



Barletta 
B O A T S

Please read all the instruction before installation.

E/L Class Changing Room Module (CRM) Assembly Instructions

Tools Needed

- Knife/sharp object to locate holes-
- Tape measure-
- Screw gun -
- Wrench-
- Phillips head screwdrivers or bits

Note:
Your changing room may look a little different. E/L class vary with or without table legs and a trash can area to cut out. The CRM is the same installation process. Read all instructions to familiarize yourself with the pieces and the process.



Step 1

(E class) Remove the seat from the inside, save the screws you will reuse them.



Port Side

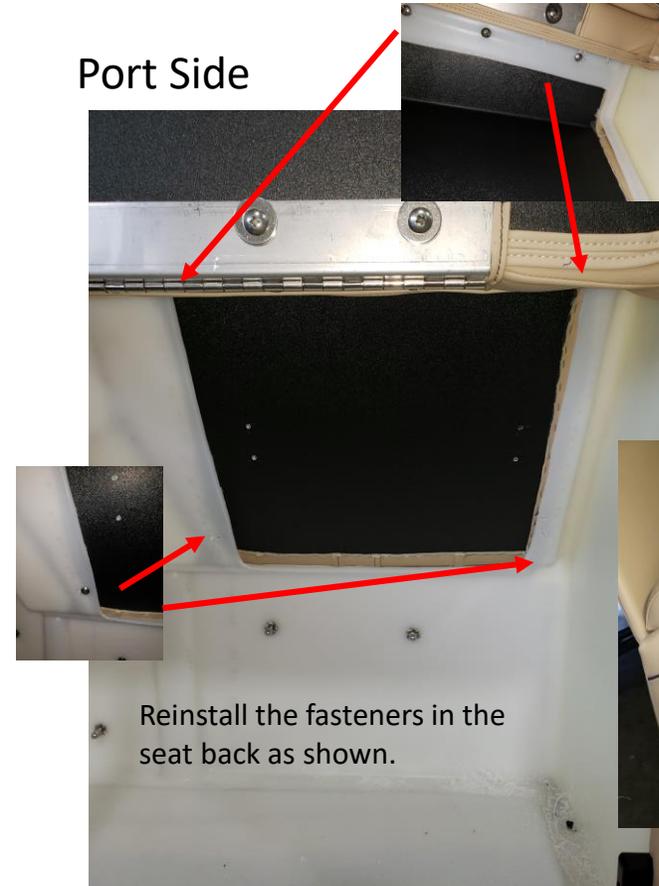
Trim off the protruding box on the chase as shown. This allows room for the hoop arms to tuck into chase.



Use a deburr tool to contour the edge not sharp and or jagged from saw cut.

Step 2

Port Side



Have some help and push the cushion to the plastic so their will not be a gap when it is finished. (push in direction of arrow) install screws as shown at left.

Reinstall the fasteners in the seat back as shown.

Feel for the holes behind the black material.



Install the fasteners slowly or they will lock up and need replaced.

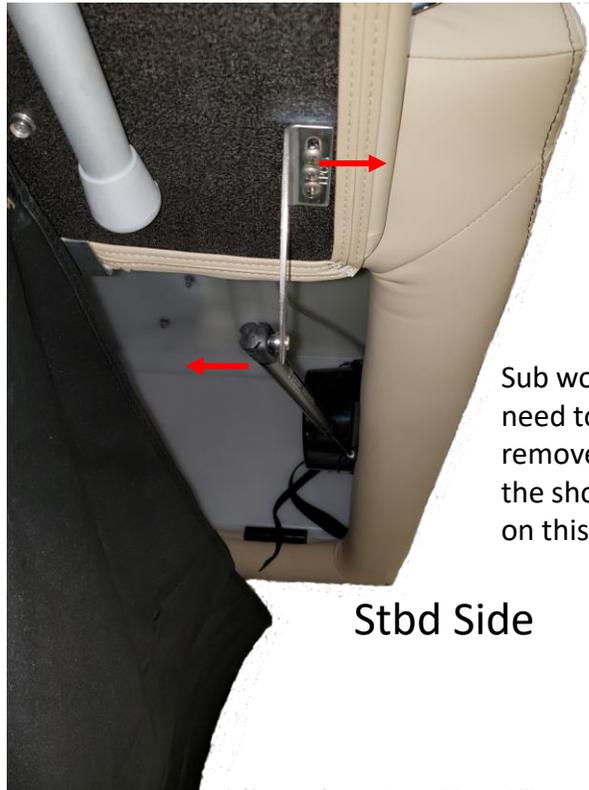


Step 3

Locate the holes in the lid for the shocks as shown in the illustrations below. The flanges are pointing outward and the ball is pointed inward. (make sure there is not debris in the holes when putting the fastener in or it will lock up.)



