

19403 Antihopping slipper clutch BMW S1000RR – mounting instructions

Congratulation, you bought one of best clutch systems for your BMW.

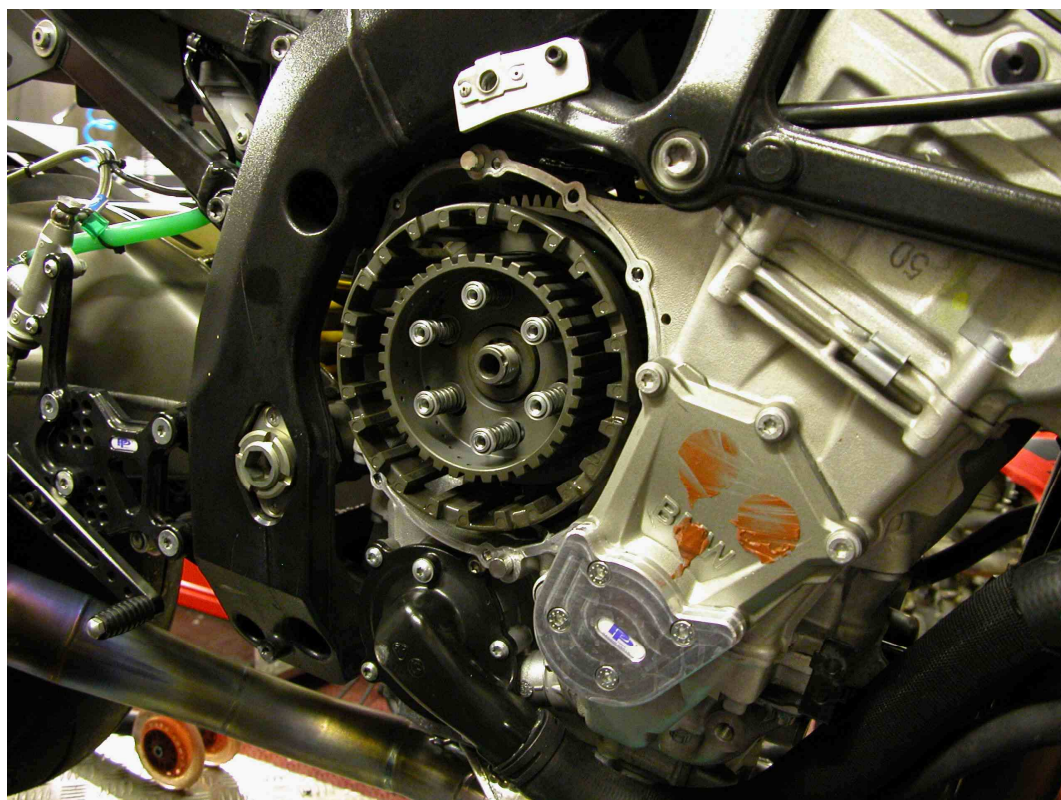
Everytime is better when this operation do an experienced BMW workshop, or mechanic.

1. Read this instructions with photos before you start. Check if the set includes all parts (pic. 19403a).
2. Remount the old clutch drum (according BMW workshop manual), clean thread on the shaft and big nut from old glue with brake cleaner.
3. Check positioning of the shim (STD) between basket and drum, when you remounted it .
4. Install premounted slipper drum (pic. a).
5. Put kit steel washer (pic. b).
6. Fix big nut (kit) (pic. c) with torque 127 Nm and fix it with glue Loctite No. 620 (pic. d).
7. This slipper clutch is designed for using STD clutch plates. NEVER instal first friction plate with thin steel rings (juder rings) on first position! Install anoher friction plae at first , then steel plate, and after the friction plate with bigger inside dimeter and both steel rings . Instal all other clutch plates in same position as before (pic. e).
8. Reinstal STD push rod (pic.f).
9. Install pressure plate (pic. g).
10. Put STD clutch springs in position as before, put spring kit-buckels , fix all with M6 bolts with torque 10 Nm (pic. h).
Check correct clearance between pressure plate and clutch hub in bore in pressure plate. Correct clearance is ca. 1.2 mm. Minimal clearance is 0.6mm, in case it is smaller, change all friction plates
11. Everytime use new clutch cover gasket.
12. Mount case cover according to BMW workshop manual

