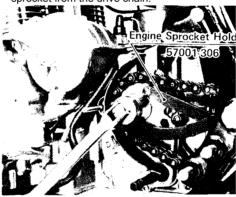
DISASSEMBLY 25

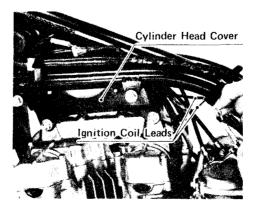


- •Straighten the side of the toothed washer that is bent
- over the side of the engine sprocket nut.
- •Hold the engine sprocket steady using the engine
- sprocket holder (special tool), and remove the engine
- sprocket nut and toothed washer. Pull off the engine
- sprocket from the drive chain



- •Loosen slightly the straps which hold the blue contact
- breaker lead to free it from the frame.
- •Remove the nuts (4), lock washers (4), and flat washers
- (4), and pull out the bolts (4). Remove the brackets
- connecting the cylinder head cover to the frame. Each
- bolt has another flat washer on the bolt head side and
- the left bracket has the ignition coil on it.
- Disconnect the field coil plug and armature plug from
- their sockets on the electrical panel.

•Disconnect the blue and the red/yellow ignition coil leads.



•Remove the battery band, and first disconnect the

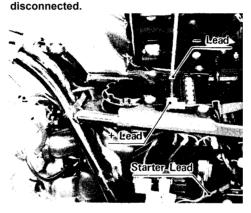
ground negative (—) lead terminal and then the positive

(+) lead terminal from the battery.

Caution If the battery leads are removed in the

reverse order given here and the positive (+) lead touches the frame or other ground parts while the negative (—) battery lead is still on the battery terminal, the cable could burn out and may cause fire. The battery lead removal must be begun with

negative (—) lead and it must be kept away from the battery terminal once it has been



- •Remove the battery from the motorcycle.
- •Unbolt the battery housing mounting bolts (4). Each bolt has a lock washer and a flat washer.
- •Remove the turn signal relay from the battery housing and complete the battery housing removal.
- •Slide the rubber cap out of place, remove the nut and lock washer, and remove the starter lead from the starter relay terminal.
- •Screw in fully the locknuts and adjusting nuts at the upper end of the throttle cables so as to give the cables plenty of play.

Caution Removing the throttle cables from the carburetors without enough cable play, may cause throttle cable damage.