

Assembly Instructions for Bow Mount Trolling Motor with OPTIONAL Quick Release for 437PaddleSki (MM437PS)

These instructions are for mounting Bow Mount Quick Release Bracket to a Sea Eagle 437PS trolling motor mount and attaching a bow mount motor.

The motor mount hole pattern fit the WaterSnake, BassPro bracket for Xi Series, or Minn Kota RTA-17 and MKA-21* quick release bracket.



*MKA-21 mount requires four 1-1/2" flat-head screws which must be purchased separately, not the M6 x 40 provided by Sea Eagle.

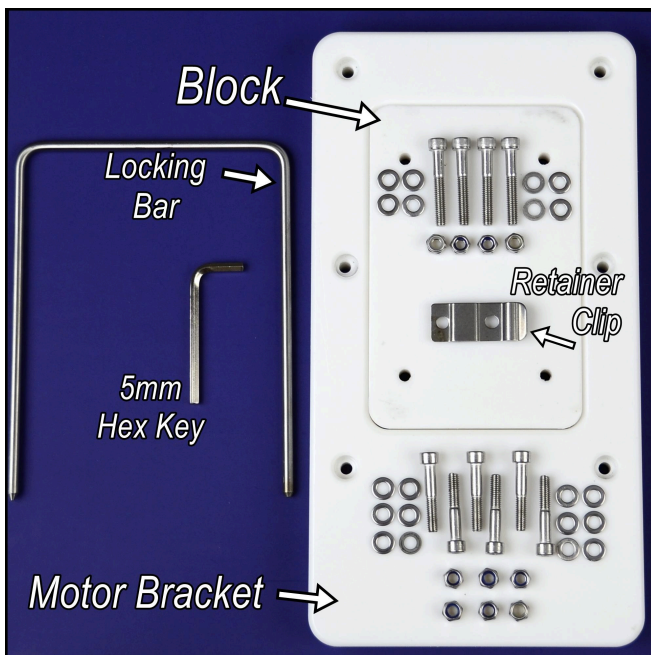
Optional Quick Release

- Block** (attaches to aluminum board)
- Block Hardware**
 - 4 - M6 x 40mm socket head screws (in board bag)
 - 8 - 1/2" x 1/4" flat washers
 - 4 - locking nuts
 - (4 - 50mm screws not needed, discard)

Locking Bar and Retainer Clip

- Motor Bracket** (attaches to motor)
- Motor Bracket Hardware**
 - 6 - M6 x 35mm socket head screws
 - 12 - 1/2" x 1/4" flat washers
 - 6 - locking nuts

Tools needed: Philips screwdriver, 10mm or adjustable wrench, 5mm hex key (incl.), drill, 5/16" bit, pencil or punch



Aluminum Motor Mount Board

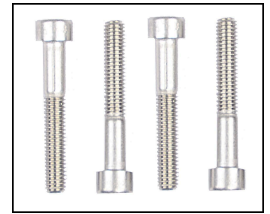
Hardware for board: M8 x 50mm hex head bolt and knob.



Block to Motor Mount Board



Attach quick release block to the aluminum board using M6 x 40 mm socket-head screws, washers and locking nuts.



Important! Block has tapered sides, install so block and base can slide together. Bolts heads will be flush.

Caution ⚠: Puncture hazard. Do not use screws longer than 40mm to attach block to aluminum motor mount board.

Motor Bracket

Attach Quick Release Bracket to motor. This is a brief summary of this step. For more complete instructions refer to video instructions “Watersnake-How to Attach an Electric Motor Quick Release Bracket” or Minn Kota’s videos or to instruction manual.

Remove side covers from motor.

Walls of mount are tapered so block and base easily slide together. The mount is right side up when the bolt heads recess into block and base.

In the photo, note that the broad part of base faces towards motor head, do not cover the slotted area that the motor shaft swings into.

Caution ⚠: Locknut should be just **snug**. Do not over tighten! Screwhead and washer will pull through nylon base.

Use 35mm screws, washers and locknuts.

Set motor aside and attach aluminum board to boat.