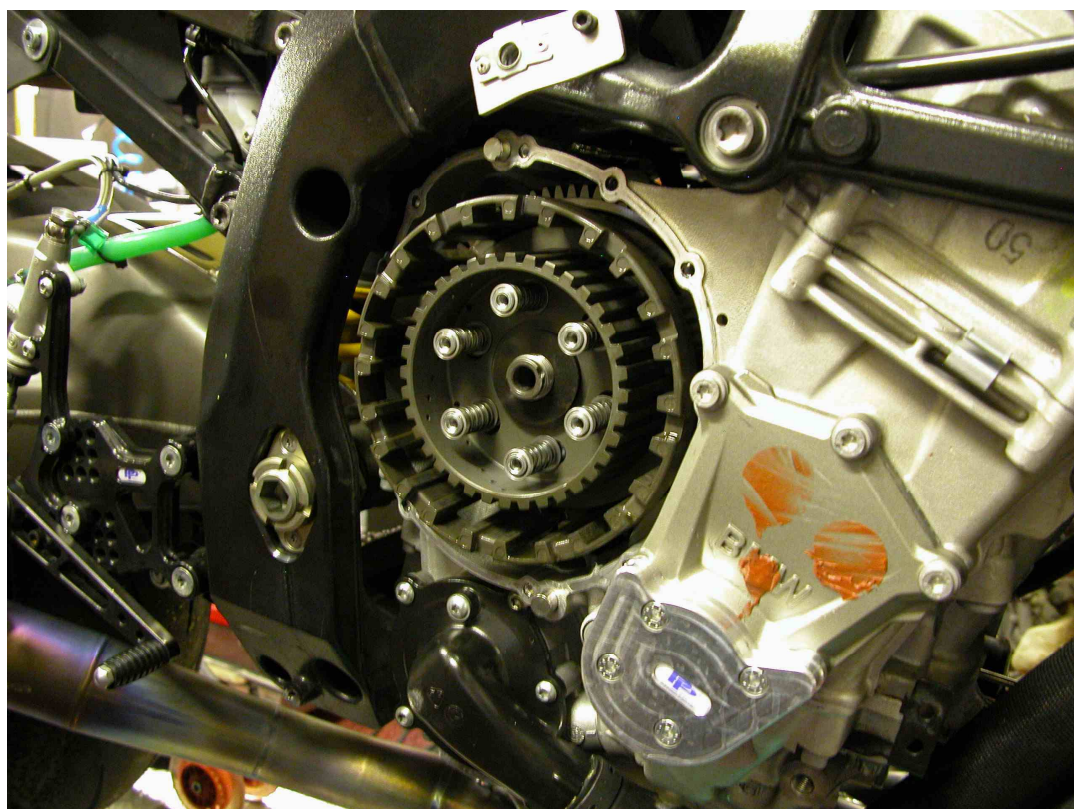
LIST OF PARTS

- 1 pc. clutch drum premounted
- 1 pc. pressure plate
- 6 pcs. spring retainers
- 6 pcs. plus preload spring retainers
- 6 pcs. bolt M5

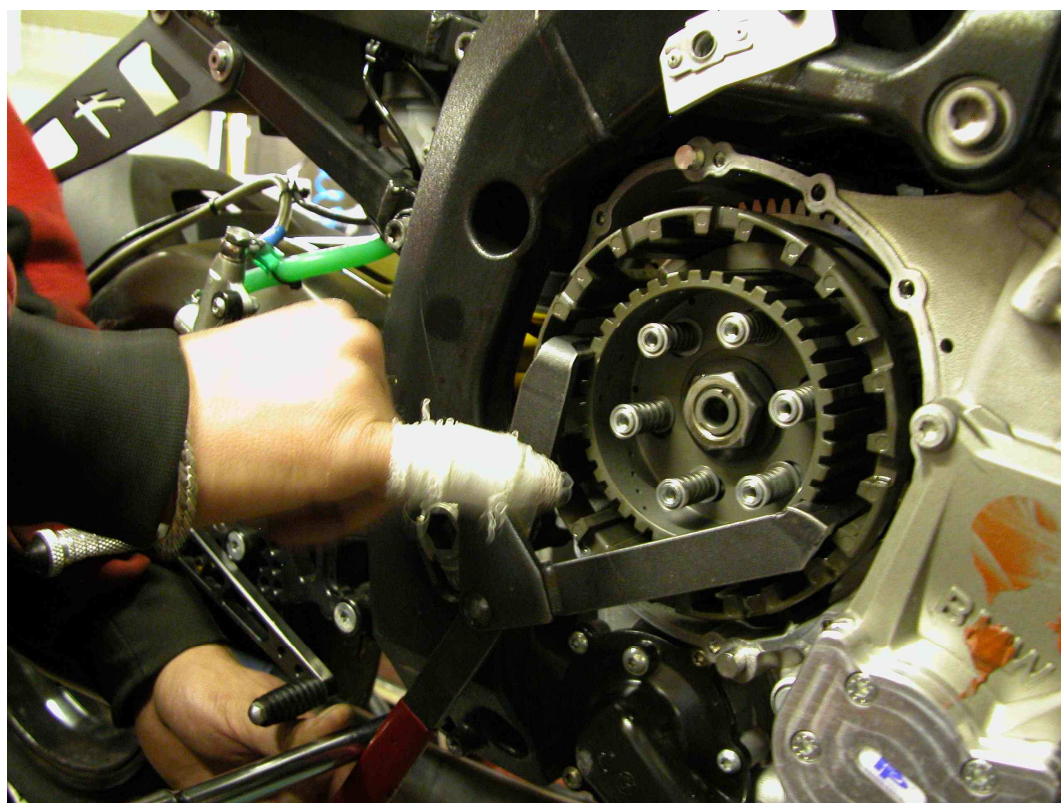
19403 Picture A (pic.a)



