

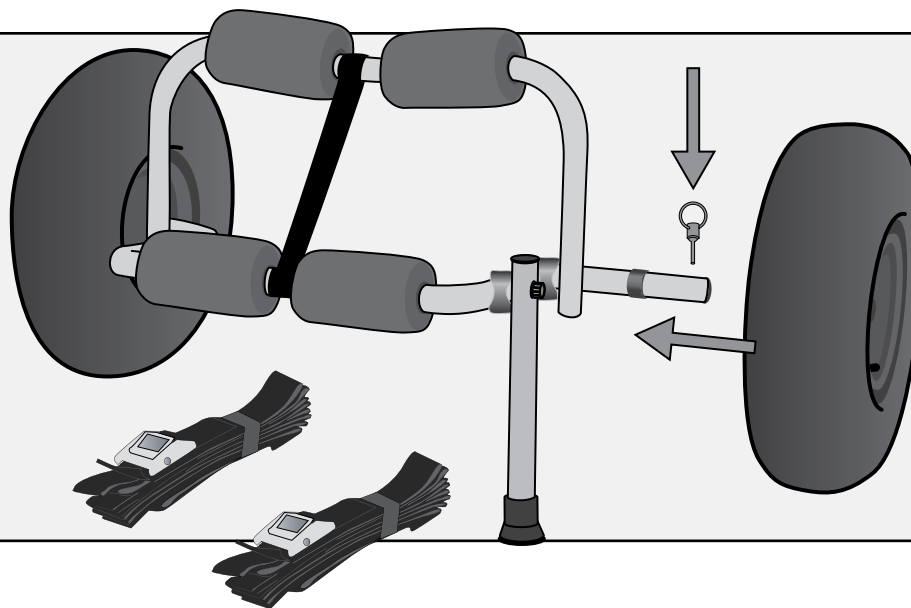
# MIGHTY MITE™ BOAT CART ASSEMBLY



## USING YOUR MIGHT MITE

Unfold the cart frame.  
Place under the center of  
your kayak or canoe. Use  
provided straps to secure  
the boat to the cart.

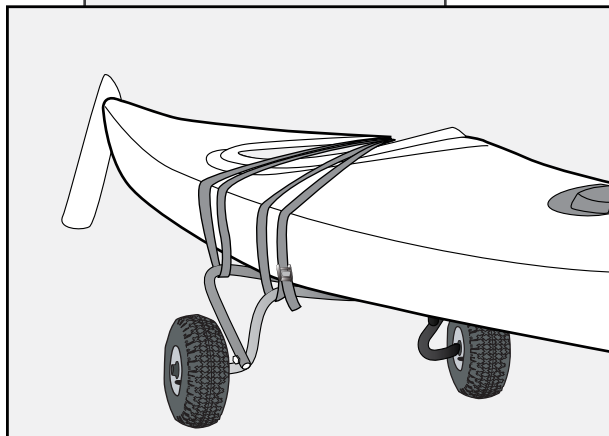
Once to the water, you can  
take off the wheels and fold  
the frame for storage in the  
boat.



## ASSEMBLY

Your frame should be  
assembled for you.

Slip on the tire, valve stem  
facing out. Insert the cotter  
pin into the hole at the end  
of the axle. Flip O-ring  
over the end of the axle to lock  
tire in place.



## CARE

The tires should be inflated to  
approximately 30 psi. Lower pressure  
can be used for use in soft sand.

**CAUTION: INFLATE WHEELS WITH  
MANUAL PUMP ONLY. OVER-  
INFLATION OF WHEELS CAN RESULT  
IN SEVERE INJURY.**

If the cart is used in or around  
salt water, rinse it off to prevent  
corrosion.

Do not over tighten the straps when  
connecting the boat to the cart; this  
can damage your boat.

## WARNING

Due to the fact that Seattle Sports does not have control over how this  
boat cart is used or how it is attached to a boat, Seattle Sports disclaims  
any and all liability for damage or injury that might occur as a result of the  
improper use of this product.

## GUARANTEE

Seattle Srts Products are guaranteed for material and workmanship for  
one year. This warranty is only applicable if all instructions are followed  
and product is used as recommended.

Normal wear and tear or damage resulting from misuse, accidents or  
alterations are not covered. Use of this product in a Professional setting  
is not covered. Seattle Sports assumes no liability for incidental damages  
or injury resulting from use or misuse of this product. You may have  
additional warranties or limitations outlined in product packaging.

Thank you for purchasing our products. Please contact us with any  
questions or concerns about our products. Seattle Sports Company, 3217  
W. Smith St #1, Seattle WA 98199. [seattlesportsco.com](http://seattlesportsco.com)