



SERVICE ADJUSTMENT PROCEDURE

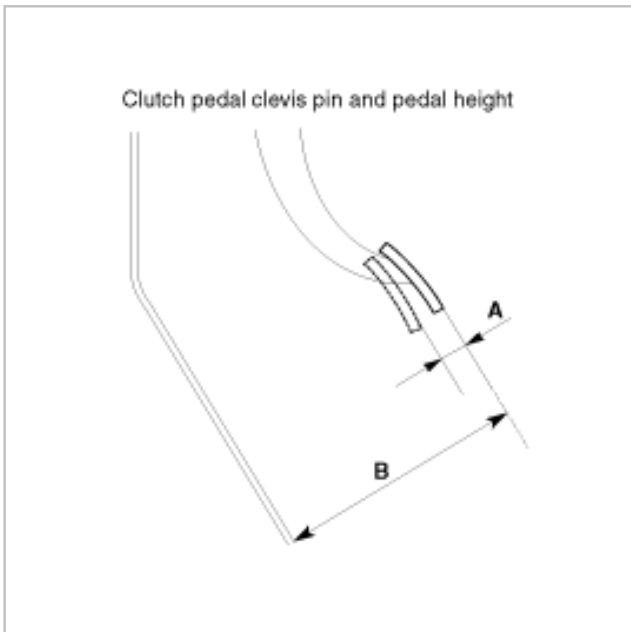
CLUTCH PEDAL INSPECTION AND ADJUSTMENT

1. Measure the clutch pedal height (From the face of the pedal pad to the floorboard) and the clutch pedal clevis pin play (measured at the face of the pedal pad.)

Standard value:

(A) 1 ~ 3 mm (0.04~0.11 in.)

(B) 166.9 mm



2. If the clutch pedal clevis pin free-play is not within the standard value range, adjust as follows:
 - (1) Turn and adjust the bolt, then secure by tightening the lock nut.

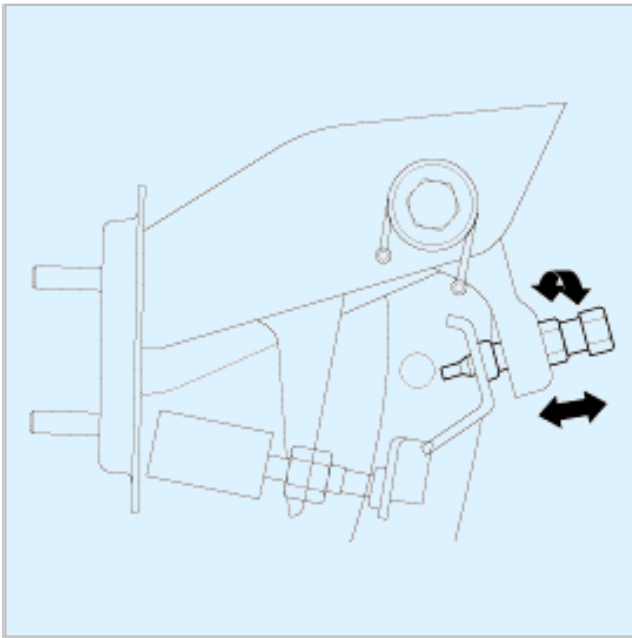
NOTE

After the adjustment, tighten the bolt until it reaches the pedal stopper, and then tighten the lock nut.

- (2) Turn the push rod to agree with the standard value and then secure the push rod with the lock nut.

CAUTION

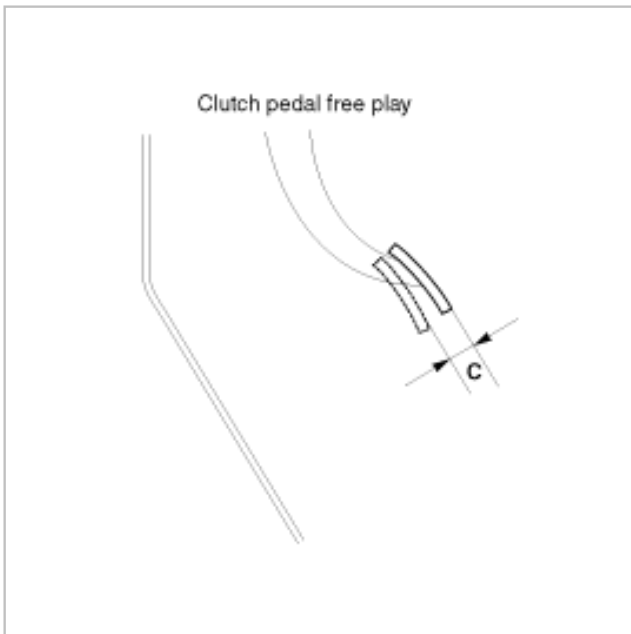
When adjusting the clutch pedal height or the clutch pedal clevis pin play, be careful not to push the push rod toward the master cylinder.



3. After completing the adjustments, check that the clutch pedal free play (measured at the face of the pedal pad) is within the standard value ranges.

Standard value: (C) 6 ~ 13 mm (0.24~0.52 in.)

4. If the clutch pedal free play and the distance between the clutch pedal and the floor board when the clutch is disengaged, do not meet with the standard values, it may be the result of either air in the hydraulic system or a faulty the clutch master cylinder. Bleed the air or disassemble and inspect the master cylinder or clutch.

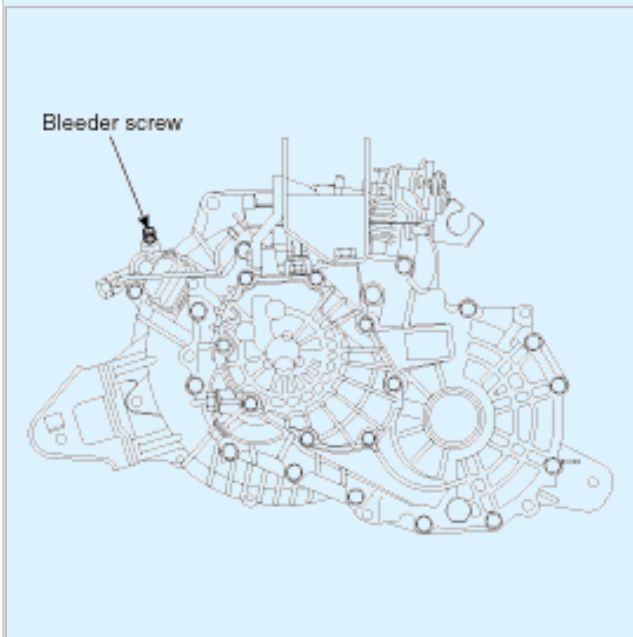


BLEEDING

CAUTION

Use the specified fluid. Avoid mixing different brands of fluid.

Specified fluid: SAE J1703 (DOT 3 or DOT 4)



1. Loosen the bleeder screw at the clutch release cylinder.
2. Pump the clutch pedal slowly until all air is expelled.
3. Hold the clutch pedal down until the bleeder is retightened.
4. Refill the clutch master cylinder with the specified fluid.

CAUTION

The rapidly-repeated operation of the clutch pedal in B-C range may disrupt the release cylinder's position. During the bleeding operation, press the clutch pedal to the floor after it returns to the "A" point.

