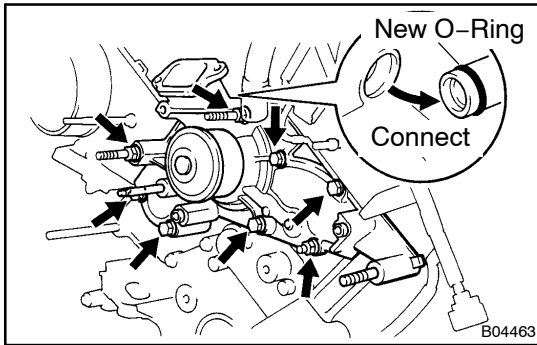




INSTALLATION

1. INSTALL WATER PUMP

- Install a new O-ring to the water bypass pipe end.
- Apply soapy water to the O-ring.
- Connect the water pump to the water bypass pipe end.
- Install the water pump and new gasket with the 5 bolts, 2 stud bolts and nut. Uniformly tighten the bolts, stud bolts and nut in several passes.

Torque:

Bolt: 21 N·m (215 kgf·cm, 15 ft·lbf)

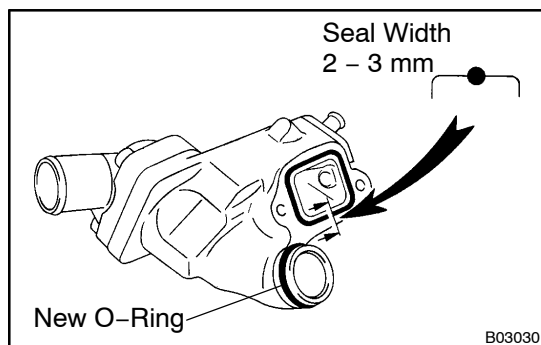
Stud bolt and nut: 18 N·m (185 kgf·cm, 13 ft·lbf)

HINT:

Use bolts 35 mm (1.38 in.) in length.

2. INSTALL WATER INLET AND INLET HOUSING ASSEMBLY

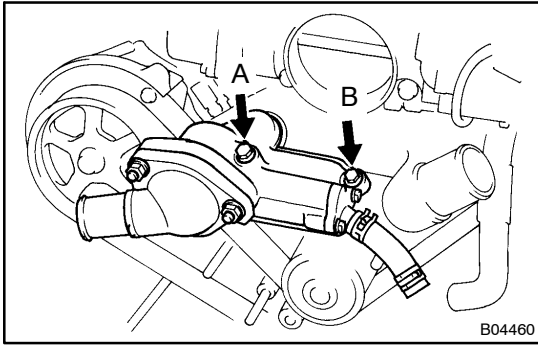
- Remove any old packing (FIPG) material and be careful not to drop any oil on the contact surfaces of the water inlet housing and water pump.
 - Using a razor blade and gasket scraper, remove all the old packing (FIPG) material from the gasket surfaces and sealing groove.
 - Thoroughly clean all components to remove all the loose material.
 - Using a non-residue solvent, clean both sealing surfaces.



- Apply seal packing to the sealing groove of water inlet housing as shown in the illustration.

Seal packing: Part No. 08826-00100 or equivalent

- Install a nozzle that has been cut to a 2 – 3 mm (0.08 – 0.12 in.) opening.
 - Parts must be assembled within 5 minutes of application. Otherwise the material must be removed and reapplied.
 - Immediately remove nozzle from the tube and reinstall cap.
- Install a new O-ring to the water inlet housing.
 - Apply soapy water on the O-ring.
 - Attach the water inlet housing end to the front water bypass joint hole.



- (f) Install the water inlet and housing assembly with the 2 bolts. Alternately tighten the bolts.

Torque: 18 N·m (185 kgf·cm, 13 ft·lbf)

HINT:

Each bolt length is indicated in the illustration.

Bolt length:

76 mm (3.00 in.) for A

22 mm (0.87 in.) for B

3. **INSTALL NO.2 IDLER PULLEY (See page [EM-22](#))**
4. **INSTALL TIMING BELT (See page [EM-22](#))**
5. **FILL WITH ENGINE COOLANT**
6. **START ENGINE AND CHECK FOR ENGINE COOLANT LEAKS**
7. **RECHECK ENGINE COOLANT LEVEL**