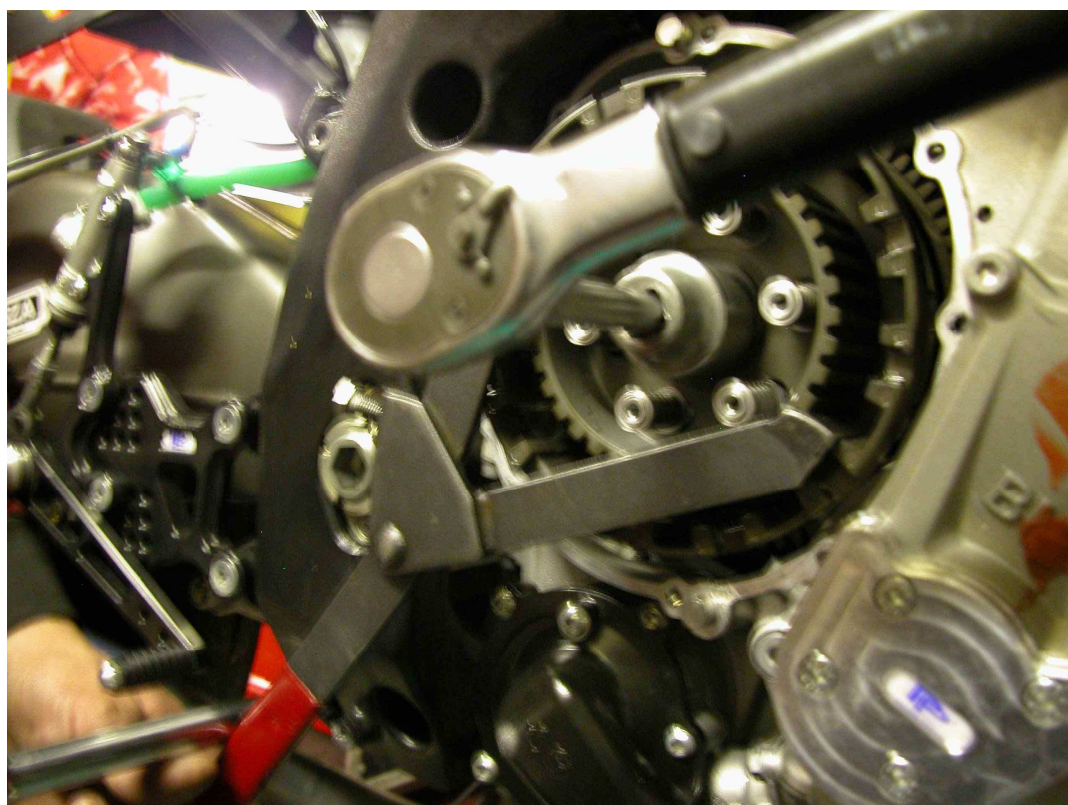
19403 Picture B (pic.b)