Port Side

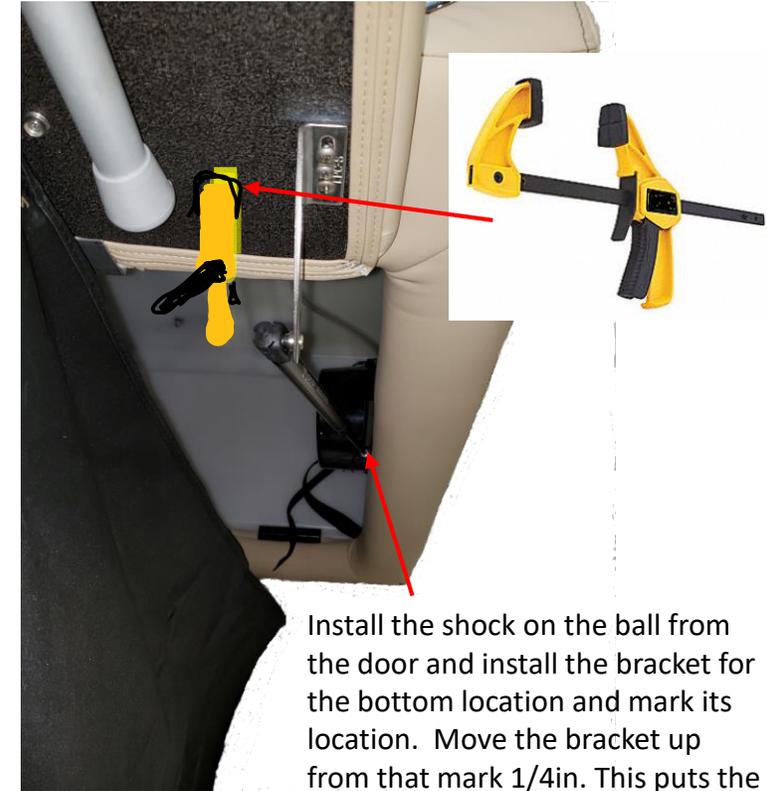


Stbd Side

Sub woofer may need to be removed to install the shock bracket on this side.

Step 4

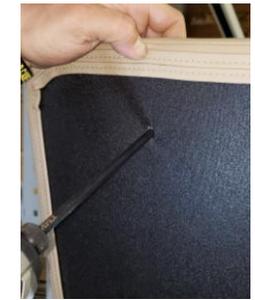
Use a clamp as shown to clamp the door open to install the shock bracket on the chaise base.



Install the shock on the ball from the door and install the bracket for the bottom location and mark its location. Move the bracket up from that mark 1/4in. This puts the shock under pressure and makes the door go up straight.

Step 5

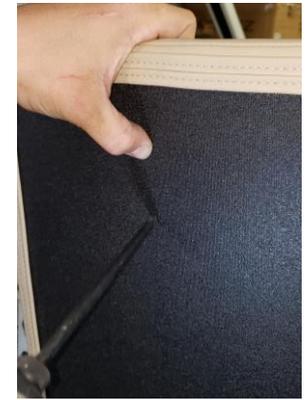
Locate the top bracket holes from under the trim and the black outer material. When installing the fasteners please make sure there is NO material in the fastener hole, If so the T-Nut may become inoperable.



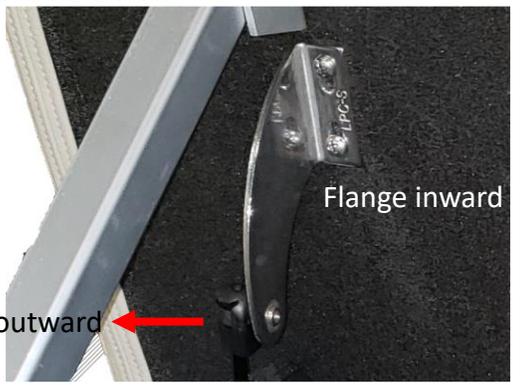
The brackets are located at the top edge wood perpendicular to the floor. (as pictured)

Step 6

Install the bolt with nut and washer. Do NOT overtighten. (Put nut on the outside so it doesn't hit anybody inside the hoop.)



