

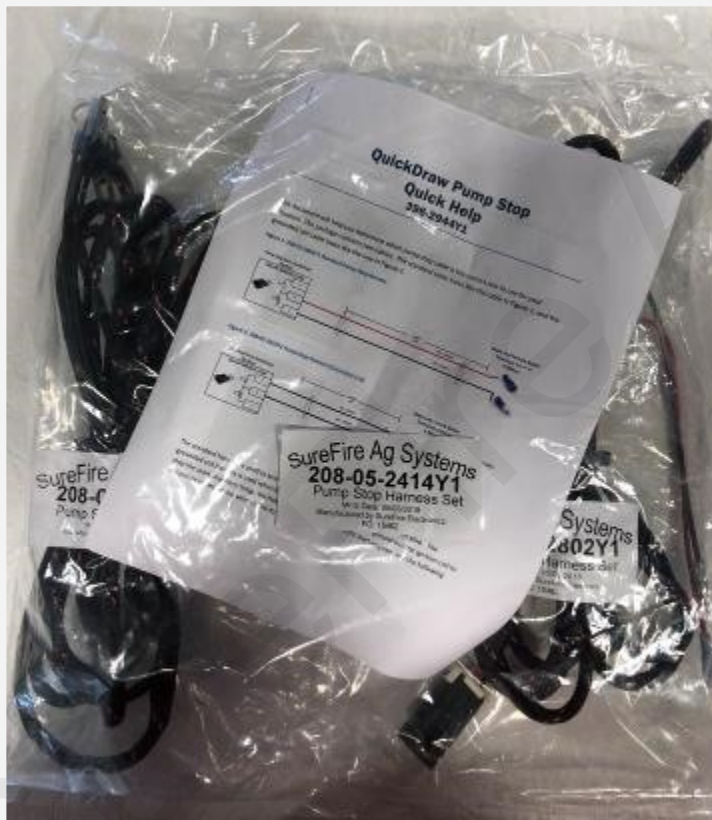


# 396-4031Y1

## QuickDraw Pump Power/Start/Stop Wiring Instruction Sheet

### What You Need:

- 208-05-2414Y1 - QuickDraw Pump Stop Harness Set  
(Contains 208-05-2802Y1 and 208-05-2633Y1)
- 208-05-2430Y1 - QuickDraw Electric Pump Start Gas Engine 12V Supply Harness
- 208-05-3944Y1 - QuickDraw Gas Engine Push Button Start



