### 20003 Antihopping slipper clutch Ducati Hypermotard/Monster 796+696 – mounting instructions

Congratilations, you bought one of best clutch systems for your Ducati .

- It is everytime better, when this operation do an experienced Ducatii workshop, or mechanic.
  - 1. Read this instruction with photos before yo start. Check if the set includes all parts according to list.
  - 2. Remount standart clutch drum according to Ducati workshop manual, clean thread on the shaft and big nut from old glue with brake cleaner.
  - 3. Check positioning of standart shim between basket and drum ( pic.a ).
  - 4. Install premounted slipper drum. ( pic. b )
  - 5. Put steel (kit) washer (pic. c) and the OEM main nut. Fix the nut with torque 180 Nm and safe it with glue Loctite No.620 (pic. d, e, ).
  - 6. This clutch is designed for using STD clutch plates and springs delivered from TSS or for Ducati 1098/1198 (pic.j). All clutch plates put as standart. (pic. f). In case of using new friction plates, i tis highly recommended to let this plates soak engine il for 24 hours.
  - 7. Remove standart push rod (pic. g) from STD pressure plate, and press it into kit pressure plate (pic. h).
  - 8. Install pressure plate ( pic.i )
  - 9. Install clutch springs (TSS or Ducati 1098/1198)(pic.j,k), put spring buckels (kit), and fix all with bolts (kit) torque 10 Nm (pic. l,m, ).
  - 10. Install the case cover according to Ducati workshop manual, always use new cover gasket

### PARTS LIST

- 1 pc. Premounted slipper drum
- 1 pc. Pressure plate
- 4 pcs. Clutch spring
- 4 pcs. Spring retainer
- 4 pcs. Bolt
- 1 pc. Big washer
- 4 pcs. + preload springs retainers

# 20003 Picture A (pic.a)



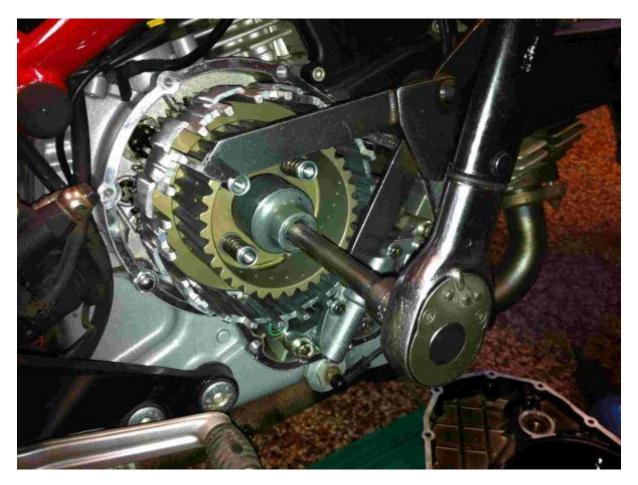
20003 Picture B (pic.b)



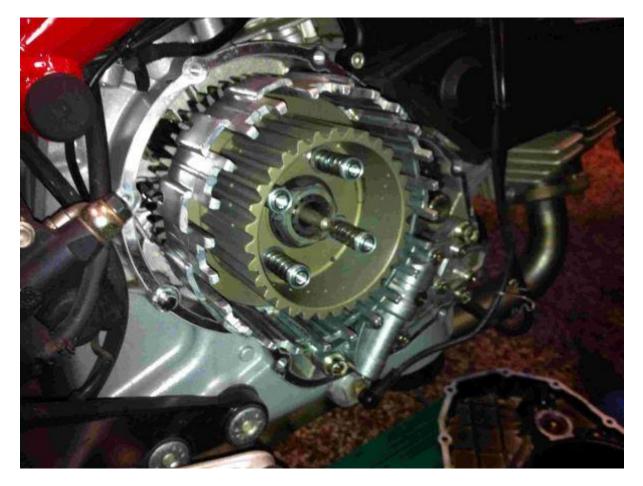
# 20003 Picture C (pic.c)



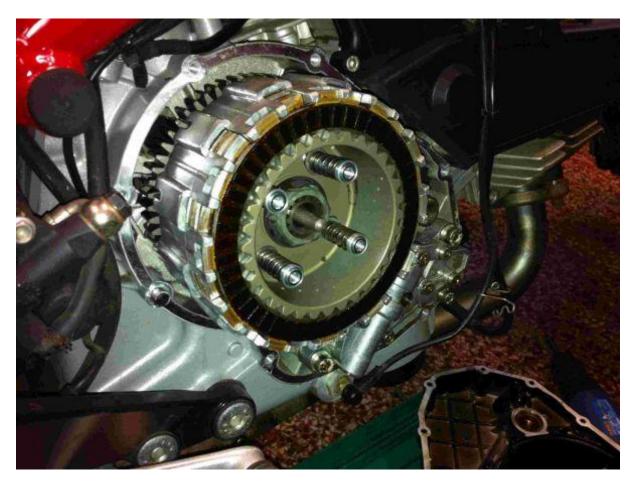
20003 Picture D (pic.d)

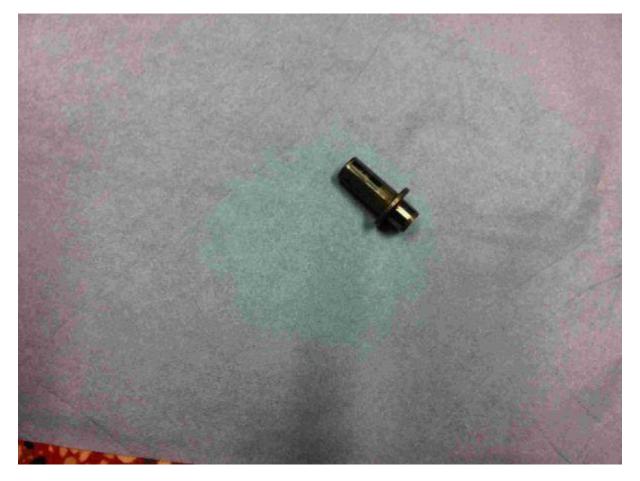


# 20003 Picture E (pic.e)



20003 Picture F (pic.f)





20003 Picture H (pic.h)



# 20003 Picture I (pic.i)



20003 Picture J (pic.j)



# 20003 Picture K (pic.k)



20003 Picture L (pic.l)



# 20003 Picture M (pic.m)

