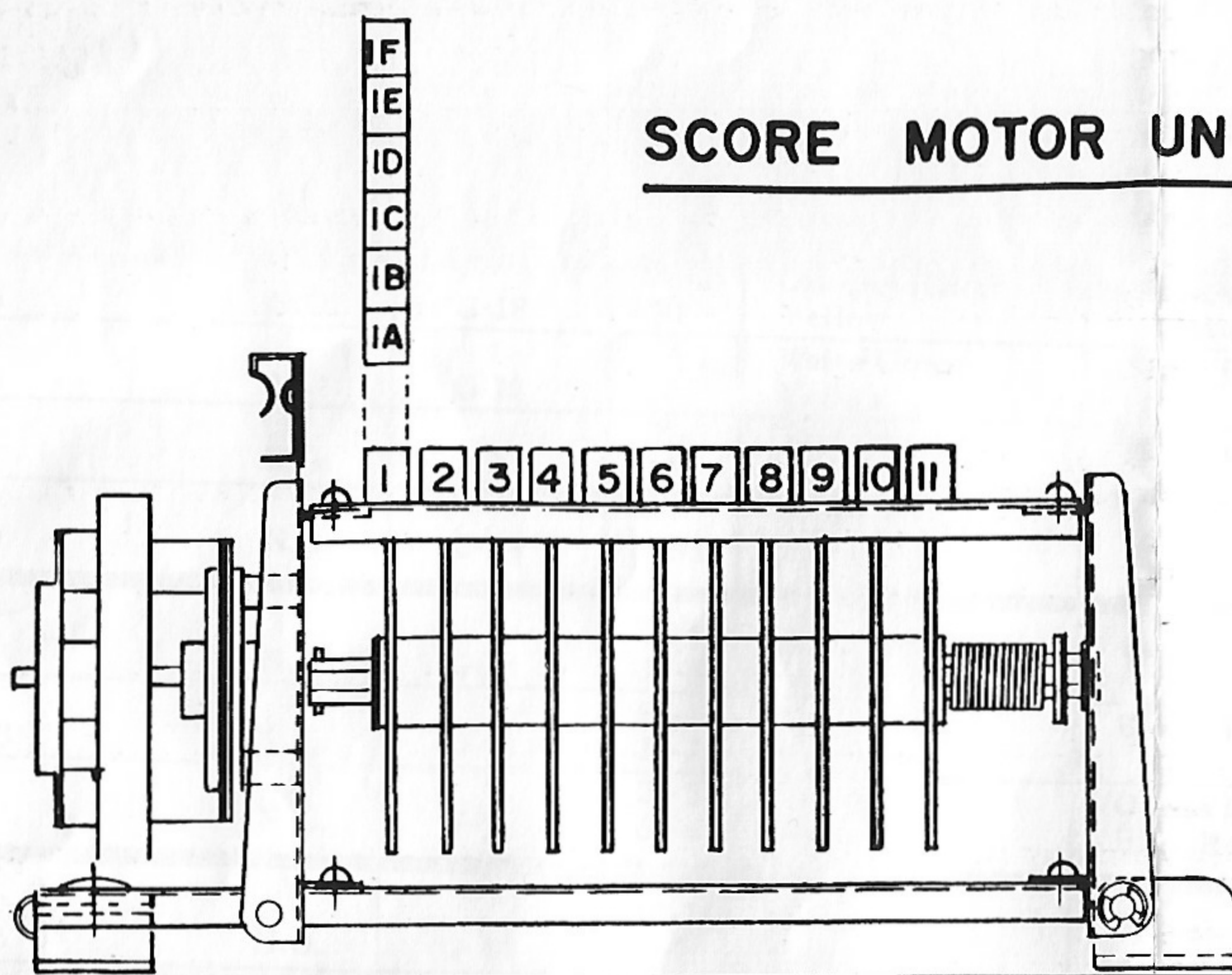


SCORE MOTOR UNIT SWITCHES



SEQUENCE OF OPERATION OF SCORE MOTOR SWITCHES																
CAMS	POSITIONS															
	0	1	2	3	4	5	6	7	0	1	2	3	4	5	6	7
1	■								■							
2		■	■	■	■	■				■	■	■	■	■		
3			■								■					
4				■								■				
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10											■					■
11												■	■	■	■	