Port Side



Flange inward

Knuckle outward ←

Stbd Side



Flange inward

→ Knuckle outward

Step 7

Feel on the black side for holes in the wood, mark them with a white china pencil. When found all the holes use a knife and cut a small hole around the located hole. This will assure there is no fibers in with the threads for the bolts.
Install the banana brackets pointing down with the shock mount pointing outward to edge of door. Make sure the mounting holes are free of debris or they will push thru of lock up.

Step 8

To install the shock bracket- over extend the hoop a few degrees so when the weight of the curtain is on it will level out.



Knuckle outward

90 deg bracket- the knuckle is pointed to the port outer side. Use nuts and bolts provided.

Install the curtain with the top snaps folded inward over as shown on the right. Make sure you start with the flap in the back to front which gives you the orientation of the zipper and the radiuses.

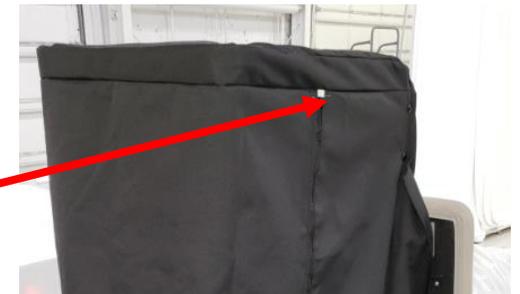
There are predrilled snap holes for the curtain, but you may need to adjust for a more proper fit. Measure and double check fit before installing snaps in hoop.



Step 9



After boat 1693 the door is on the isle side.



Step 10

Install the hoop hold down strap as shown



(This strap goes all the way around the hoop)



Step 11

Double check the folding function of the mechanism

Rotate up and down to assure the unit moves smooth and door closes properly

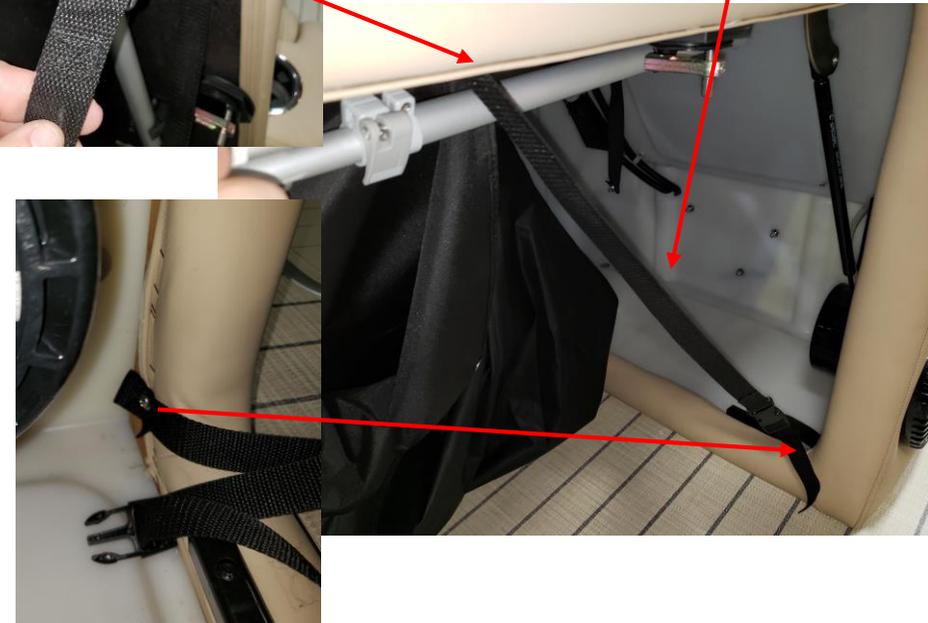


Step 12

(L Class has table legs)



If you boat changing room lid is equipped with table legs. It is important to use the strap. Install with screws as shown in the left.



Please clean chaise inside and out for shavings and debris. Check total function upon completion