

QUICK RELEASE FENDER LOCK

F16-0200-1

Installation Instructions



- On top of your gunnel, use the measuring tape to find the center point for where you would like to install the Quick Release Fender Lock.
- 2. Mark the center point with a pen or pencil.

Note: Ensure there are no wires or other obstructions underneath the gunnel before drilling.

- 3. Using the cordless drill and 1/8" drill bit, carefully drill straight through the gunnel top at the marked center point.
- 4. Using the cordless drill and the 5/8" hole saw, carefully enlarge the pilot-hole created by the drill bit.

Note: When drilling both holes, ensure the bit and hole saw are perpendicular to the top of the gunnel. This will eliminate the Fender Lock being installed at an angle.

- 5. Remove the Quick Release Fender Lock Receiver from the Locking Pin.
- 6. Clean the surface around the hole just drilled with isopropyl alcohol.
- 7. Under the Receiver top, place a bead of marine-grade sealant.
- 8. Carefully place the Receiver into the hole that was drilled into the gunnel.
- 9. Apply gentle pressure to the Receiver top to secure it in place.
- 10. Under the gunnel, install the flat washer, followed by the nut and tighten them all the way to the underside of the gunnel.
- 11. Hold the flat edges of the bottom of the Receiver with the 9/16" open-end wrench.
- 12. While holding the receiver still with the wrench, use the adjustable wrench to tighten the nut to the under-gunnel surface.
- 13. Using the rag and small amount of WD-40, remove any excess sealant that may spread from under the Receiver top.
- 14. Allow the marine-grade sealant to dry according to the manufacturer's recommendation.
- 15. Install the Quick Release Fender Lock locking pin and attach fenders accordingly.

Required* *not included

- MEASURING TAPE
- PEN OR PENCIL
- SAFETY GLASSES
- CORDLESS DRILL
- 1/8" DRILL BIT
- 5/8" HOLE SAW
- ADJUSTABLE WRENCH FOR 1-1/8" SS NUT
- 9/16" OPEN END WRENCH
- MARINE-GRADE SEALANT
- COTTON RAG
- ACETONE / ISOPROPYL ALCOHOL
- WD-40