SCORE MOTOR UNIT SWITCH CHART

SWITCH	LOCATION ON DIAGRAM	WIRE NO.	WIRE COLORS	FUNCTION OF SWITCHES	
1A	N.O.	E-7	30 13-2	Yellow Red-Yellow	Completes Score Motor Carry-over Circuit.
1B	N.O.	E-9	48-8 30	Green-Black Yellow	Completes Hold-in Circuit to #1 & #2 Reset Relays
1C	N.C.	E-5	45-1 54-4	Green-White White-Green	Opens Pull-in Circuit to Anti-Cheat Relay.
1D	N.C.	F-10	56-4 21-2	White-Brown Blue-Red	Opens Multiple Play Relay Circuit to Replay Unit Reset Coil And Total Play Meter
1E	N.C.	E-4	83-6 78-7	Black-Yellow Orange-Black	Opens Pull-in Circuit to Multiple Play Relay.
1F	S.P.D.T.	G-14	18-1 14-7 38-6	Red-Black Red-Green Yellow-Black	Opens Pull-in Circuit to Skill Hole Relay And Out Hole Relay, Completes Pull-in Circuit to Ball Return Relay.
2A	N.O.	A-21	45-2 30	Green-White Yellow	Pulses 1st Player 1's, 100's, 10,000's And 2nd Player 10's, 1000's Score Unit Step-Up Coils Thru #1 Reset Relay Homing Circuits.
2B	N.O.	A-3	93-3 15-3	Gray-Yellow Red-White	Pulses 1000 Point Relay Thru 5000 Point Relay Circuit and 100 Point Relay Thru 500 Point Relay Circuit.
3A	N.O.	F-19	25-6 57-1	Blue-White White-Orange	Pulses Replay Unit Step-Up Coil Thru 1st Player Match Number Feature Circuit.
3B	N.O.	F-11	85-2 60-2	Black-White Brown	Pulses Replay Unit Step-Up Coil Thru 2 Can Play Relay Circuit. (Credit Circuit After 2 Players Registered)
3C	N.O.	F-17	90 43-7	Gray Green-Yellow	Pulses Ball Return Kicker Solenoid Thru Ball Return Relay Circuit.
3D	N.O.	G-10	56-4 98-1	White-Brown Gray-Black	Pulses Replay Unit Reset Coil Thru Start Trip Relay Circuit From Replay Pulses Total Play Meter Thru Start Trip Relay Circuit From Coin Or Replay.
3E	N.C.	G-14	75-5 14-7	Orange-White Red-Green	Opens Hold-in Circuit to Ball Return Relays.
4A	N.O.	G-18	54-1 30	White-Green Yellow	Pulses Replay Unit Step-Up Coil Thru (5 Plays) 2nd & 3rd Coin Chute Adjustment Circuit.
4B	N.O.	E-19	25-6 71-2	Blue-White Orange-Red	Pulses Replay Unit Step-Up Coil Thru 2nd Player Match Number Feature Circuit.
4C	N.O.	A-2	85-4 15-3	Black-White Red-White	Pulses 1000 Point Relay Thru Skill Hole Relay Circuit.
5A	N.O.	G-17	51-2 30	White-Red Yellow	Pulses Replay Unit Step-Up Coil Thru (3 Plays) 2nd & 3rd Coin Chute Adjustment Circuit.
5B	N.O.	G-17	58-7 30	White-Black Yellow	Pulses Replay Unit Step-Up Coil Thru (2 Plays) 2nd & 3rd Coin Chute Adjustment Circuit.
5C	N.O.	E-7	40-6 65-3	Green Brown-White	Pulses Clutch Trip Relay Thru Start Relay Circuit.
5D	N.O.	E-10	38-1 21-2	Yellow-Black Blue-Red	Pulses 2 Can Play Trip Relay Thru Multiple Play Relay Circuit.
6A	N.O.	G-18	51-2 30	White-Red Yellow	Same Function As Switch 5A.
6B	N.C.	B-20	95-1 27-5	Gray-White Blue-Orange	Opens Hold-in Circuit to Free Ball Rollover Button Relay and Free Ball Gate Relay.
7A	N.O.	G-8	51-5 30	White-Red Yellow	Pulses Game-over Trip Relay Thru Match Relay Circuit.
8A	N.O.	G-9	63-3 30	Brown-Yellow Yellow	Pulses Skill Hole Kicker Solenoid Thru Skill Hole Relay Circuit.
8B	N.O.	F-17	75-2 43-7	Orange-White Green-Yellow	Pulses Player-Up Unit Step-Up Coil Thru Player Advance Relay Circuit.
8C	N.C.	G-23	41-8 15-3	Green-Red Red-White	Opens Hold-in Circuit to 3000 Point Relay and 5000 Point Relay.
8D	N.C.	G-15	14-7 56-6	Red-Green White-Brown	Opens Hold-in Circuit to Ball Return Relay.
9A	N.O.	G-18	78-1 30	Orange-Black Yellow	Pulses Replay Unit Step-Up Coil Thru (4 Plays) 2nd & 3rd Coin Chute Adjustment Circuit.
9B	N.O.	G-18	54-1 30	White-Green Yellow	Same Function As Switch 4A.
9C	N.O.	A-3	27-9 15-3	Blue-Orange Red-White	Pulses 1000 Point Relay Thru 3000 Point Relay Circuit.
9D	N.O.	C-14	43-7 52-1	Green-Yellow White-Blue	Pulses 0-9 Match Unit Step-Up Coil. (Match Number Feature Scramble Circuit)
10A	N.C.	G-24	74-5 15-3	Orange-Green Red-White	Opens Hold-in Circuit to 10,000 Point Relay and 500 Point Relay.
10B	N.C.	G-13	83-4 14-7	Black-Yellow Red-Green	Opens Hold-in Circuit to Player Advance Relay and Skill Hole Relay.
10C	N.C.	F-3	25-5 61-6	Blue-White Brown-Red	Opens Hold-in Circuit to 1st, 2nd, 3rd Coin Chute Relays and Multiple Play Relay.
11A	N.O.	G-18	60-7 30	Brown Yellow	Pulses Replay Unit Step-Up Coil Thru (6 Plays) 2nd & 3rd Coin Chute Adjustment Circuit.
11B	N.O.	A-26	71-7 30	Orange-Red Yellow	Pulses 1st Player 10's, 1000's and 2nd Player 1's, 100's, 10,000's Score Unit Step-Up Coils Thru #2 Reset Relay Homing Circuits.