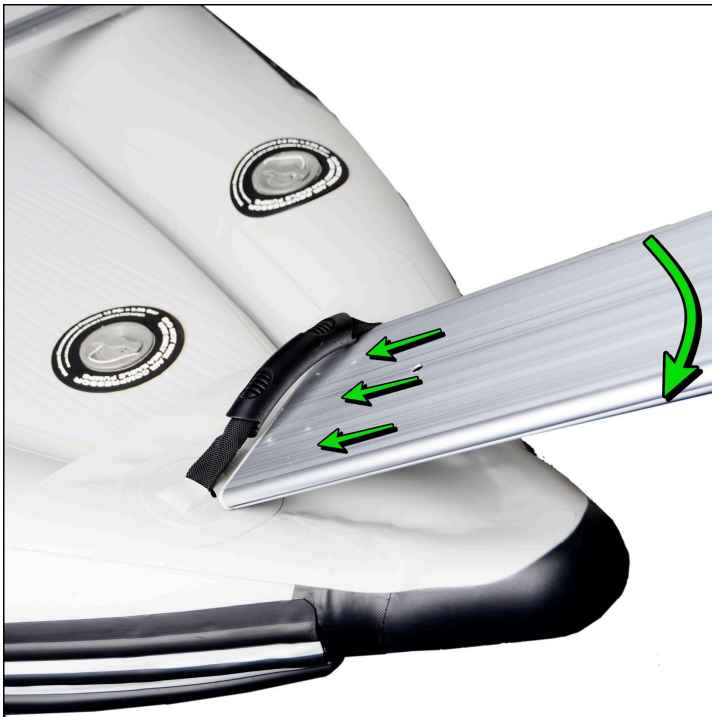
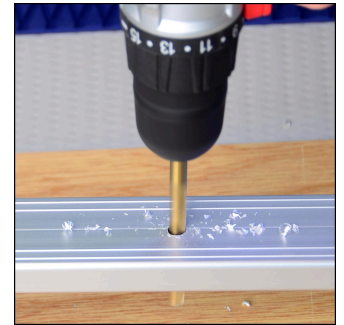




Drill Aluminum Board to Yoke Bar

Mark the center of yoke bar for the bolt and knob. Center is approximately 18³/₄" from end of bar (including end cap).

Drill a hole. Minimum drill bit size is 5/16". Protect the boat from the drill and shavings.



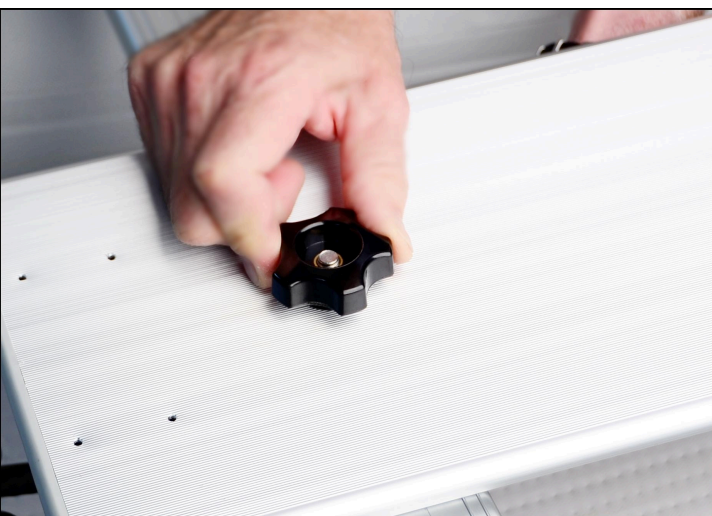
Mount Board on Bow of Paddle Ski

It is a tight fit. Insert board under one side of the bow handle as shown in the picture.

Swing the board while pushing board to engage other side of handle. Board will begin to slide into handle.

Push board toward yoke bar until board rests on top of bar.

The board is approximately 7-7/8" wide and the handle strap bases are approximately 6-7/8" apart.



Insert the M8x 50mm bolt and secure with the knob.

The small holes are for an optional Scotty accessory base. Note: The motor mount board cannot be removed if the base is installed.



Place motor on quick release and insert locking bar.

Caution ⚠: Avoid falling in the water. Do not stand in bow area when deploying and retrieving motor. Stay low, press release bar by hand. Pull head up and move backwards.

Have Fun, and follow safe boating practices

Caution ⚠: Avoid damage to handle. Don't carry the boat by the motor mount. Support boat under the nose cone.

Caution ⚠: Avoid lifting injury. Boat and motor are heavy. Attach motor at water's edge.

Danger ⚠: Injury hazard. Keep hands and feet away from moving propeller. Injury to limbs could occur.

Danger ⚠: A propeller strike can cause injury or death. Do not approach the boat from the water when the motor is running. When steering the boat, do not approach a swimmer while the motor is running.

Motorized boats typically have to be registered with state, federal DMV or other governing agency.