

Operating Instructions and Parts Catalog

CONFIDENTIAL: DO NOT LEAVE INSTRUCTIONS IN GAME

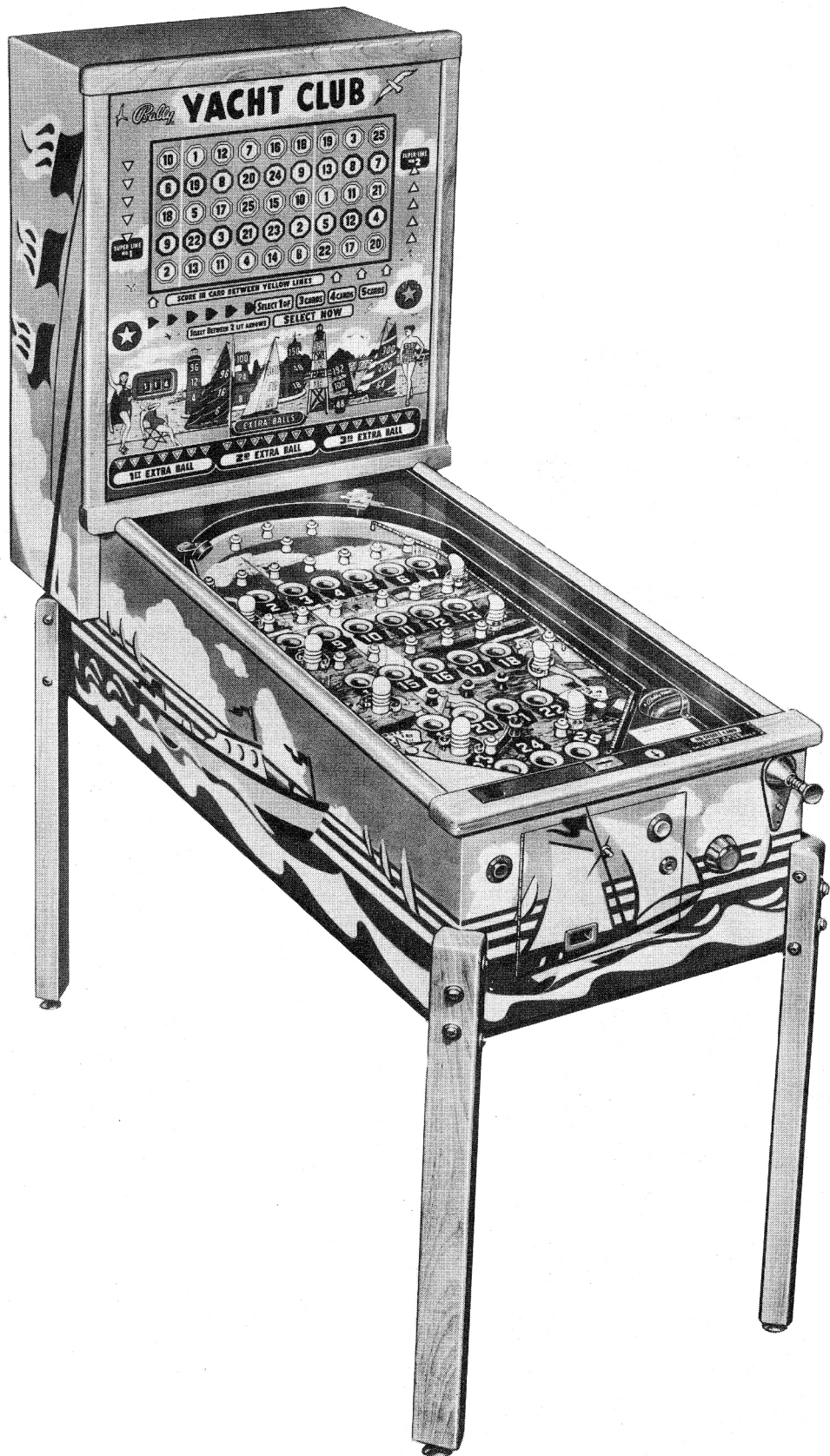
Bally®

YACHT CLUB

IMPORTANT!

Note that this manual is a combination Operating Instructions AND PARTS CATALOG. Part Numbers are marked on the various illustrations and a list of miscellaneous parts appears on the back cover.

**FOR QUICKEST SERVICE
STATE CORRECT PART NUMBER
WHEN ORDERING PARTS**



YACHT CLUB by Bally

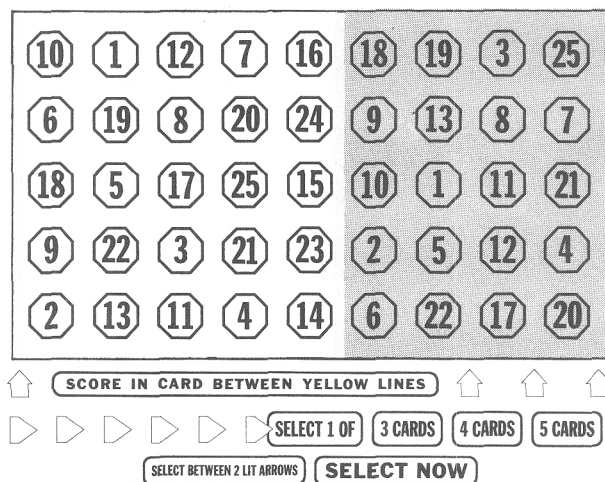
Replay amusement game: 5 balls plus 3 extra balls

EXTRA COINS MAY BE DEPOSITED

- (1) TO QUALIFY TO CHANGE SELECTED CARD
- (2) TO QUALIFY TO SCORE 3-IN-LINE SCORE
BY LIGHTING 2-IN-LINE IN SUPER-LINE NO. 1
- (3) TO QUALIFY TO SCORE 4-IN-LINE SCORE
BY LIGHTING 2-IN-LINE IN SUPER-LINE NO. 2
- (4) TO QUALIFY TO SPOT 15, 16, 23, 24
- (5) TO ADVANCE SCORES
- (6) TO PLAY FOR EXTRA BALLS

NEW SHIFTING, OVERLAPPING CARDS: Card on backglass contains 45 numbers that may be grouped by player into his choice of one of 5 different cards, each Selected Card containing numbers 1 to 25, inclusive, arranged in a square 5 numbers wide by 5 numbers high.

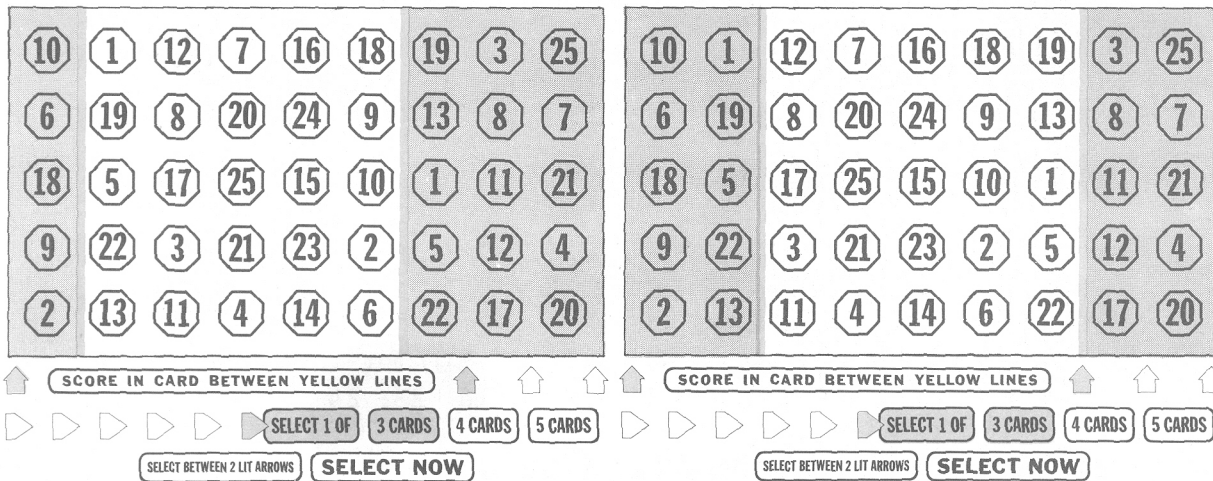
When first coin* is deposited, 2 yellow bracket-lines light, framing first Card, as illustrated below. As instructed by panel on backglass, player shoots to SCORE IN CARD BETWEEN YELLOW LINES.



