

## **15803 Antihopping slipper clutch CBR1000RR 2006 + CB1000R – mounting instructions**

Congratulation, you bought one of best clutch systems for your CBR1000RR '06-'07 ( CB1000R ).

Everytime is better when this operation do an experienced Honda workshop, or mechanic.

1. Read this instructions with photos before you start. Check if the set includes all parts.
2. Remount the old clutch drum ( according Honda workshop manual ), clean thread on the shaft and big nut from old glue with brake cleaner.
3. Ccheck positioning of clutch drum with oil pump driven gear. Put shim ( STD ) between basket and drum, when you remounted it ( pic.b ). **ONLY IN CASE YOU MOUNT THIS CLUTCH TO CB1000R OR CBR1000RR 2004/2005, PUT ONTO SHAFT ALSO SPACER ( pic. b+ )**
4. Install premounted slipper drum ( pic.c )
5. Put both STD steel washer as STD, first bigger one ( pic. d ), smaller one as second ( pic. e ).
6. Fix big nut ( STD ) with torque 127 Nm and fix it with glue Loctite No. 620. ( pic.f )
7. This slipper clutch is designed for using STD clutch plates. Instal all STD clutch plates in same position as before ( mark plates by remounting ). ( pic. g )
8. Install push pin ( STD ) to push rod. ( pic. h )
9. Install pressure plate. ( pic. I )
10. Put STD clutch springs in position as before, put spring kit-buckels , fix all with M6 bolts with torque 10 Nm. ( pic. i )  
Check correct clearance between pressure plate and clutch hub in bore in pressure plate. Correct clearance is ca. 1.0 mm. Minimal clearance is 0.4mm, in case it is smaller, change all friction plates
11. Everytime use new clutch cover gasket.
12. Mount case cover according to Honda workshop manual.

### **TUNING TIPS**

- in case, you have strong tuned up engine, you can use KIT spring buckels 14409 for more clutch spring preload, or HRC springs
- also if you prefere more breaking engine, use KIT spring buckels 14209

### **LIST OF PARTS**

- 1 pc. clutch drum premounted
- 1 pc. pressure plate
- 5 pcs. spring buckels
- 5 pcs. bolt M6
- 1 pc. alloy spacer for CB1000R