

MASH & BOIL THERMAL CUTOUT SWITCH REPLACEMENT

WARNING! ELECTROCUTION DANGER

Be sure to take all safety precautions, and unplug the unit before opening. Do not attempt if you do not have experience in electrical wiring.

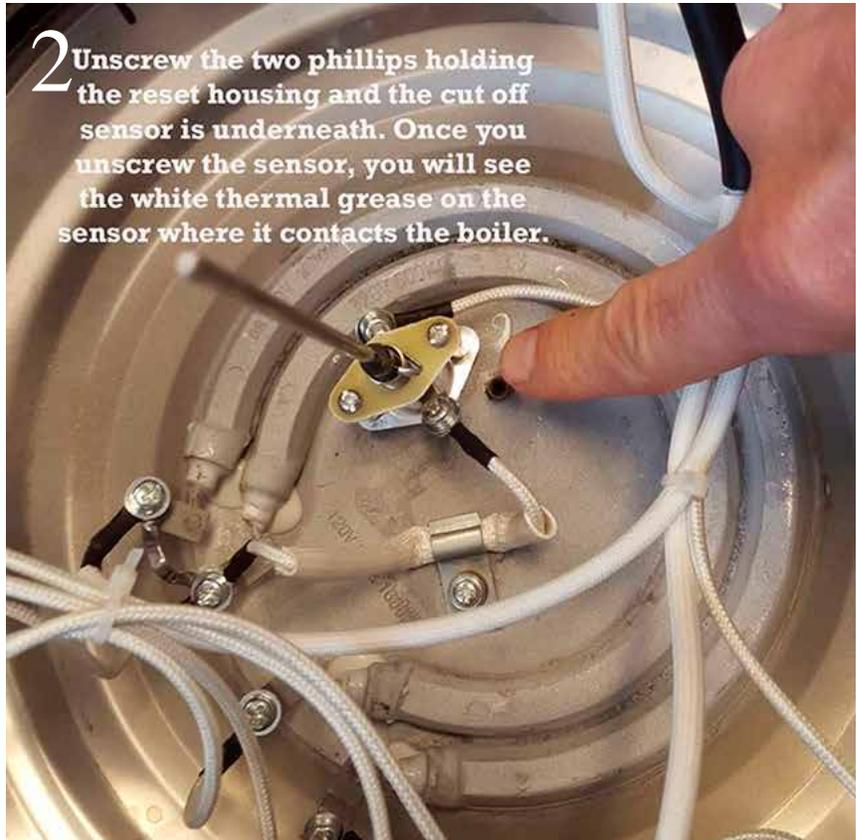
DIAGNOSIS: If your Mash & Boil is throwing an E4 error code near the end of the boil, and you do not have a large hop bag or other boil circulation obstruction inside the boiler when this happens, you probably have a failing Thermal Cutout Switch. Note that stirring in malt extract or grain that is ground excessively fine can also trigger this error, by blocking heat circulation above the bottom heat element.

Packing List

- 1 Thermal Cutout Switch
- 1 Thermal Grease Packet



1. UNPLUG THE UNIT. Using using a medium phillips, unscrew the three screws holding the base on. Note the position of the base and the hole for the reset switch, as you will need to replace it in the same position for the reset switch to fit through the hole. It is helpful to put some tape on the edge of the plastic bottom and another piece on the boiler to have alignment marks when you put the base back on.



2 Unscrew the two phillips holding the reset housing and the cut off sensor is underneath. Once you unscrew the sensor, you will see the white thermal grease on the sensor where it contacts the boiler.

3. THERMAL GREASE APPLICATION Once you have unscrewed the two screws holding the Thermal Cutout Switch in place and carefully noted the relationship of the standoffs to the screws, unscrew the phillips screws connecting the thermal switch and remove the switch.

Now screw the leads onto the replacement switch, and apply the thermal grease to the bottom of the new switch. Replace in reverse order of disassembly. The standoffs are a little fiddly to get in place, but once they are in all you have to do is reinstall the base, taking care that the reset pole fits through the hole in the base. It is easier to relocate the screw holes if you keep all 3 loose once they are started, and then tighten all 3 evenly.