FIRST CARD. No yellow arrows lit.
Player is confined to First Card. See
next page for other selectable cards.

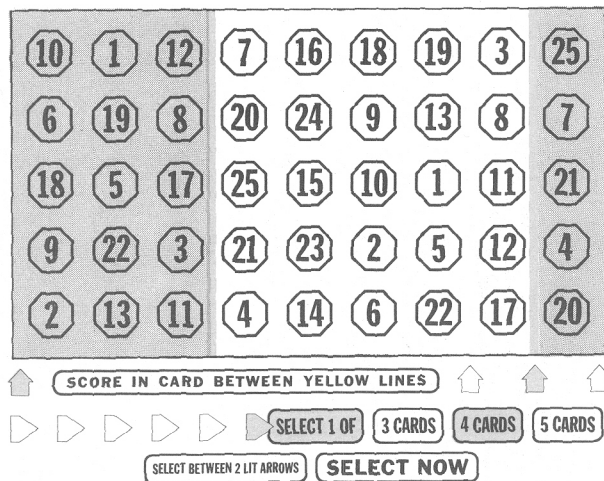
Pointer-lights under card on backglass flash when coins are deposited and advance at mystery-intervals. When light advances to sixth and final pointer, panels light to tell player to SELECT ONE OF 3 CARDS -- First Card, illustrated above, or Second or Third Card, illustrated on page 118. Another panel tells player to SELECT BETWEEN 2 LIT ARROWS.

*When replays are registered, Buttons are pressed, instead of coins being deposited.



SECOND CARD and THIRD CARD. Lit yellow arrows show that player may shift yellow bracket-lines at will, selecting and re-selecting his choice of one of 3 cards -- First Card, Second Card or Third Card.

As additional coins* are deposited, panel-lights advance at mystery intervals from 3 CARDS to 4 CARDS, as illustrated below, then to 5 CARDS, as illustrated on page 119.



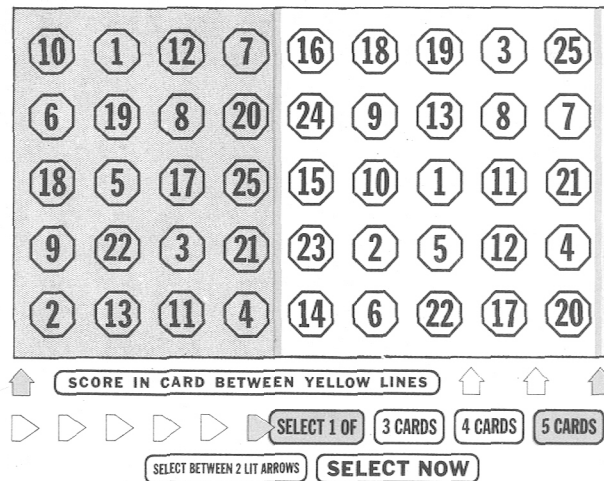
FOURTH CARD. Lit yellow arrows show that player may select and re-select his choice of one of 4 cards -- First Card, Second Card, Third Card or Fourth Card.

By turning Selector-Knob player may shift yellow-light bracket-lines back and forth, selecting and re-selecting his choice of one of 3, 4 or 5 cards, depending on panel lit -- until fourth ball is shot**.

Numbers previously scored automatically transfer to Selected Card.

*When replays are registered, Buttons are pressed, instead of coins being deposited.

**Selector Knob is ineffective after fourth ball is shot.



FIFTH CARD. Lit yellow arrows show that player may select and re-select his choice of one of 5 cards -- First Card, Second Card, Third Card, Fourth Card or Fifth Card.

NEW SUPER-LINES: Pointer-lights at left of Card on backglass flash when coin* is deposited and advance at mystery-intervals. When light advances to fifth and final pointer, SUPER-LINE No. 1 panel lights, qualifying player for No. 1 Super-Line score***.

As additional coins* are deposited, pointer-lights at right of Card advance to qualify player for No. 2 Super-Line Score***.

SPOTTEM FEATURE: Red Star and Yellow Star on backglass flash when coins* are deposited and, at mystery intervals, light and remain lit.

Red Star Roll-over on playfield spots 23 and 24, when Red Star is lit.

Yellow Star Roll-over on playfield spots 15 and 16, when Yellow Star is lit.

GUARANTEED FEATURES: Regardless of number of coins* deposited, each feature, after lighting, remains lit until end of game.

*When replays are registered, Buttons are pressed, instead of coins being deposited.

***2-in-line in Super-Line No. 1 scores 3-in-line score, when SUPER-LINE NO. 1 is lit.

2-in-line in Super-Line No. 2 scores 4-in-line score, when SUPER-LINE NO. 2 is lit.

ADVANCING SCORES****: Scores**** appear in scene on backglass, advancing at mystery intervals when coins* are deposited.

GUARANTEED SCORES****: Scores**** either advance to higher bracket or remain as high as on previous coin*, never drop back to a lower bracket, regardless of number of coins* deposited.

EXTRA-BALLS FEATURE: After shooting 4 balls, player may press Extra-Balls Button and deposit additional coins* to play for extra balls.

Pointer-lights above 1st EXTRA BALL flash when coins* are deposited and advance at mystery-intervals. When light advances to seventh and final pointer of first group, 1st EXTRA BALL lights and first extra ball is released.

As additional coins* are deposited pointer-lights advance above 2nd EXTRA BALL and 3rd EXTRA BALL, lighting 2nd EXTRA BALL and 3rd EXTRA BALL, releasing second extra ball and third extra ball.

GUARANTEED ADVANCE TO EXTRA BALLS: Pointer-lights either advance or remain as far advanced as on previous coin*, never drop back to a less advanced position.

Coins deposited to play for extra balls do not light other scoring-advantages or advance scores.

After pressing Extra-Balls Button, player may not play to light other scoring-advantages or to advance scores.

*When replays are registered, Buttons are pressed, instead of coins being deposited.

****5-in-line: 96-96-100-100-150-150-192-300

4-in-line: 12- 16- 24- 32- 48- 72- 100- 200

3-in-line: 4- 6- 8- 12- 18- 36- 48- 64

Numbers lit in line may be in horizontal, vertical or diagonal lines, but numbers lit in diagonal line must be in line running directly from corner to corner of Card.

2-in-line in Super-Line No. 1 scores 3-in-line score when SUPER-LINE NO. 1 is lit.

2-in-line in Super-Line No. 2 scores 4-in-line score when SUPER-LINE NO. 2 is lit.

Numbers in line must be in Selected Card.

Only one 3-in-line score registers per game.

Only one 4-in-line score registers per game.

Only highest score registers.

YACHT CLUB

INSTALLATION AND OPERATING INSTRUCTIONS

Fasten 4 legs to cabinet with bolts and washers furnished. Place back-box in position. Unlock and open back-door and fasten the back-box to cabinet with bolts and washers furnished. (2 back-door locks are common.)

Plug power line into 110-115 volt 60 cycle Alternating Current only. Turn on power by turning toggle-switch on. Toggle-switch is located on lower left side of back-box.

