FUEL

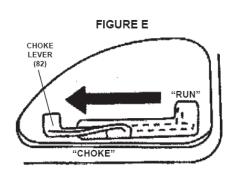
To obtain the proper gasoline and 2-cycle oil mixture, mix 2.5 fluid ounces of 2-cycle oil with 1 gallon of unleaded gasoline into an approved container. Then slowly shake the container to thoroughly mix the gasoline/2-cycle oil.

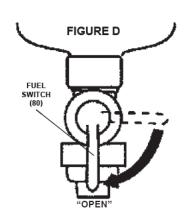
FIGURE B 1 GALLON UNLEADED GASOLINE 2.5 FLUID OUNCES 2-CYCLE OIL APPROVED CONTAINER

Start Procedure:

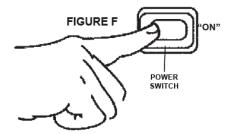
Before starting the Engine:

- a. Inspect the Generator and Engine.
- b. Fill the Fuel Tank with the proper amount and type of unleaded gasoline and 2-cycle oil. (See Figures B and C.)
- c. **NOTE**: Only after the Generator has stabilized and is running smoothly should an appliance or tool be plugged into the AC Outlet of the Generator.
- 1. Turn the Engine Fuel Switch to its "OPEN" position. (See Figure D.)
- Turn the Engine Choke Lever to its "CHOKE" position.Set the Choke Lever in the "RUN" position when starting a warm Engine. (See Figure E.)

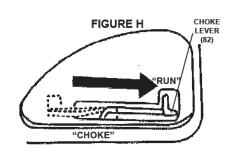




3. Then turn the Engine Power Switch to its "ON" position. (See Figure F.)

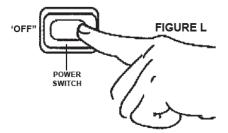


- 4. Grasp the Recoil Starter Handle and pull slowly until resistance is felt. While holding the Handle, allow the Starter Rope to rewind slowly. Then, pull the Starter Handle with a rapid, full arm stroke. Once again while holding the Handle, allow the Rope to rewind slowly. Repeat as necessary, until the Engine starts. (See Figure G.)
- RECOIL STARTER HANDLE (42)
- 5. After the Engine starts and warms up, slowly move the Choke Lever to its "RUN" position. (See Figure H.)
- 6. **IMPORTANT**: Allow the Engine to run at no load until warm (approx. 3 minutes) after each start-up to allow the Engine to stabilize.



Generator Shut Off:

- 1. Remove all electrical load devices from the Generator.
- 2. Allow the Engine to run for approximately 3 minutes with no electrical load.
- 3. Turn off the Generator's Power Switch to stop the Engine. (See Figure L.)



- 4. Turn the Fuel Switch (80) to its "OFF" position. (See Figure M.)
- 5. Allow the Generator to completely cool before storing.

