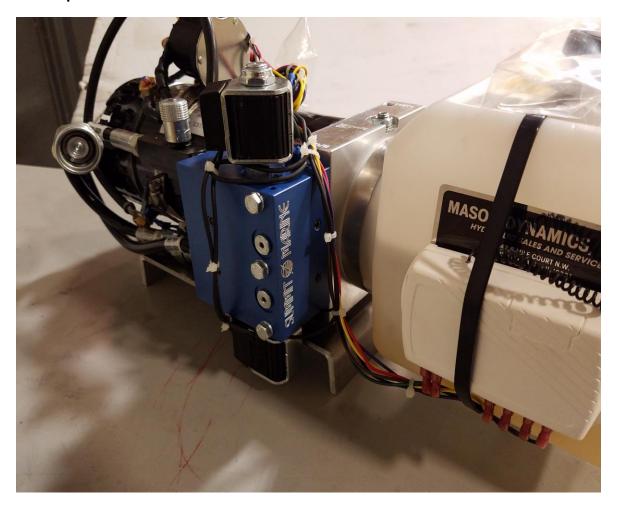


## Trouble shooting guide:

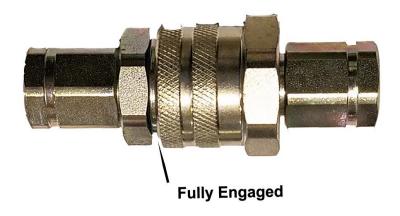
## Pump Issues:



Refer to this quick guide if your hoist will not elevate or retract and the pump is trying to pump fluid into the cylinders. Some slight movement in the hoses may be experienced. See Page 5 for help with a non-operating pump.

- 1. Check oil level. Oil level should be at least 2" from the bottom. Mid tank +- 1" is the normal level.
- 2. Check for any broken wires. Also operate corded switch as well as the remote key fob to determine problem.
- 3. HOSE CONNECTION ILLUSTRATION

This illustration shows the difference between a full engaged disconnect vs. one that will block the flow of oil. These disconnects have spring loaded shut off valves inside them to prevent oil leakage when they are separated.





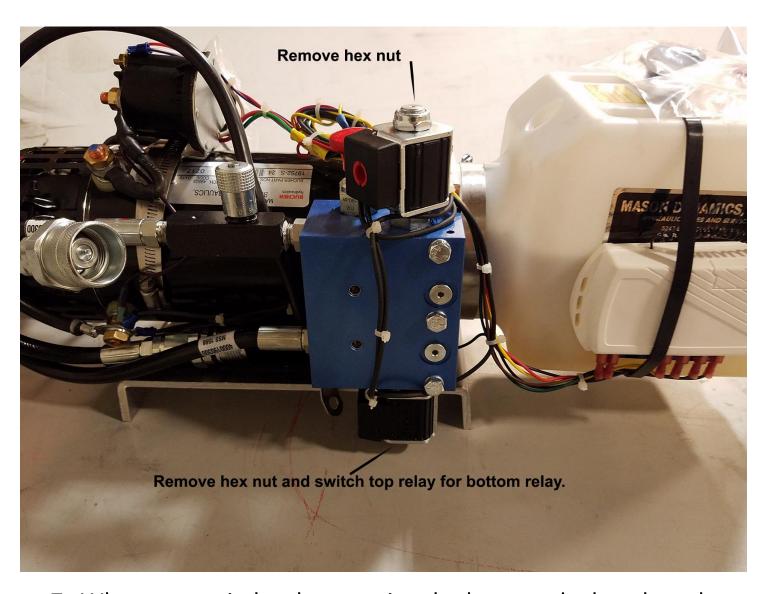


Disconnects here are separated from the hoses. Loosen one or both sides to release any back pressure that may have occurred when the pump was initiated. This will eliminate back pressure when tightening disconnects.

4. Check Flow Control Valve. If this valve is closed hoist will move up but not down. Remedy by opening this valve counter-clockwise 1.5 turns.



- 5. Broken wire.
- 6. Bad relay. Switch top relay for bottom and test unit. You might have to cut some wire ties to switch these.



7. When you switch relays, notice the long studs that the relays slide onto. These are the valves that open and close to raise and lower the hoist. They may be clogged. Switch the upper for the lower.

Pump will not work at all. Has pump been subject to water immersion in the last few months? Pump may work for a few weeks after this event, but after corrosion sets in the brushes will freeze rendering the pump inoperative. Return pump to Summit Marine for rebuild. Drain the tank and recycle the fluid. Pack with plenty of protection, include your name and contact phone and return address...

The above guide will solve 99% of the pump problems that you will encounter. Should you require further assistance please call us.