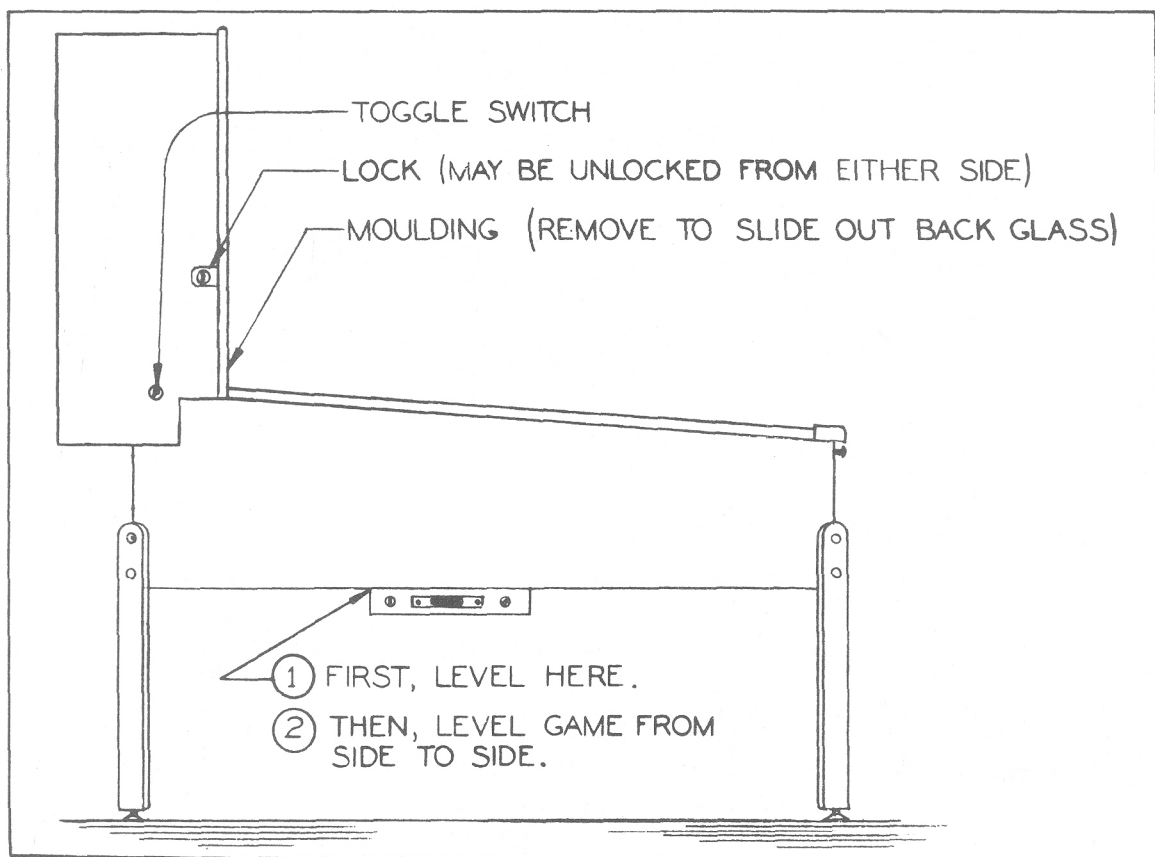
ACCESS TO MECHANISM AND LIGHT BULBS

Back-glass may be removed from either side by unlocking side desired and removing upright moulding. (Remove moulding by pulling bottom portion.)

After removing back-glass, access to mechanism may be obtained by raising 2 slide brackets on insert, located on left and right edges of insert. Insert may then be tilted forward for easy accessibility.

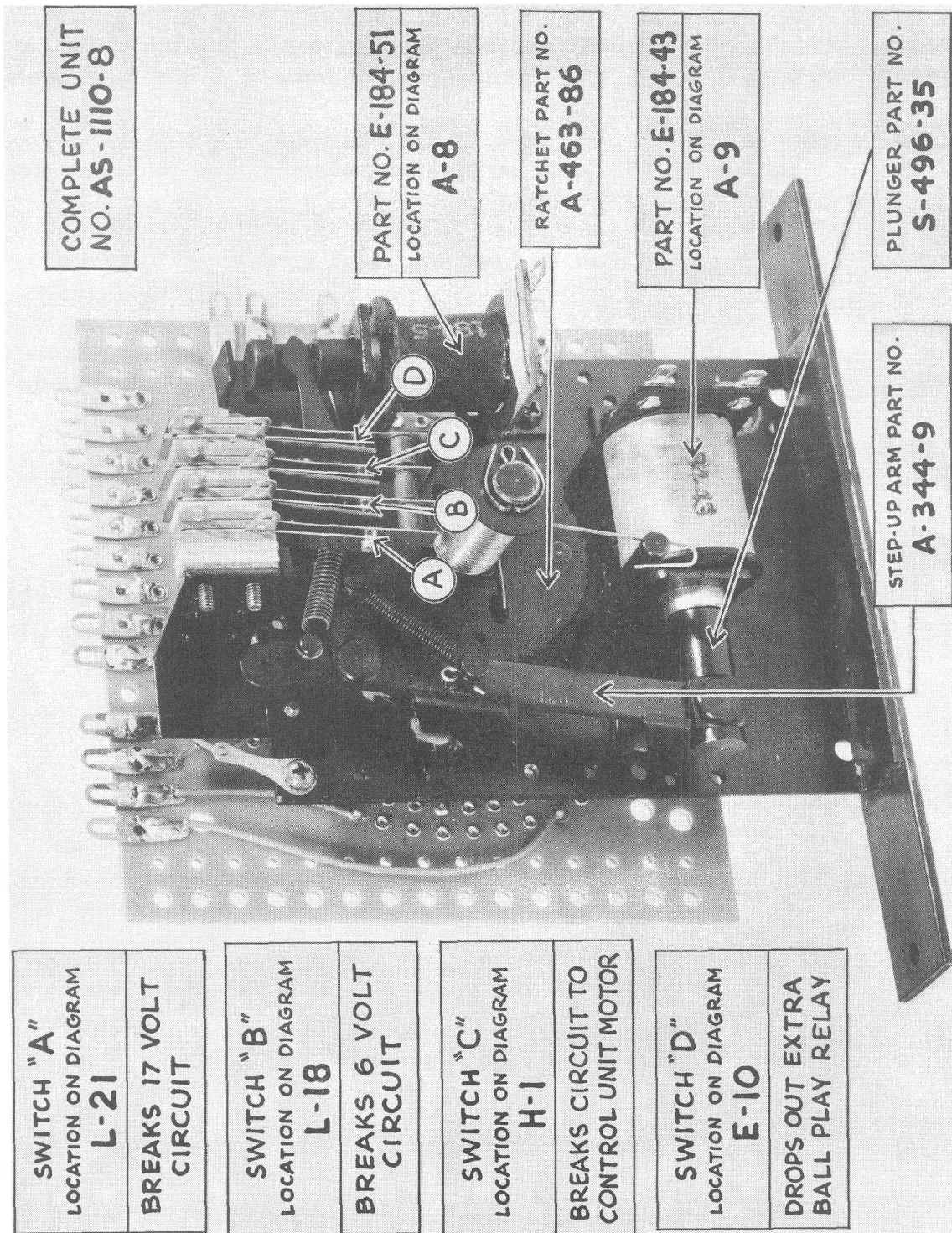
BE SURE TO LEVEL GAME

See instructions for leveling below. Place 8 balls in game.



