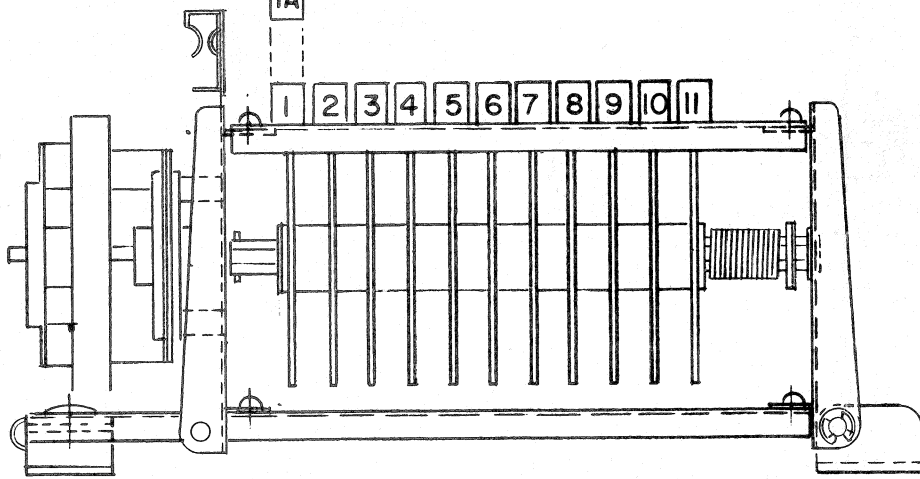


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SEQUENCE OF OPERATION OF SCORE MOTOR SWITCHES

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SCORE MOTOR UNIT SWITCH CHART

SWITCH		LOCATION ON DIAGRAM	WIRE NO	WIRE COLORS	FUNCTION OF SWITCHES
1A	N.C.	F-24	18-2 14-6	Red-Black Red-Green	Opens pull-in circuit to ball return relay. X
1B	N.C.	E-10	95-3 74-7	Gray-White Orange-Green	Opens replay button circuit to start relay (trip) coil.
1C	N.O.	D-20	48-8 30	Green-Black Yellow	Completes hold-in circuit to reset relay.
1D	N.C.	D-9	54-4 45-1	White-Green Green-White	Opens pull-in circuit to anti-cheat relay.
1E	N.O.	F-14	13-2 30	Red-Yellow Yellow	Completes carry-over circuit to score motor.
2A	N.O.	F-42	81-3 30	Black-Red Yellow	Pulses 1-9, 10-90, 100-900, 1000-9000 score unit step-up coils thru reset relay homing circuits.
2B	N.O.	A-5	93 15-3	Gray-Yellow Red-White	Pulses 10 point relay thru 50 point relay circuit, also thru 50 point Clarinet feature circuit.
3A	N.O.	E-17	45 83	Green-White Black-Yellow	Pulses total play meter thru start relay circuit from coin or replay, also pulses replay unit reset coil thru start circuit from replay only.
3B	N.O.	E-35	56-6 78	White-Brown Orange-Black	Pulses replay unit step-up coil (or add-a-ball relay) thru Dixieland feature circuit.
3C	N.O.	D-11	63-4 98-3	Brown-Yellow Gray-Black	Pulses replay unit step-up coil thru 1st, 2nd, 3rd coin chute relay anti-coin loss circuit.
4A	N.O.	A-6	21-5 15-3	Blue-Red Red-White	Pulses 100 point relay thru 200 point Clarinet feature circuit, also thru 200 point relay circuit.
4B	N.O.	A-5	98-4 15-3	Gray-Black Red-White	Pulses 10 point relay thru 10 point Clarinet feature circuit, also pulses 100 point relay thru 100 point Clarinet feature circuit.
4C	N.O.	F-34	54-1 30	White-Green Yellow	Pulses replay unit step-up coil thru (5 plays) 2nd & 3rd coin chute adjustment circuit.
4D	N.O.	E-30	43-2 10-3	Green-Yellow Red	Pulses replay unit step-up coil thru match number feature circuit.
5A	N.O.	F-33	51-2 30	White-Red Yellow	Pulses replay unit step-up coil thru (3 plays) 2nd & 3rd coin chute adjustment circuit.
5B	N.O.	F-32	58-7 30	White-Black Yellow	Pulses replay unit step-up coil thru (2 plays) 2nd & 3rd coin chute adjustment circuit.
5C	N.O.	B-44	38-4 50	Yellow-Black White	Pulses Dixieland feature unit step-up coil thru Clarinet score relay 500 point circuit.
6A	N.O.	F-33	51-2 30	White-Red Yellow	Same function as switch 5A.
6B	N.O.	D-17	40-6 83	Green Black-Yellow	Pulses game over relay (latch) coil thru start relay circuit.
6C	N.O.	A-6	21-5 15-3	Blue-Red Red-White	Same function as switch 4A.
7A	N.O.	E-16	20-1 98-2	Blue Gray-Black	Pulses game over relay (trip) coil thru match relay circuit. X
7B	N.O.	E-12	78-2 65-3	Orange-Black Brown-White	Pulses start relay (latch) coil thru anti-cheat relay circuit or reset relay circuit.
7C	N.O.	B-44	71-4 83-6	Orange-Red Black-Yellow	Pulses Clarinet hole kicker coil thru Clarinet score relay circuit.
7D	N.C.	A-39	27-5 95-1	Blue-Orange Gray-White	Opens hold-in circuit to free ball relay.
8A	N.O.	A-42	45-3 30	Green-White Yellow	Pulses Clarinet feature unit reset coil thru 500 point relay circuit.
8B	N.O.	E-25	50-6 21-2	White Blue-Red	Pulses ball return kicker coil thru ball return relay circuit. X
8C	N.O.	B-45	38-4 36-7	Yellow-Black Yellow-Brown	Pulses Dixieland feature unit reset coil thru Clarinet score relay 500 point circuit.
9A	N.O.	F-33	78-1 30	Orange-Black Yellow	Pulses replay unit step-up coil thru (4 plays) 2nd & 3rd coin chute adjustment circuit.
9B	N.O.	F-34	54-1 30	White-Green Yellow	Same function as switch 4C.
9C	N.O.	A-6	53-5 15-3	White-Yellow Red-White	Pulses 100 point relay thru 300 point Clarinet feature circuit.
10A	N.C.	A-14	74-5 15-3	Orange-Green Red-White	Opens hold-in circuit to 200 point relay, 500 point relay, and 50 point relay.
10B	N.C.	A-43	43 71-4	Green-Yellow Orange-Red	Opens hold-in circuit to Clarinet score relay.
10C	N.C.	F-25	50-2 14-6	White Red-Green	Opens hold-in circuit to ball return relay, ball return relay circuit to ball return kicker coil, and ball count unit circuit to match relay. ✓
10D	N.C.	E-8	25-5 61-6	Blue-White Brown-Red	Opens hold-in circuit to 1st, 2nd, 3rd coin chute relays.
11A	N.O.	F-34	60-7 30	Brown Yellow	Pulses replay unit step-up coil thru (6 plays) 2nd & 3rd coin chute adjustment circuit.
11B	N.O.	A-4	81-6 15-3	Black-Red Red-White	Pulses 100 point relay thru 500 point relay circuit.