THE YAMAHA "PART NUMBER"

The Yamaha part number consists of 12 digits. Each number represents a specific piece of information relating to a replacement part. The following is a guide for reading and interpreting the Yamaha part number.

BASIC PART NUMBER CONFIGURATION

A MODEL CODE NO.

B BASIC CODE NO.

C DESIGN CODE NO.

D DESIGN CHANGE CODE NO. E SIZE or COLOR CODE NO.

MODEL CODE NUMBERS

FIRST THREE DIGITS......000-00000-00-00

Every model in each Yamaha product line is assigned a model number to identify that particular model. All component parts are given the model code number relating to the model on which were **first used**.

EXAMPLE:

they

123-00000-00-00.....might identify a 1988 specific Outboard model. 456-00000-00-00.....might identify a 1991 specific Motorcycle model. 789-00000-00-00.....might identify a 1972 specific Snowmobile model.

BASIC CODE NUMBERS

MIDDLE FIVE DIGITS......000-00000-00-00

These "Middle Five Digits" indicate the type of part, e.g., piston, rings, lower units, etc. The five digits are divided into three classifications, Major, Intermediate, and Minor. The Major Classification indicates the section to which the part belongs, e.g., engine, electrical, frame, etc. The intermediate and Minor Classifications indicate more specific details.

EXAMPLE:

A ENGINE SECTION
B CYLINDER HEAD GROUP
C GASKET, CYL. HEAD

DESIGN CODE NUMBER

DIGIT NUMBER NINE......000-00000-00-00

The design code distinguishes "like" component part from one another when specification differences are involved, such as a "standard size piston ring" and an "oversized piston ring."

EXAMPLE:

123-11610-**0** 0-00STANDARD PISTON RING SET 123-11610-**1** 0-00OVERSIZED PISTON RING SET

DESIGN CHANGE CODE NUMBER

DIGIT NUMBER TEN......000-00000-00-00

This code number is used to identify a modification to a pre-existing component part.

EXAMPLE:

123-11610-0 0-00ORIGINAL

123-11610-0 1-00FIRST DESIGN CHANGE

COLOR CODE & SIZE CODE NUMBERS

LAST TWO DIGITS......000-00000-00-00

When applicable, these last two digits identify:

- 1. The painted color of type of plating or surface treatment used on certain parts.
- 2. The size of a part such as the metric (MM) thickness of a shim or the metric size of a piston.

HARDWARE (FASTENER) PART NUMBER CONFIGURATION

A TYPE (BOLT, NUT, SCREW)

B MATERIAL (STEEL, STAINLESS STEEL)

C SURFACE FINISH (CHROME, ZINC)

D DIAMETER (MM)

E LENGTH OR CLASSIFICATION (MM)

F ADDED ZEROS TO COMPLETE 12 DIGITS

TYPE

A fastener part number always begins with the number "9" followed by any number 1 thru 8 which designates one of eight major divisions within the group.

EXAMPLE:

9 0 000-00000-00.....might identify a 1988 specific Outboard model.

0 = varying type (misc.)

1 = bolt, cotter pin

2 = screw, nut

3 = oil seal, O-ring, bearing

4 = spark plug

5 = bolt, nut

(6) = (undefined)

7 = ISO bolt

8 = ISO screw, nut, etc.

The only major division which the mechanic should become familiar with are those related to the general hardware (nuts, bolts, washer) since these are the most commonly used and most often replaced items.

SIZE

Knowing how to interpret the part number can be very helpful during major engine repairs and general parts replacement.

BOLT EXAMPLE:

91311-06 018-00

6mm outside diameter 18 mm length

It is **not** possible to identify the length of bolts having a **"901" prefix**. Only the bolt diameter can be identified with this number.

ACCESSORIES NUMBERS

An accessory number's configuration is subject to product line application and product description. The description of an accessory is often shown in the accessory number. It does not follow "part" number defined rules of configuration.

PRICE LIST CONFIGURATION

This new Master Price Book has been consolidated to one main section of parts & accessories pricing.

SECTION 1

shows all **active & inactive** parts and accessories sorted in **alpha/numeric** part number sequence, including all supercession information.

SECTION 1 CONFIGURATION & DATA DEFINITIONS

PART NUMBER	DESCRIPTION	C	PK	SUG RET	DEALER	
XXX-XXXXX-XX-XX	BASEBALL CAP	В	1	9.90	4.95	COL.
XXX-XXXXX-XX-XX	EMBLEM	A	1	1.40	0.70	
XXX-XXXXX-XX-XX	COIL, SOURCE	C	1	39.95	19.95	
XXXXX-XXXXX-XX	BEARING	A	1	19.90	9.95	

PART NUMBER

Lists all Yamaha part numbers.

DESCRIPTION

Lists description of part or accessory. When a supersession has occurred the superseding part number will be shown here.

CLASS (C)

Yamaha ranks all part numbers into groups based on their "national" sales history. The following is a description of our sales class codes:

A Fast selling item.

N Fast selling item.

B Moderate selling item.

Moderate selling item.

C · Slow selling item.

D Slow selling item.

E Slow selling item.

P Slow selling item.

Q Slow selling item.

Q Slow selling item.Z Slow selling item.

PACK (PK)

Indicates quantity packaging of a part or an accessory. The rule for ordering a pack quantity is:

If the quantity of item ordered is not "equal to " or a "multiple of" the pack quantity indicated it will be rounded up to the pack quantity equivalent (Minimum Order Quantity).

Example:

If the pack is 5 and the order quantity is 1 to 5, the quantity shipped is 5. If the pack is 5 and the order quantity is 6 to 10, the quantity shipped is 10.

Items are priced per piece (each). The number of items in the package, times the number of quantity packs ordered, times the unit price will equal the total invoice price for that line item.

PRICE LIST CONFIGURATION, continued

RETAIL PRICE

Yamaha's suggested retail price per item.

DEALER PRICE

Yamaha's dealer price per item.

SUPERCESSIONS CONFIGURATION

Included in the master listing, supercessions are referenced by the original (old) part number and the corresponding superceding (new) part number, in (old) superceded part number sequence.

	(old)	(new)
	PART NUMBER	SUPERSEDING
Superceded item	sXXX-XXXXX-XX-XX	XXX-XXXXX-XX-XX
	XXX-XXXXX-XX-XX	XXX-XXXXX-XX-XX
Inactive item symbol	>XXX-XXXXX-XX-XX	XXX-XXXXX-XX-XX
	XXX-XXXXX-XX-XX	XXX-XXXXX-XX-XX
Inactive & superseded item symbol	+XXX-XXXXX-XX-XX	XXX-XXXXX-XX-XX
	XXX-XXXXX-XX-XX	XXX-XXXXX-XX-XX