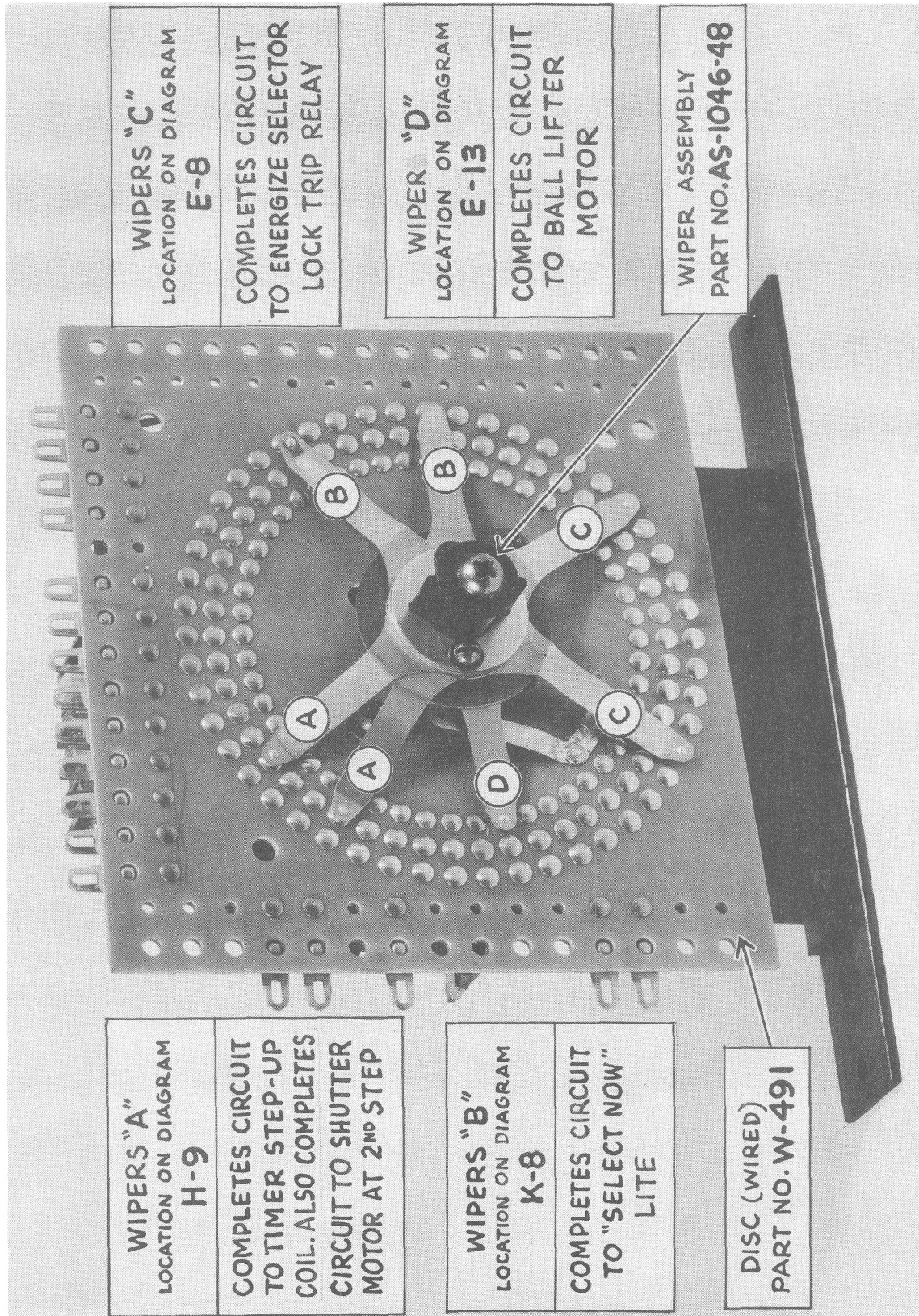
YACHT CLUB

TIMER UNIT — COIL SIDE



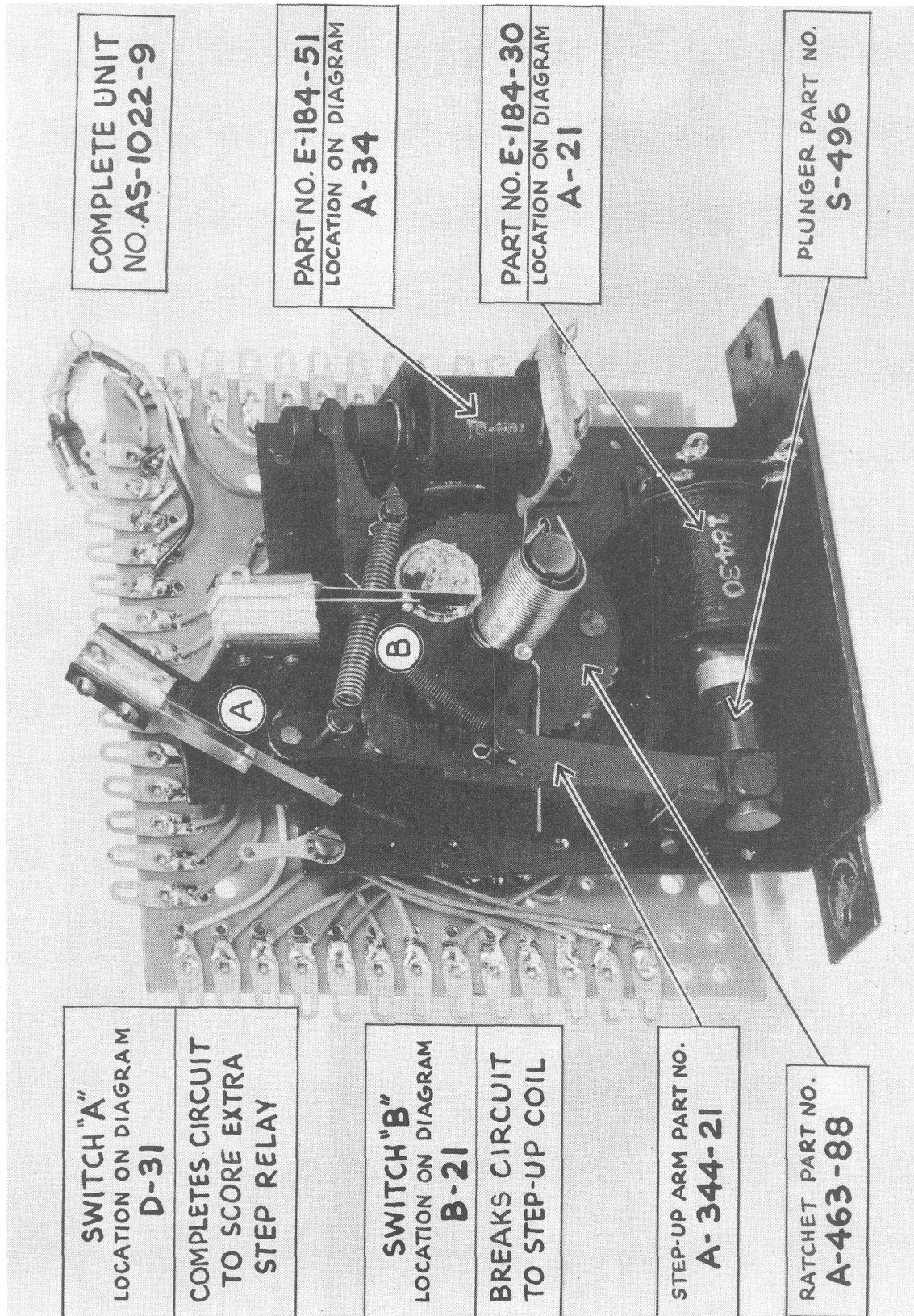
YACHT CLUB

TIMER UNIT — WIPER SIDE



YACHT CLUB

SCORE UNIT — COIL SIDE



YACHT CLUB

SCORE UNIT — WIPER SIDE

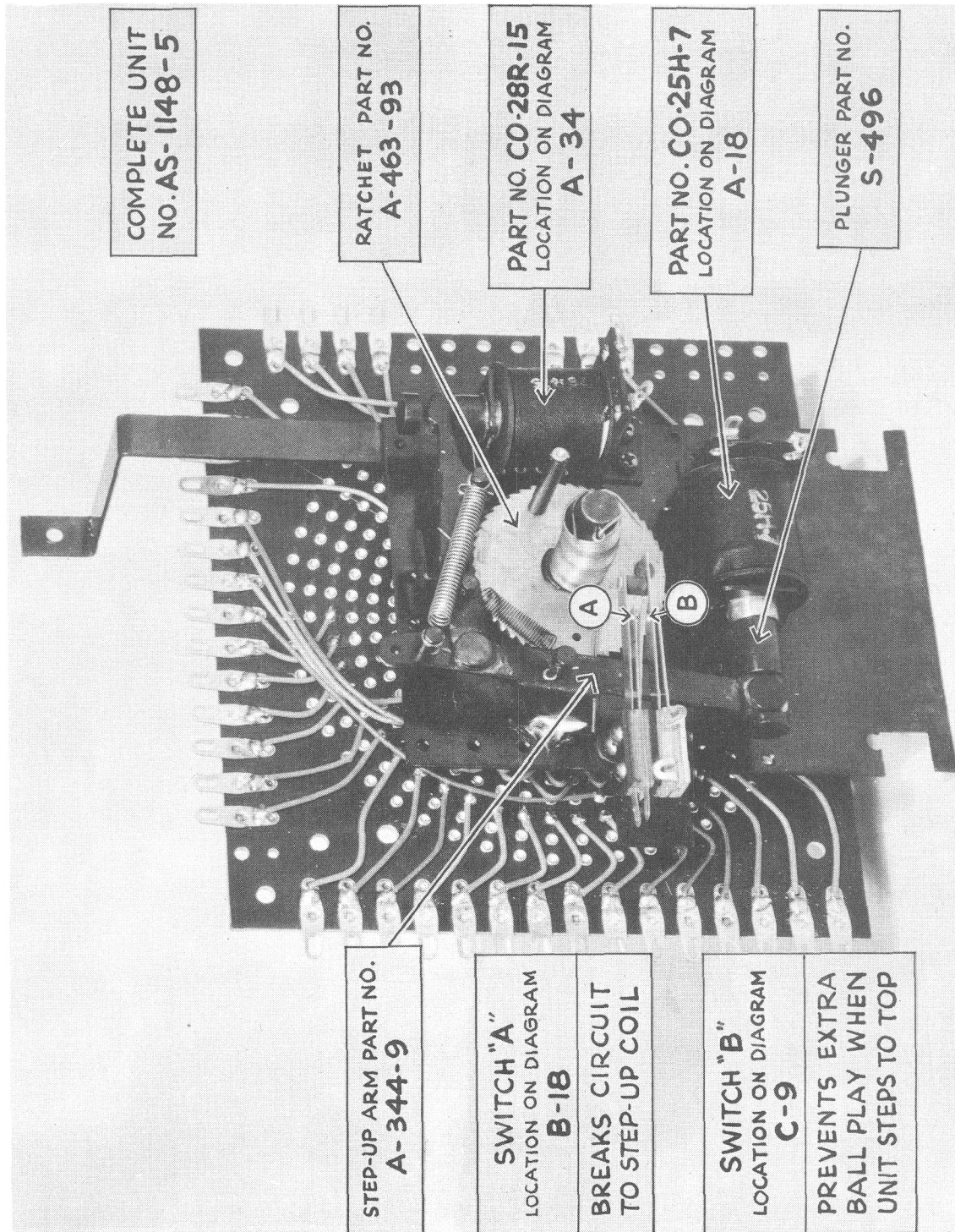
| | |
|--|--|
| <p>WIPER "A" LOCATION ON DIAGRAM H-25</p> <p>PROPORTIONING FACTOR FOR ALL ADVANTAGES</p> | <p>WIPER "E" LOCATION ON DIAGRAM G-18</p> <p>COMPLETES REPLAY CIRCUIT FOR 5-IN-LINE SCORING</p> |
| <p>WIPER "B" LOCATION ON DIAGRAM J-10</p> <p>LITES SCORE LITES</p> | <p>WIPER "F" LOCATION ON DIAGRAM G-18</p> <p>COMPLETES REPLAY CIRCUIT FOR 4-IN-LINE SCORING</p> |
| <p>WIPER "C" LOCATION ON DIAGRAM F-22</p> <p>COMPLETES CIRCUIT TO SCORE STEP-UP COIL AT 2ND STEP</p> | <p>WIPER "G" LOCATION ON DIAGRAM G-17</p> <p>COMPLETES REPLAY CIRCUIT FOR 3-IN-LINE SCORING</p> |
| <p>WIPER "D" LOCATION ON DIAGRAM C-15</p> <p>REPLAY MULTIPLIER CIRCUIT</p> | <p>WIPER "H" LOCATION ON DIAGRAM D-22</p> <p>GUARANTEES 1ST & 2ND SCORE STEPS. THEN PROPORTIONS FURTHER STEPS</p> |

