

XS750E, SE SHIFT MECHANISM ADJUSTMENT

MOTORCYCLE
M79-031

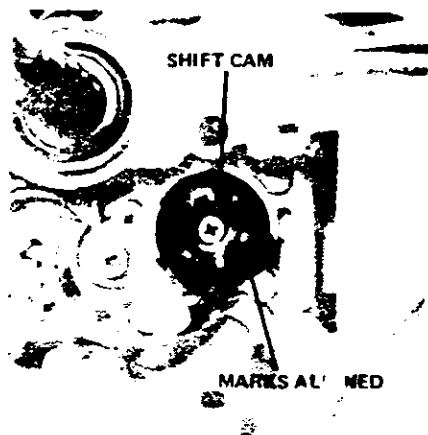
This bulletin describes the procedures for adjusting and troubleshooting the shift mechanism.

AFFECTED MODELS

All XS750E, SE

PROCEDURES

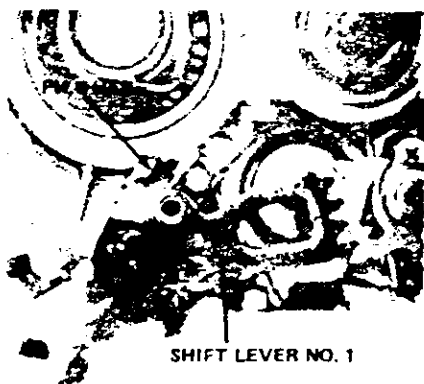
1. **Shift Mechanism Adjustment:** The shift mechanism is adjusted at the #1 shift lever to insure proper engaging of the gears. To adjust the shift mechanism:
 - a. Remove the right-hand crankcase cover, clutch assembly, primary driven gear, and chain.
 - b. Shift the transmission into second gear.
 - c. Loosen the adjusting eccentric lock nut.
 - d. Turn the adjusting eccentric until the marks on the shift cam and shift lever #1 are aligned as shown in photograph #1.



PHOTOGRAPH #1

2. **Shift Mechanism Troubleshooting:** After adjusting, check the gear lever throw. If the throw fails to properly engage the gears, one of the following procedures may be necessary:
 - a. If the downshifting throw is insufficient, file the stopper area of the shift lever #1 as shown in photograph #2. Remove between 0.8mm-1.0mm of material.

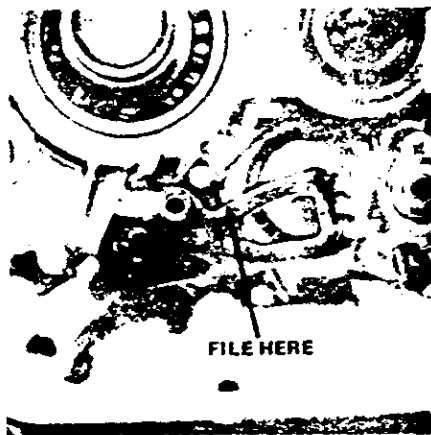
CAUTION: Do not remove more than 1.0mm.



SHIFT LEVER NO. 1

- b. If the upshifting throw is insufficient, file the stopper area of shift lever #1 as shown in photograph #3. Remove between 0.8mm-1.0mm of material.

CAUTION: Do not remove more than 1.0mm.

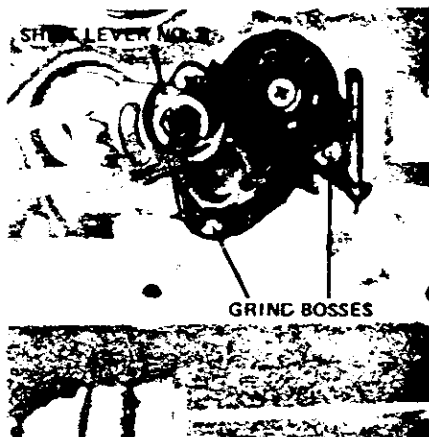


PHOTOGRAPH #3

CAUTION: Too much material removed from the shift lever could cause the torsion spring to hit the shift cam and break.

- c. If the transmission will not upshift easily, it may also be due to shift lever #2 coming in contact with the case boss. If there is evidence of contact (i.e., a light, shiny area), grind off just enough material to prevent the lever from hitting. The same procedure may also have to be done to the boss below the shift cam as shown in photograph #4.

CAUTION: If the above procedures fail to improve the problem, the shift cam grooves, shift forks, and gear engaging dogs should be inspected for damage and replaced if necessary.



PHOTOGRAPH #4