



service bulletin

No. 93-21

Fuel Pump Replacement - 40 thru 225

Mariner and Mercury

40 (4 Cylinder) thru 60 Serial Number US 0G053304 thru 0G057962

75 thru 125 US 0G049729 thru 0G050437

135 thru 225 US 0G052179 thru 0G060281

Belgium produced units were not affected.

NOTE: The New 1994 1/2 30/40 models use this fuel pump, however, all were shipped with good fuel pump check valves.

The fuel pumps of outboards listed were assembled with check valves (Figure 1) of the wrong material. Affected check valves will deform when exposed to fuel, causing the fuel pump pressure to drop and create a fuel starvation problem.



a - Check Valve

Figure 1. Fuel Pump Check Valve

Correction:

The complete fuel pump should be replaced. Use Special Fuel Pump Replacement Kit part number 14360A49.

Check for fuel system leaks at pre-delivery inspection.

Rework/Part Identification:

Outboards within the serial number range listed that have been reworked at the factory are identified by:

- A black dot sticker applied on the outboard serial number label of the shipping carton.
- An "X" mark etched on the fuel pump outer cover next to the word "IN" (Figure 2).
- White dots on each side of boss on fuel pump body.



a - Etched "X" Mark

b - White Dots (One each side).

Figure 2. Rework Identification

NOTE: The special replacement fuel pump will be painted, however, the "X" mark should be legible.

Dealer Service Stock:

Quicksilver service stock was not affected. Any parts/ kits in your service stock will have good serviceable fuel pump check valves.

Dealer Outboard Inventory:

Affected outboards in dealer inventory **MUST BE** reworked prior to customer delivery.

Warranty:

- Complete a warranty claim listing:
- Outboard serial number(s)
- Qty. 1 p/n 14360A49 Fuel Pump Kit
- Labor Rate Code: OF14
- Failure Code: 756 00

US and Canada - Return drained fuel pump assembly with warranty claim.

International - Hold the fuel pump assembly for inspection/disposal by a Marine Power International technical representative.