**WIPER ASSEMBLY
PART NO. AS-1046-43**

**DISC (WIRED)
PART NO. W-489**

YACHT CLUB

EXTRA BALL UNIT — COIL SIDE



COMPLETE UNIT
NO. AS-1148-5

RATCHET PART NO.
A-463-93

PART NO. CO-28R-15
LOCATION ON DIAGRAM
A-34

PART NO. CO-25H-7
LOCATION ON DIAGRAM
A-18

PLUNGER PART NO.
S-496

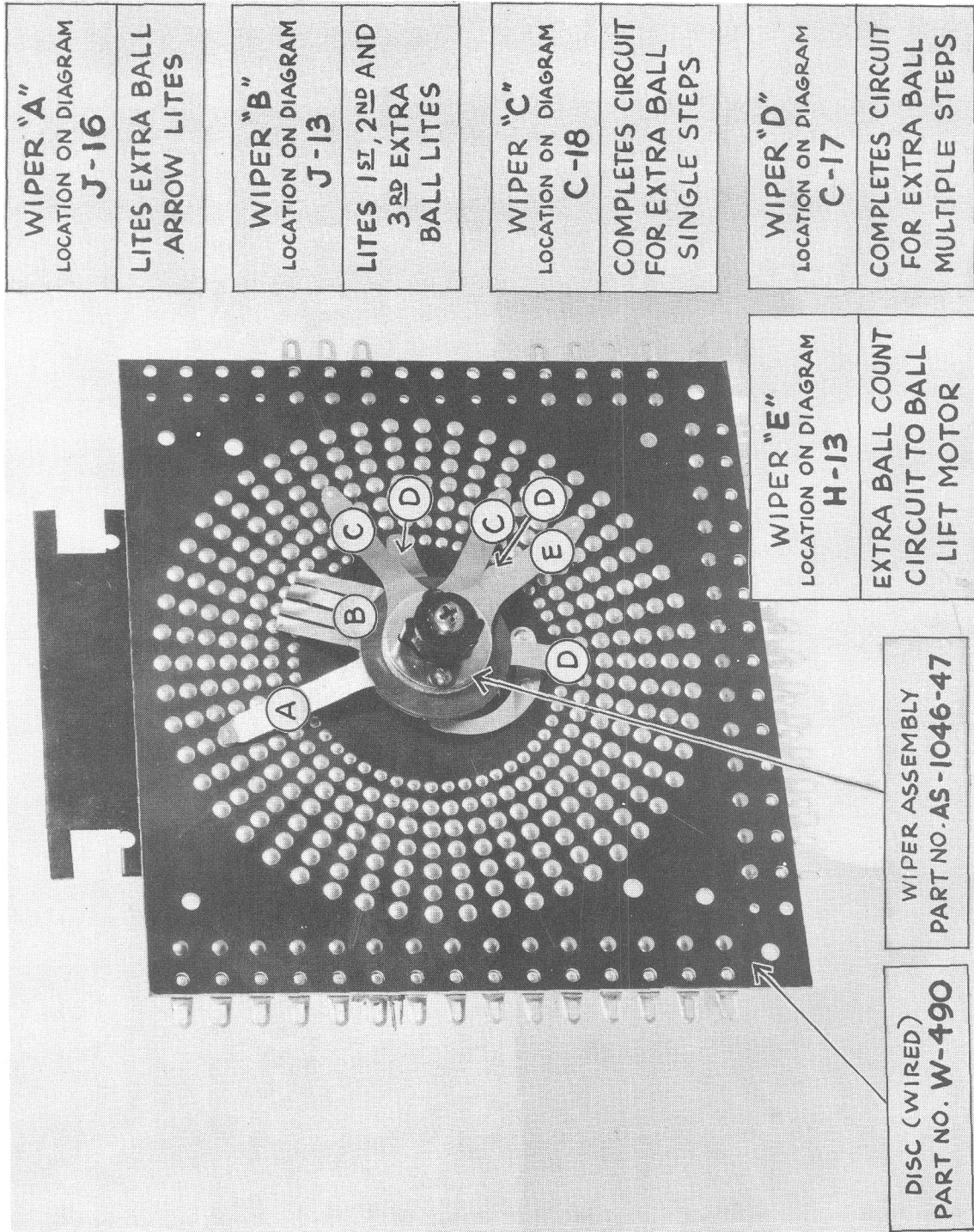
STEP-UP ARM PART NO.
A-344-9

SWITCH "A"
LOCATION ON DIAGRAM
B-18
BREAKS CIRCUIT
TO STEP-UP COIL

SWITCH "B"
LOCATION ON DIAGRAM
C-9
PREVENTS EXTRA
BALL PLAY WHEN
UNIT STEPS TO TOP

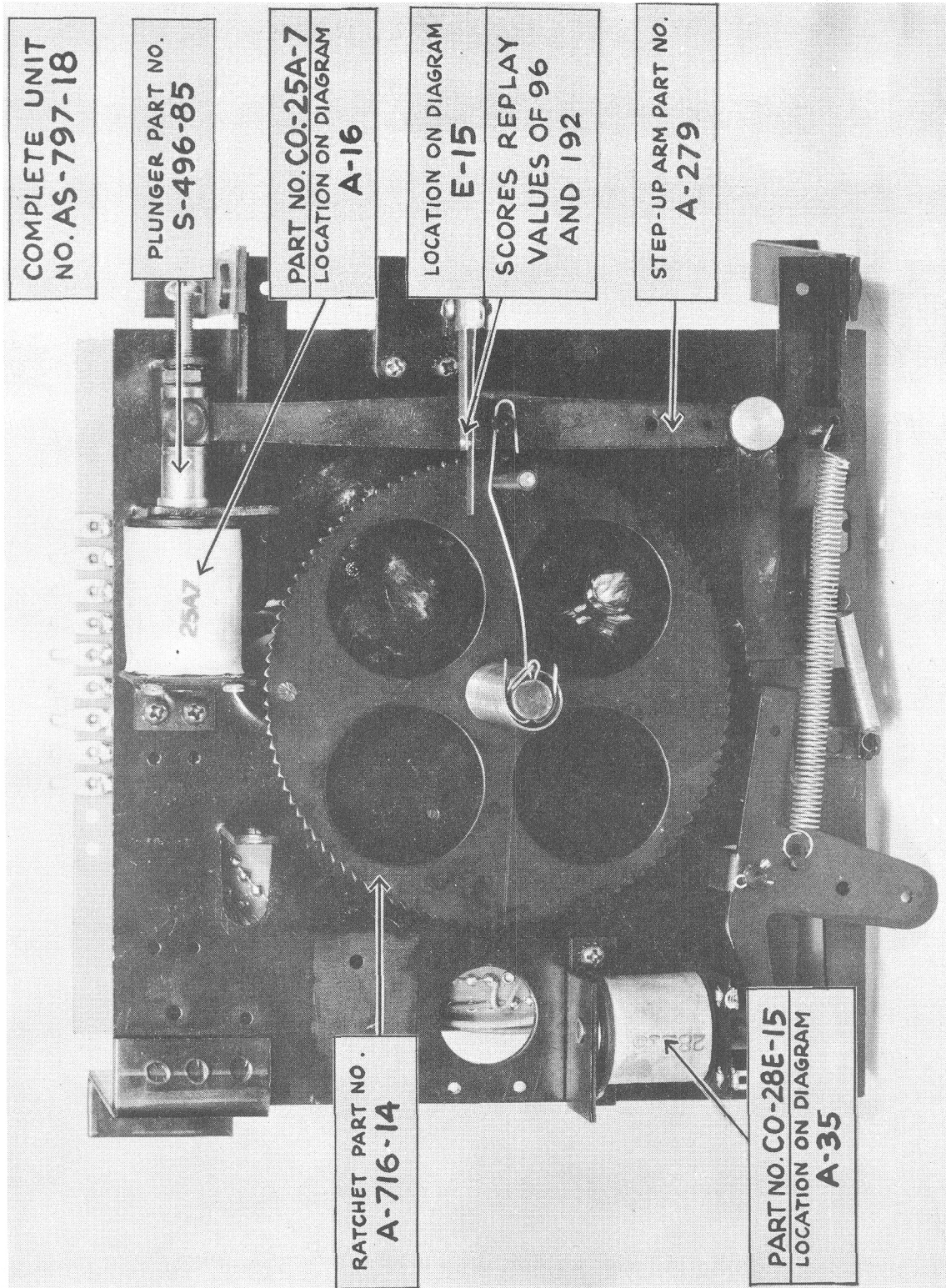
YACHT CLUB

EXTRA BALL UNIT — WIPER SIDE



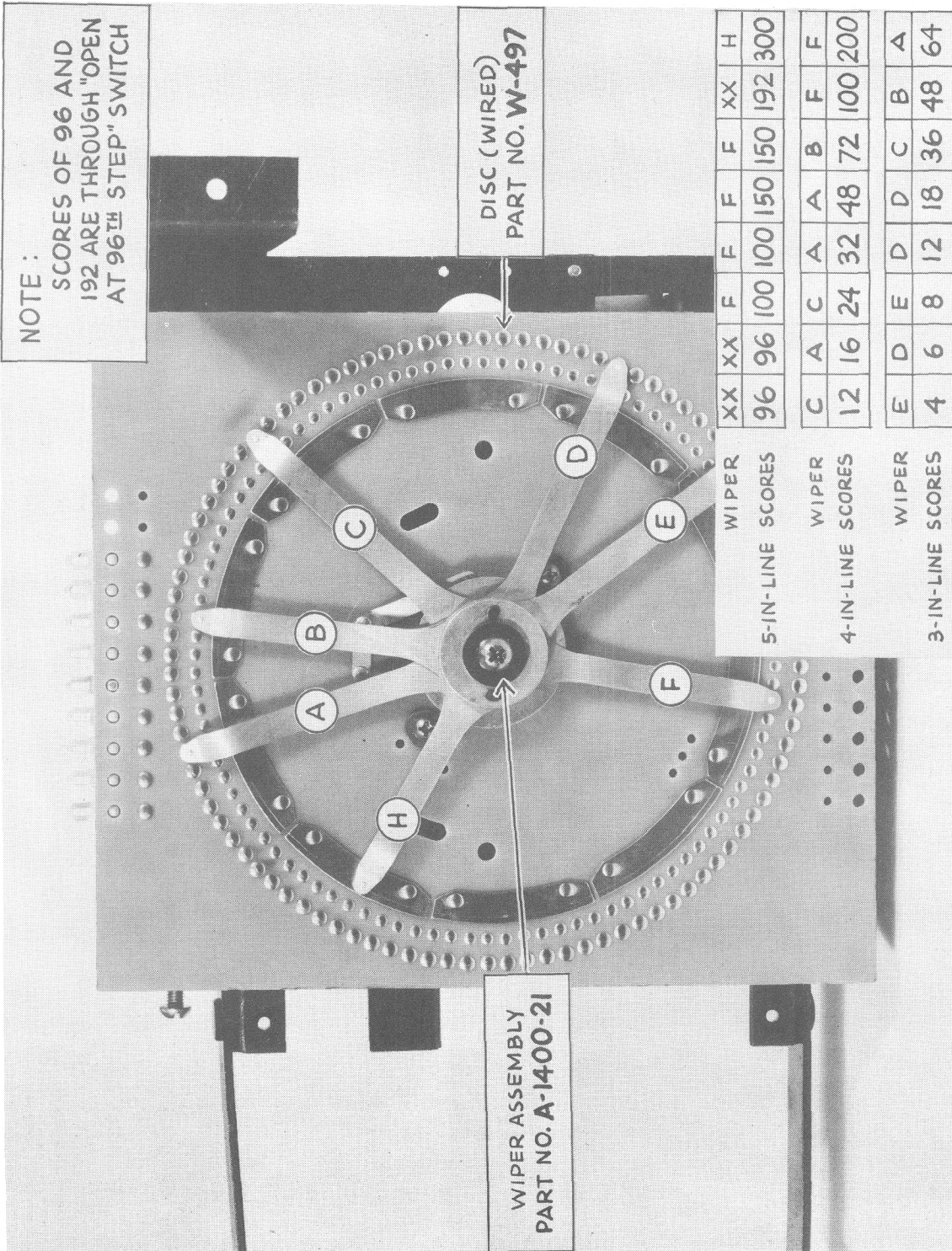
YACHT CLUB

