WP-0026 08/06/2008

Starter motor will not run when the starter button is pressed

When testing the starter system check the power at the starter relay as shown in figure 1. The starter relay is located under the seat on the scoters and under the LH rear fender on the ATV's. 12 volts DC power is sitting at the relay on the red wire directly from the battery, when the starter button is pressed voltage jumps over the relay to the Red/white wire and goes directly to the starter motor. If you do not have 12 volts at the relay on the red wire you have a break in the circuit on the red wire from the battery to the relay. If you have 12 volts at the relay on the red wire unplug the relay and use a jumper wire from the red wire to the red/white wire this will manually take 12 volts to the starter motor. The starter motor should turn if not it is a bad starter replace the defective part. If the starter motor does turn it is the starter relay that is bad replaced the defective part. The brake switch and the starter button can also cause a no start situation. To test the brake switch check continuity at the green/yellow wire at the starter relay plug, when either the LH or RH brake is pressed you will have continuity or a closed circuit on the green/yellow wire. If not replace the LH or RH brake switch, to test the starter button check the Blue/white wire on the starter relay plug. When the starter button is pressed you should have continuity or a closed circuit on the blue/white wire, if not you have a bad starter button replace the defective part. This is a general testing procedure for all ETON scoters and atv's, check the wiring diagram for the brake switch and starter button wire colors for your bike.

Models	Brake switch	Starter button
40,50,70,90,90R 2-stroke atv's	Green/Yellow	Blue/White
70,90,90R 4-stroke atv's	Green/Yellow	Black/White
Beamer models	Green/Yellow	Blue/White
YXL,CXL, RXL-150 models	Green/Yellow	Blue/White
UK1, UK2 models	Cyan/Yellow	Blue/White





Figure 1

Figure 2

ETON America, LLC

CSC

