

Williams EM Pinball Solenoid Coil Chart

Coil Number	Typical Application	Coil Number	Typical Application
A-22-550	Ball Release, Unit Step-up	C2-26-800	Bell, Chime
A-23-600	Ball Ejector, Unit Step-up	FL-20-300/28-400	Flipper
A2-23-750	Knocker, Bell	FL-21-375/28-400	Flipper
A2-26-1025	Chime	FL-26-950/250	Step-up
A2-26-1300	Chime	G-21-400	Horse Race Ball Shooter
B-26-800	Score Drum, Unit Reset	G-22-550	Jet Bumper, Drop Target, Reset
B-27-1100	Reset	G-23-750	Jet Bumper, Ball Ejector, Kicker
B-28-1450	Score Drum Unit	G-23-750-DC	DC Jet Bumper, Kicker
B1-26-800	Score Drum, Unit Reset	EM=Electromechanical (relay operated game)	

Williams Old Coil Number to New Coil Part Number Cross-Reference Chart

SA-23-850DC = AE-23-800-01 SA3-23-850DC = AE-23-800-04 SA2-23-850DC = AE-23-800-05

SG-23-850DC = AE-23-800-06 SA4-23-850DC = AE-23-800-07

Late Model Williams and Bally Electronic Pinball Game Flipper Coils (1990-Later, DC Powered Coils)

Flipper Coil Sleeves chart.

FL11753 used for small short length flippers and close shots, parallel coils, 'weak' flipper strength, **Yellow** coil wrapper Color - power stroke 9.8 ohms; hold 165 ohms

FL11722 'weak' flipper strength, close shots near drop targets, parallel wound coils, Green body Wrapper Color - power stroke coil 6.2 ohms; hold flipper upright coil 160 ohms

FL24/600-30/2600 same as FL11722 except series wound coils.

Note: On EM pinball machines, parallel wound flipper coils provide a more reliable coil than the stock series wound coils. Conversion from series to parallel is possible on EM types, but does require rewiring of the flipper mechanisms. Do this as part of a full flipper rebuild.

Most likely all modern day (past 1990) pinball games use parallel wound flipper coils with the exception of solid state flippers.

FL11630 'standard' flipper strength, parallel coils, used on nearly all Williams system 11 pinball games, **Red Coil Wrapper** Color - power 4.7 ohms; hold 160 ohms

FL23/600-30/2600 same as FL11630 except series wound coils

FL15411 strong flipper strength for long 'top of playfield' shots, parallel coils, used for main flippers on Addam's Family, Twilight Zone, etc. **Orange** Coil Wrapper Color - power 4.2 ohms; hold 145 ohms

FL11629 strongest Williams flipper used for long shots and steep ramps, parallel coils, Used on most of the newest WPC system games, **Blue** coil wrapper color - power 4 ohms; hold 132 ohms.

The **super strong FL-17636** coil is notable. Even the hold coil is strong on this flipper coil. If the FL11629 doesn't destroy drop targets fast enough for you, then go after the playfield plastics with a FL-17636 coil. Equivalent to stuffing a 'F' rocket motor into a model rocket requiring a 'B' motor. Not much of the rocket or the playfield will remain. Start with a **FL11630** if you don't know what Williams modern parallel wound flipper coil to use.