

Condition	Possible Causes	Remedies
<p>6. Down pressure on the implement cannot be maintained, but the implement may be held in the raised position without difficulty.</p>	<ol style="list-style-type: none"> 1. Same as (a), (b) and (c) under Condition 5. 2. Hole in cylinder bores of block. 3. Piston sleeve inner seal ring (13) is leaking. 4. Leakage at the weld between the piston head and sleeve. 5. Leakage from the relief valve (29). 	<ol style="list-style-type: none"> 1. Same as (a), (b) and (c) under Condition 5. 2. Examine cylinder bores. If necessary, replace block. 3. Inspect inner seal ring (13) on piston sleeve. Install new rings. 4. Remove piston. Fill piston sleeve with cleaning solvent and check the weld for leakage. If piston is defective, replace it. 5. Remove the relief valve (29). Test for leakage by trying to blow through the valve. Replace if there is any leakage.
<p>7. There is loss of oil from the hydraulic system with no evidence of external leakage.</p>	<ol style="list-style-type: none"> 1. Oil is leaking from the hydraulic pump into the engine crankcase. 	<ol style="list-style-type: none"> 1. Replace the seal on the hydraulic pump drive. It is recommended that all seal rings be replaced at each overhaul. Before installing new seal rings, examine them for evidence of deterioration or damage caused by improper handling or storing. Surface checks or nicks in these synthetic rubber rings make them unfit for use. When filling the block reservoir, follow instructions in the Operator's Manual in order to avoid overfilling.
<p>8. The hand levers creep while the rockshaft is in motion.</p>	<ol style="list-style-type: none"> 1. Insufficient friction on the hand control lever. 	<ol style="list-style-type: none"> 1. Disconnect the control rods and attach a spring scale at the "neck" of the hand lever. Pressure required to move the lever should not be less than 1-1/2 pounds or more than 3 pounds. If the friction does not come within that range, replace friction disk and spring. Readjust friction.