208-05-3944Y1  
QuickDraw Gas Engine  
Push Button Start



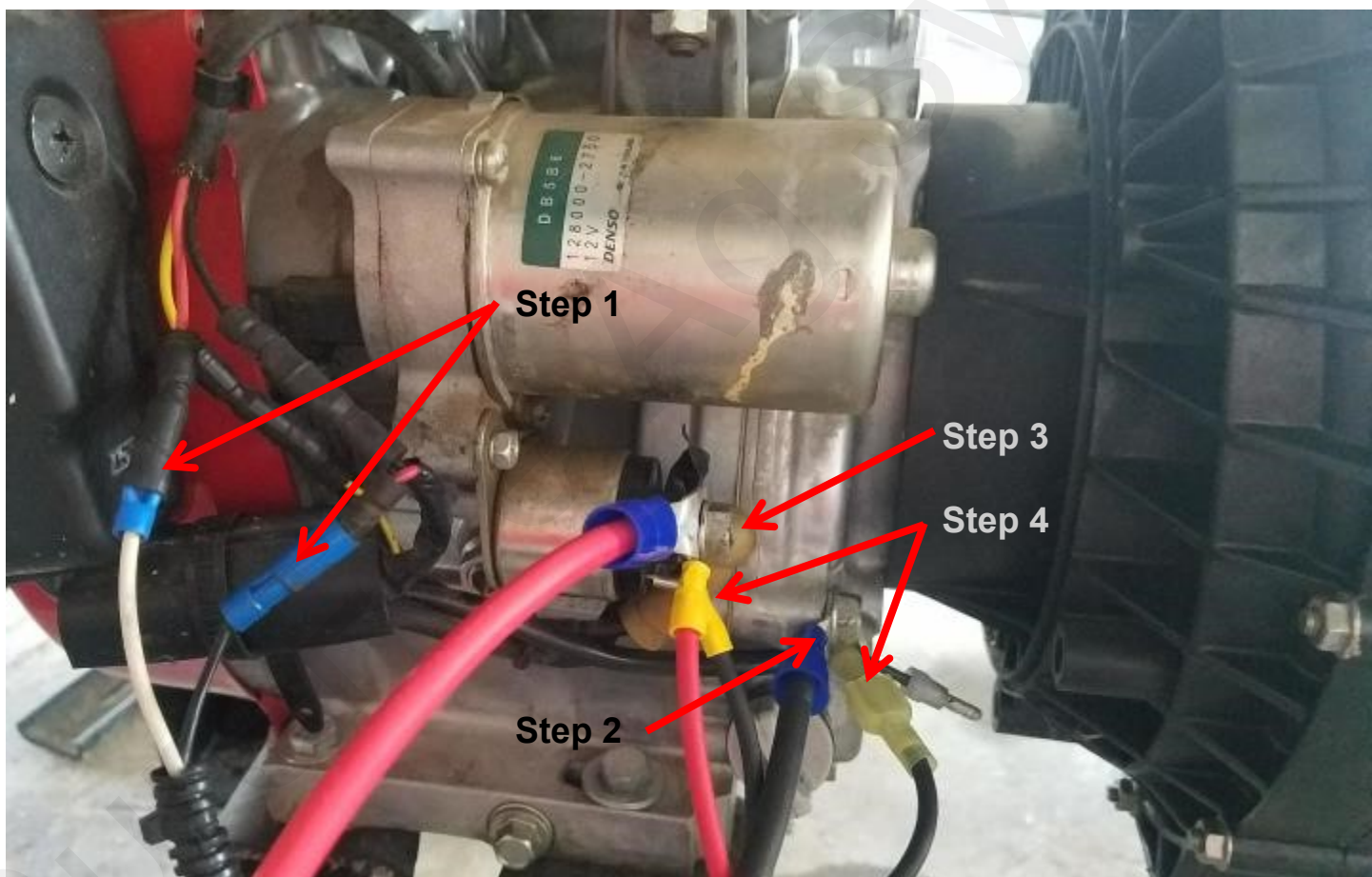
208-05-2430Y1  
QuickDraw Electric Pump  
Start Gas Engine 12V  
Supply Harness



# Step by Step Instructions

## Pump Connections:

1. First, follow the steps on 396-2944Y1 - QuickDraw Pump Stop Quick Help guide to determine whether to use the standard or grounded pump stop harness. Follow the instructions to install.
2. Connect the ground wire from the 208-05-2430Y1 harness, and pump stop grounded ring terminal if applicable, to motor ground.
3. Connect 12V power from 208-05-2430Y1 harness and 208-05-3944Y1 Push button start power cable (Red Ring Terminal) to the motor coil as shown. Make sure d
4. Remove the spade connector with black boot from the coil and connect the 208-05-3944Y1 female spade connector to the coil and the male connector to the boot previously removed.





# Step by Step Instructions

## QuickDraw Connections:

1. Route Pump Stop harness (P/N 208-05-2802Y1 or 208-05-2633Y1) inside the QuickDraw cabinet and connect 150MP Shroud to male connector labeled **“Motor Disable”**. *Note: The connector may have a dust cap that needs to be removed.*
2. Route 12V Pump Power Harness (P/N 208-05-2430Y1) inside the QuickDraw cabinet near the battery mount and connect to **“Pump Power”** on the main QuickDraw Harness. *Note: The connector may have a dust cap that needs to be removed.*
3. Route 208-05-3944Y1 QuickDraw Push-Button Start Harness to inside the QuickDraw cabinet (or other desired start location). Typically, drilling a 5/8” hole in the cabinet next to the Emergency Stop Button in the side panel of the QuickDraw cabinet is an easily accessible location but the button switch can be mounted anywhere that is accessible and near the controller.



Step 1



Step 2