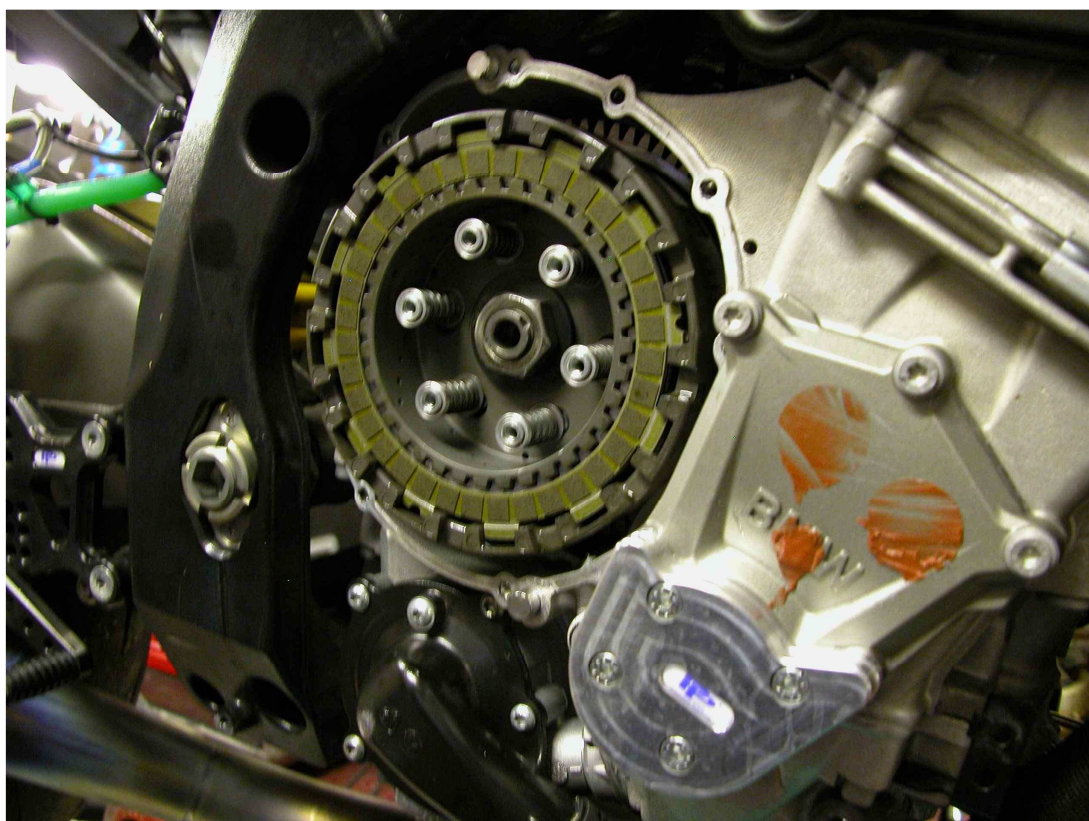
19403 Picture C (pic.c)



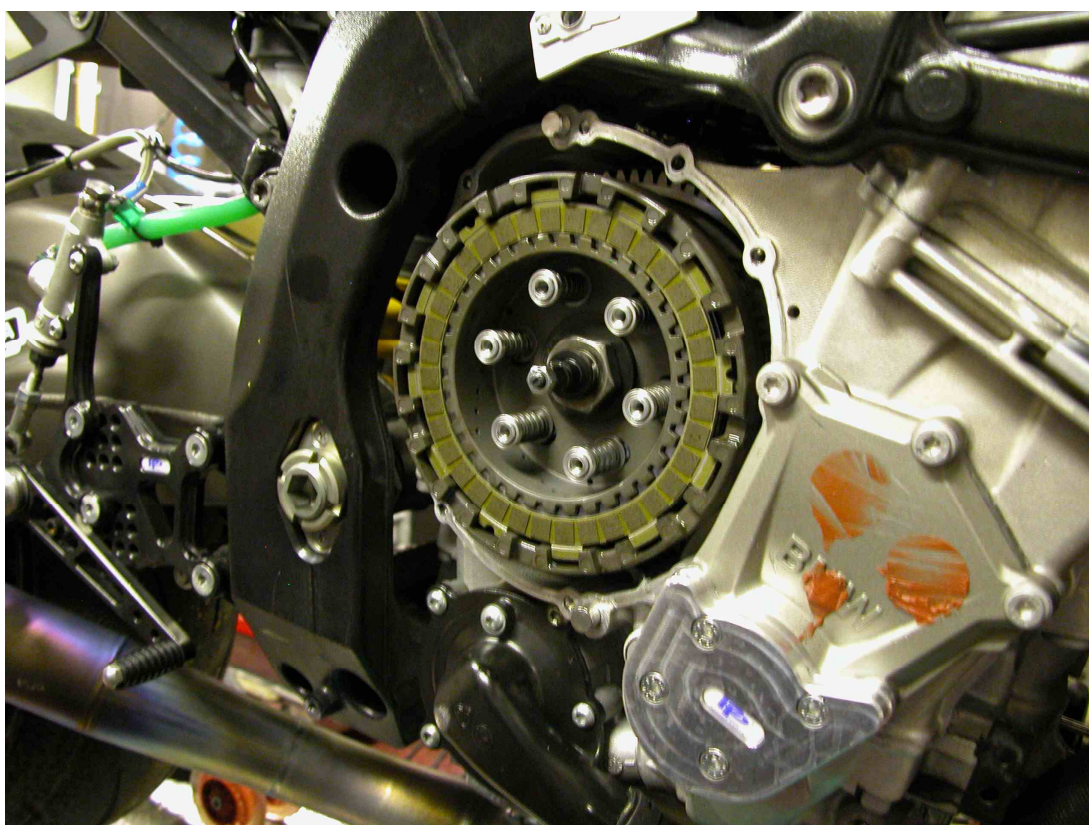
19403 Picture D (pic.d)



