



■ NERO-BLACK 00 NOIR-NEGRO 01 ■ ERGAL 02 ■ BLU-BLUE 03 ■ ORO-GOLD 04 ■ ROSSO-RED 05 ■ GRIGIO-GREY 13 GRIS-GRIS

T=Trasparente/Transparent/Transparente/Transparente - F=Fumè/Smoke/Fumè/



PEH52
 PEH52
 T 1



PEH55
 PEH55
 T 1.5



PEH53
 PEH53
 T 2



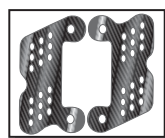
PEH56
 PEH56
 T 2.5



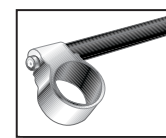
PEH54
 PEH54
 T 3



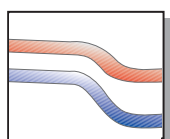
PEH57
 PEH57
 T 3.5



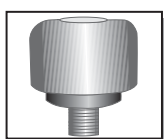
PAP



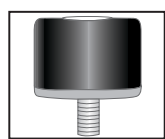
SM
 Ø 48mm



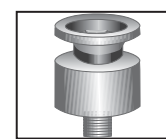
MN
 naked
 roadster



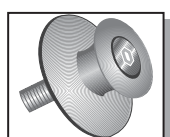
ST01



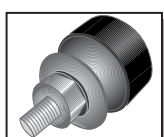
PZM01



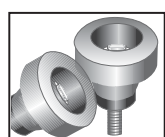
SC02



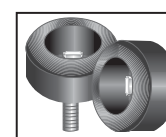
SC07
 special



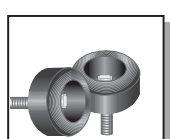
PFC02



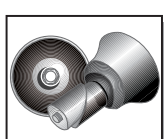
PT



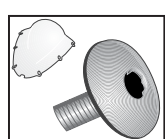
PTS16



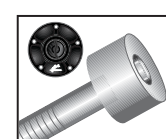
PTSP16
 piccolo
 small
 petit
 pequeño



CPAH02
 Anteriore / Front
 Arrière / Anterior
 CPPH02
 Posteriore / Rear
 Arrière / Posterior



VEV02H
 6 pcs



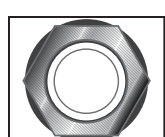
VET02H
 7 pcs



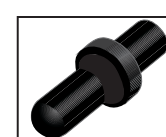
TS01H01



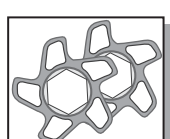
TS02H01



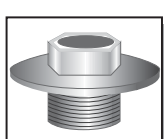
DC05



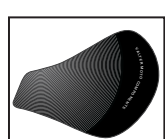
ADCA06



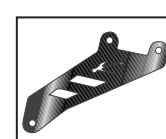
GRF04



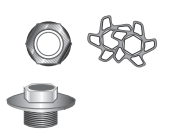
TOC01H



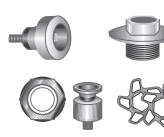
SNH03



RM



KM02H02



KM03H07



KM04H02



PRTNH06



PSF



Tutti i prodotti VALTER MOTO COMPONENTS sono progettati e realizzati esclusivamente per uso agonistico e in circuito chiuso. Il loro utilizzo su strade aperte al pubblico è vietato. Il montaggio dei nostri prodotti deve essere effettuato da officine motociclistiche specializzate.

All VALTER MOTO COMPONENTS parts are intended for exclusive racing use on tracks. Their use on public highways and roads may be forbidden. Only specialized motorcycle workshops can fix our products.

Toutes les pièces Valter motos Components sont réservées à un usage racing sur piste. Leur utilisation sur route ouverte est interdite. Seuls les magasins spécialisés sont habilités à monter nos produits.

Todos los productos VALTER MOTO COMPONENTS están diseñados y realizados para uso exclusivo en circuito, la utilización de estos productos en carretera está prohibido. El montaje de nuestros productos debe ser realizado en talleres especializados.