REPLAY COUNTER — COIL SIDE



YACHT CLUB

REPLAY COUNTER — WIPER SIDE



NOTE :
 SCORES OF 96 AND
 192 ARE THROUGH "OPEN
 AT 96TH STEP" SWITCH

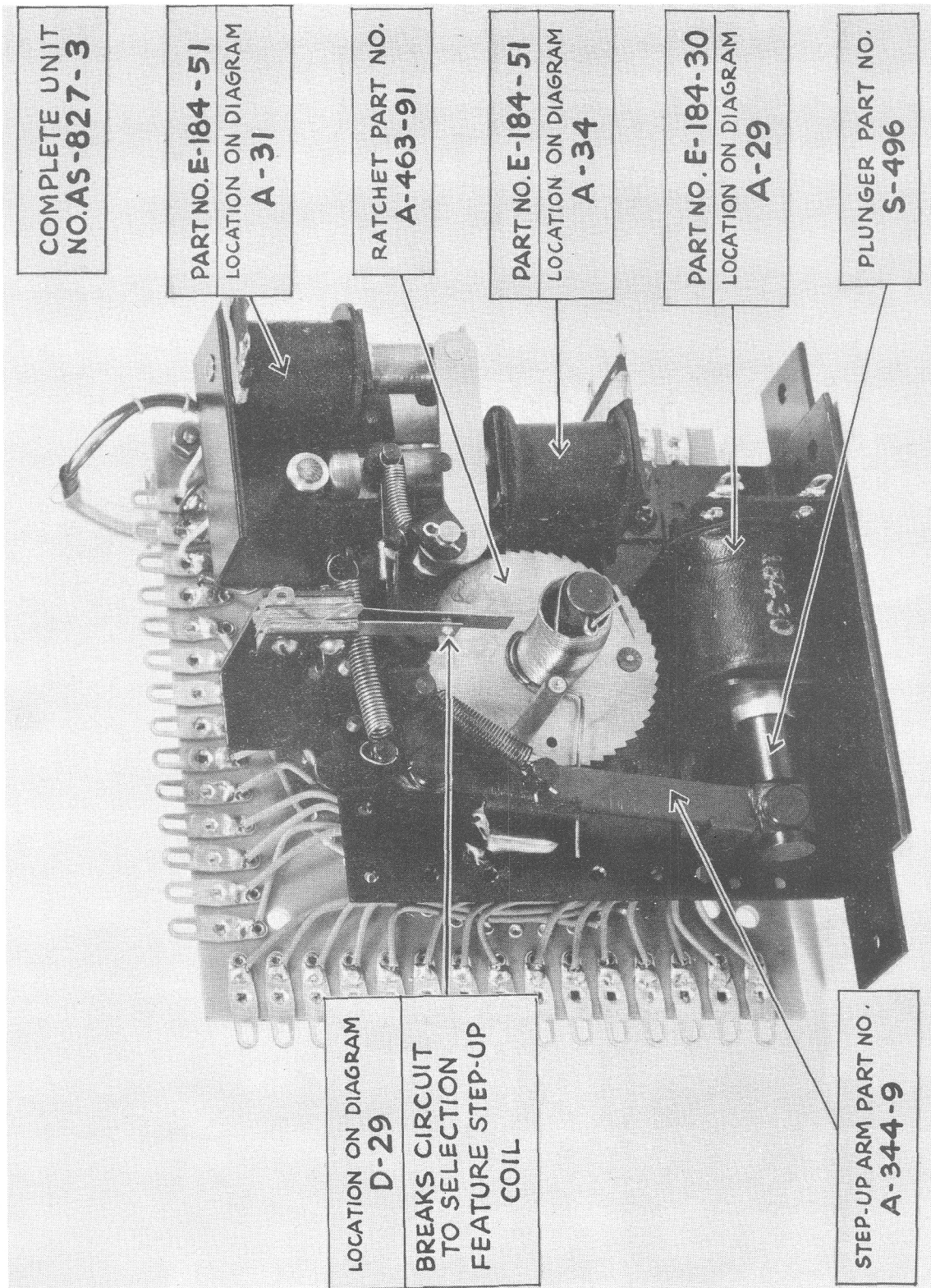
DISC (WIRED)
 PART NO. W-497

WIPER ASSEMBLY
 PART NO. A-1400-21

| WIPER | XX | XX | F | F | F | F | F | XX | H |
|------------------|----|----|-----|-----|-----|-----|-----|-----|-----|
| 5-IN-LINE SCORES | 96 | 96 | 100 | 100 | 150 | 150 | 150 | 192 | 300 |
| WIPER | C | A | C | A | A | A | B | F | F |
| 4-IN-LINE SCORES | 12 | 16 | 24 | 32 | 48 | 72 | 100 | 200 | |
| WIPER | E | D | E | D | D | C | B | A | |
| 3-IN-LINE SCORES | 4 | 6 | 8 | 12 | 18 | 36 | 48 | 64 | |