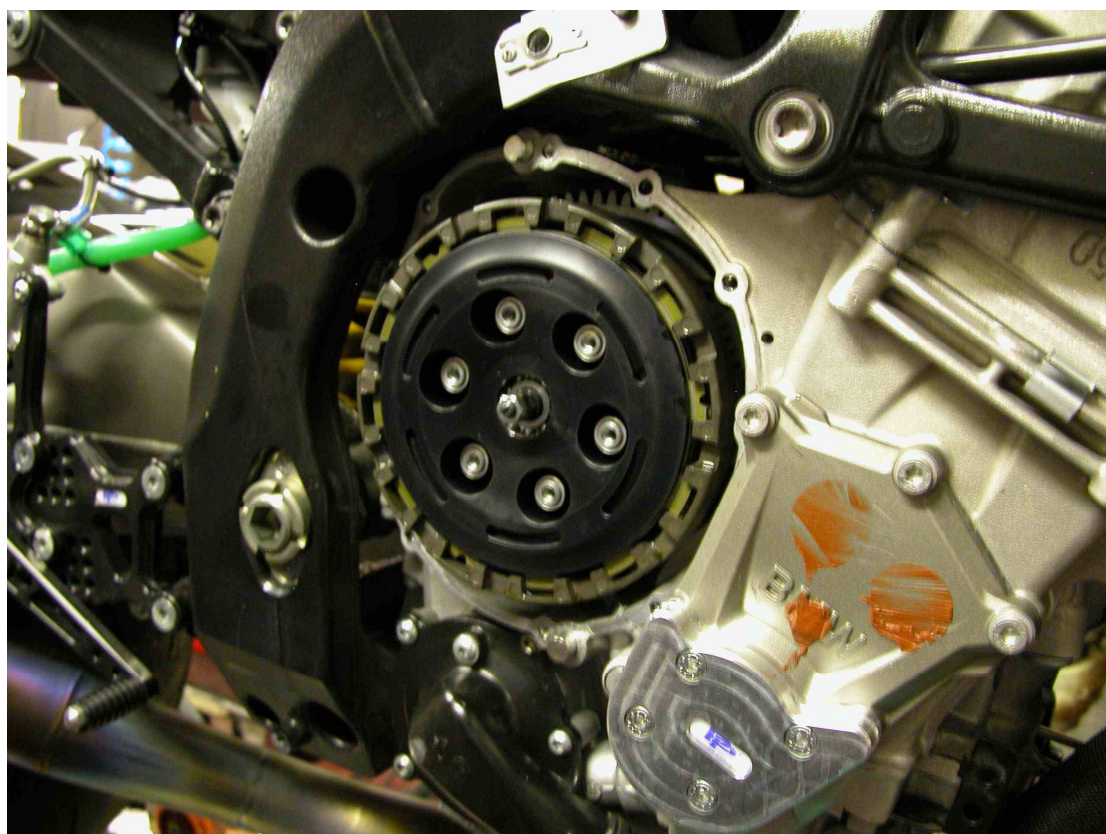
19403 Picture E (pic.e)



19403 Picture F (pic.f)



19403 Picture G (pic.g)



19403 Picture H (pic.h)

