Quick Reference

The following is a brief, but important collection of information you need to know about your Honda. You'll also find space to record important notes.

How To Avoid Costly Repairs

The engine of your Honda can be the most expensive component to repair. Proper maintenance, especially the use of the recommended fluids and filters, prevents premature wear and damage.

Frequent causes of costly engine repairs are:

- Transmission oil & engine oil: insufficient quantity, improper oil.
- Air cleaner: dirty, leaking because of improper installation (poor seal).

Record important information here:

VIN	
Engine No.	
Owner's:	
Name	
Address	
City/State	
Phone	
Dealer's:	
Name	
Address	
City/State	
Phone	
Service Mgr.	

Maintenance	The maintenance schedule (page 21) lists service frequencies for: each race or about 2.5 hours, every 3 races or about 7.5 hours, and every 6 races or about 15.0 hours every 9 races or about 22.5 hours										
Pre-ride Inspection	Check the items listed on the Pre-ride inspection checklist each time before you ride (page 9):										
Fuel/Capacity	unleaded gasoline, pump octane number of 91 or higher tank: 1.14 US gal (4.3 ℓ)										
Engine oil	Pro Honda GN4 4-stroke oil, or an equivalent.										
Transmission oil	Pro Honda GN4 4-stroke oil, or an equivalent.										
Tires		Front	70/100–17 40M				90/100-14 49M				
	CRF150R		AC	DUNLOP	MX71F	Rear	AC	DUNLOP	MX71		
			CM	BRIDGESTONE	M23		CM	BRIDGESTONE	M22		
	CRF150RB	Front	70/100-19 42M				90/100-16 52M				
			AC	DUNLOP	MX71F	Rear	AC	DUNLOP	MX71		
			CM	BRIDGESTONE	M61		CM	BRIDGESTONE	M58		
	Туре		bias-ply, tube								
Tire Pressure (cold)	Front: 15 psi (100 kPa, 1.0 kgf/cm²) Rear: 15 psi (100 kPa, 1.0 kgf/cm²)										
Spark Plug	Standard: CR8EH-9 (NGK), U24FER9 (DENSO) Optional: CR9EH-9 (NGK), U27FER9 (DENSO)										
Coolant	ethylene glycol antifreeze (silicate-free) for aluminum engines in 50/50 solution with Pro Honda HP Coolant or equivalent distilled water.										
Drive Chain	DID420DS3	DID420DS3									