Routing

Junction Box B = SM-JC41



### External Routing

Junction Box B = SM-JC40



### To Select Proper Wire (EW-SD50) Length:

1. Determine internal or external routing\*
2. Measure from Junction Box A to Junction Box B\*
3. Measure from Junction Box B to Rear Derailleur\*
4. Measure from Junction Box B to Front Derailleur\*
5. Measure from Junction Box B to Battery\*

\*Measurements will vary from frame to frame \*\* EW-SD50 differs only in length. Connectors are universal

## USE TL-EW02 TO CONNECT AND DISCONNECT WIRES AT "B" JUNCTION

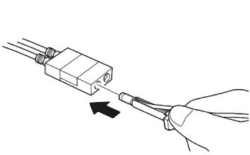
Be sure to use TL-EW02 Tool to connect and disconnect wire EW-SD50 at "B" junction for both internal and external routed systems.

**NOTE:** TL-EW02 is a new tool and is different than the TL-EW01 used for original Dura-Ace Di2 systems

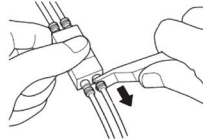


### SM-JC41 Internal "B"

Connecting

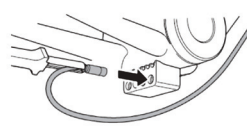


Disconnecting

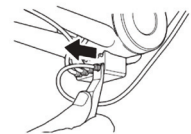


### SM-JC40 External "B"

Connecting



Disconnecting



### Select From 13 Different Lengths

6. After measuring each of four segments, select most appropriate EW-SD50 wire sizes\*\*

\*\* EW-SD50 differs only in length. Connectors are universal

Visit [S-TEC.SHIMANO.COM](http://S-TEC.SHIMANO.COM) for a full video on **Ultegra Di2** installation procedures.

## USE TL-EW02 TO CONNECT AND DISCONNECT WIRES AT "B" JUNCTION

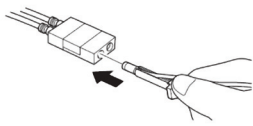
Be sure to use TL-EW02 Tool to connect and disconnect wire EW-SD50 at "B" junction for both internal and external routed systems.

**NOTE:** TL-EW02 is a new tool and is different than the TL-EW01 used for original Dura-Ace Di2 systems

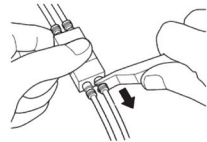


### SM-JC41 Internal "B"

Connecting

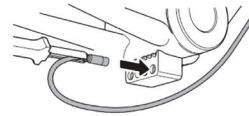


Disconnecting

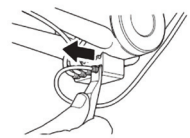


### SM-JC40 External "B"

Connecting



Disconnecting



## ULTEGRA DI2 6770 SERIES | BATTERY MOUNTS: 3 DIFFERENT TYPES

SM-BMR1-S (Short), SM-BMR1-I (Internal Long), SM-BMR1-L (External Long)

Select the battery mount that best fits the specifications and routing of your frame.

