Group G 80-2. CLUTCH HOUSING

The clutch housing (1) contains all clutch- and pitch control parts (Gr. 80-1).

The control bracket (3) takes both clutch- and propeller pitch cranks (10-11).

The hand screw (16) locks pich control shaft in position wanted, and must be loosened before manoeuvring.

The max. pitch stop screw (21) located on right side of clutch housing should be set to stop propeller control sleeve (Page 64, Pos. 6) in forward position where the engine runs at the wanted full speed r.p.m. (1500—1800). See page 9.

Replacing Rear Oil Seal

To replace the oil seal (14 and 15) at rear end of the clutch housing it is necessary to dismantle the clutch. Undo the flange coupling screws. Loosen the foundation bolt nuts so that the engine can be tilted forwards. Remove control bracket and cover (2). Unscrew the 4 nuts at the clutch clamps and remove clamps with arms, rollers and shims. Also remove the two control shoes (5—6).

Unscrew the five clutch housing fixing bolts and pull off the housing. The friction flange (Gr. 80—1), with sliding bolts and clutch sleeve are pulled forward out of the housing and the rear clutch part is pulled backwards after the flange (4) has been taken off. Remove the two circlips (12 and 15) and pull off the reversing sleeve and the ball bearing. The flange (4) is now free and the oil seals are replaced. Apply some oil to the seal before fitting. Rear oil seal (15) of the twin lip type (dust lip) should be packed with grease between the two lips.

To refit the clutch parts: Reverse the procedure.

Adjustment of Gear-Operating Lever Movement (cont. from page 72).

If, after long time of use, the ahead clutch lining (8) becomes worn, this will increase forward movement of the operator lever. The movement can be adjusted by fitting shims in front of the ahead clutch cone (7) against ball bearing (Gr. 30—2. Pos. 17) on the camshaft. Correspondingly, the astern movement of lever is reduced by removing shims (47 or 48) from fore end of bearing (43) in the coupling sleeve (42).