

## CLUTCH PEDAL INSPECTION

CLOA6-01

### 1. CHECK PEDAL HEIGHT

**Pedal height from dash panel:**

**128.2 – 138.2 mm (5.047 – 5.441 in.)**

### 2. IF NECESSARY, ADJUST PEDAL HEIGHT

- Loosen the lock nut and turn the stopper bolt until the height becomes correct.
- Tighten the lock nut.

### 3. CHECK PEDAL FREE PLAY AND PUSH ROD PLAY

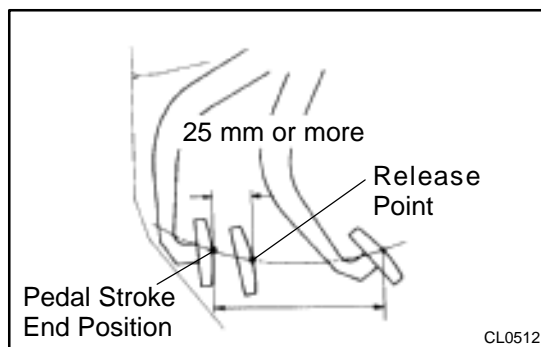
- Depress the pedal until clutch resistance begins to be felt.  
**Pedal free play: 5.0 – 15.0 mm (0.197 – 0.591 in.)**
- Gently push on the pedal until the resistance begins to increase a little.

**Push rod play at pedal top:**

**1.0 – 5.0 mm (0.039 – 0.197 in.)**

### 4. IF NECESSARY, ADJUST PEDAL FREE PLAY AND PUSH ROD PLAY

- Loosen the lock nut and turn the push rod until the free play and push rod play becomes correct.
- Tighten the lock nut.
- After adjusting the pedal free play, check the pedal height.



### 5. CHECK CLUTCH RELEASE POINT

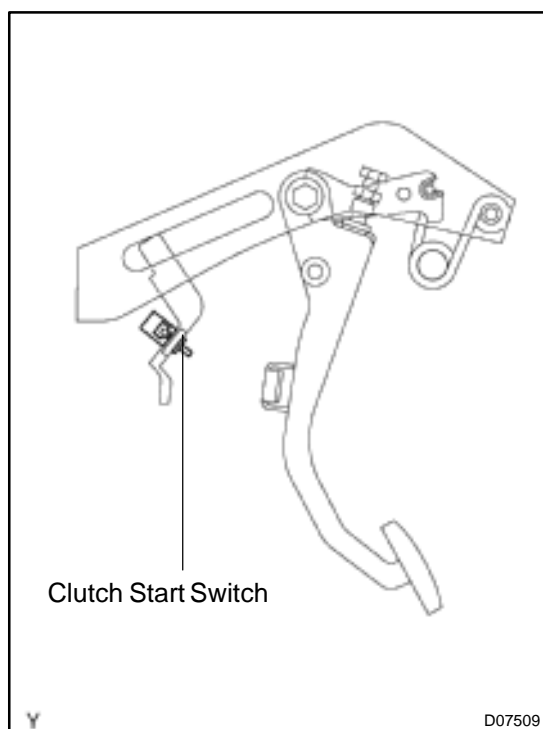
- Pull the parking brake lever and install the wheel stopper.
- Start and idle the engine.
- Without depressing the clutch pedal, slowly shift the shift lever into reverse position until the gears contact.
- Gradually depress the clutch pedal and measure the stroke distance from the point the gear noise stops (release point) to the pedal stroke end position.

**Standard distance: 25 mm (0.98 in.) or more**

**(From pedal stroke end position to release point)**

If the distance is not as specified, perform the following operations:

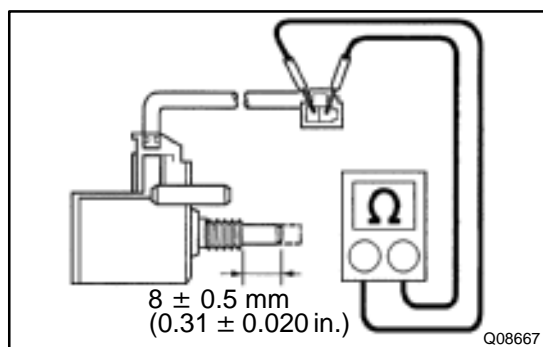
- Inspect pedal height.
- Inspect push rod play and pedal free play.
- Bleed the clutch line.
- Inspect the clutch cover and disc.



## 6. CHECK CLUTCH START SYSTEM

- (a) Check that the engine does not start when the clutch pedal is released.
- (b) Check that the engine starts when the clutch pedal is fully depressed.

If necessary, replace the clutch start switch.



## 7. INSPECT CLUTCH START SWITCH CONTINUITY

Check the continuity between terminals when the switch is ON and OFF.

Switch position	Condition
ON (pushed)	Continuity
OFF (free)	No continuity