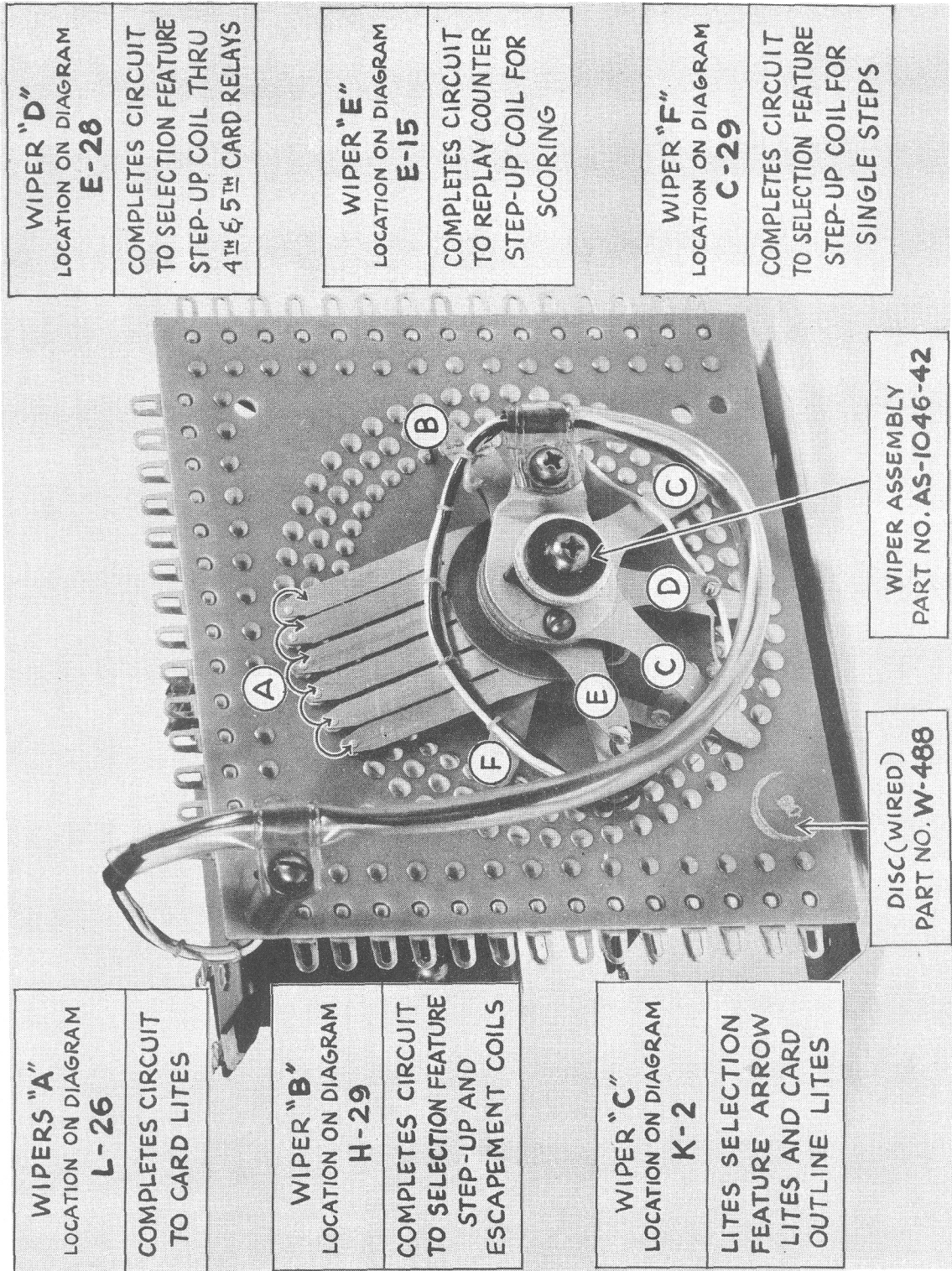
YACHT CLUB

SELECTION FEATURE UNIT — COIL SIDE



YACHT CLUB

SELECTION FEATURE UNIT — WIPER SIDE



WIPERS "A"
LOCATION ON DIAGRAM
L-26
COMPLETES CIRCUIT
TO CARD LITES

WIPER "B"
LOCATION ON DIAGRAM
H-29
COMPLETES CIRCUIT
TO SELECTION FEATURE
STEP-UP AND
ESCAPEMENT COILS

WIPER "C"
LOCATION ON DIAGRAM
K-2
LITES SELECTION
FEATURE ARROW
LITES AND CARD
OUTLINE LITES

WIPER "D"
LOCATION ON DIAGRAM
E-28
COMPLETES CIRCUIT
TO SELECTION FEATURE
STEP-UP COIL THRU
4TH & 5TH CARD RELAYS

WIPER "E"
LOCATION ON DIAGRAM
E-15
COMPLETES CIRCUIT
TO REPLAY COUNTER
STEP-UP COIL FOR
SCORING

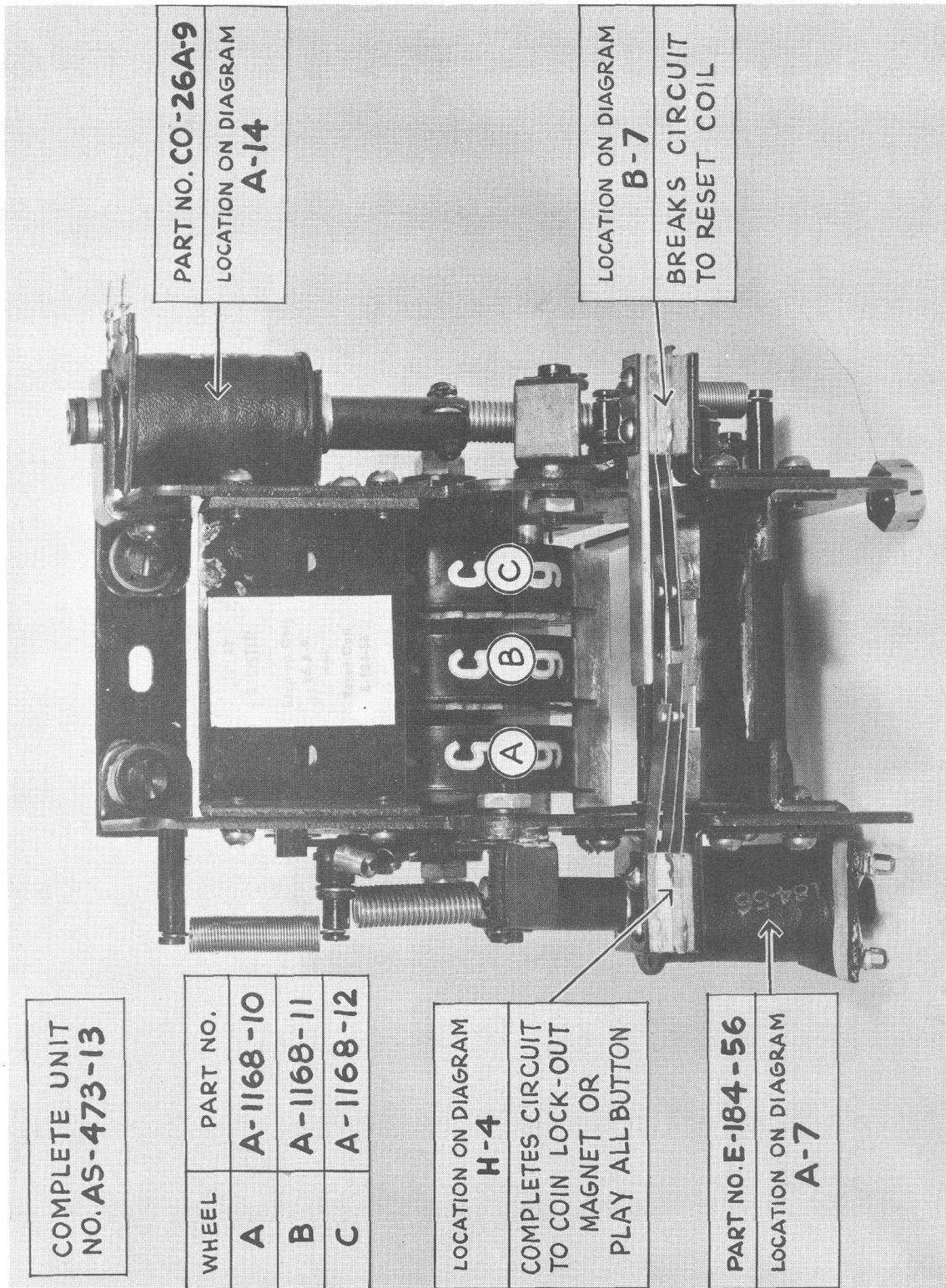
WIPER "F"
LOCATION ON DIAGRAM
C-29
COMPLETES CIRCUIT
TO SELECTION FEATURE
STEP-UP COIL FOR
SINGLE STEPS

WIPER ASSEMBLY
PART NO. AS-1046-42

DISC (WIRED)
PART NO. W-488

YACHT CLUB

REPLAY REGISTER UNIT



COMPLETE UNIT
NO. AS-473-13

| WHEEL | PART NO. |
|-------|-----------|
| A | A-1168-10 |
| B | A-1168-11 |
| C | A-1168-12 |

LOCATION ON DIAGRAM
H-4
COMPLETES CIRCUIT
TO COIN LOCK-OUT
MAGNET OR
PLAY ALL BUTTON

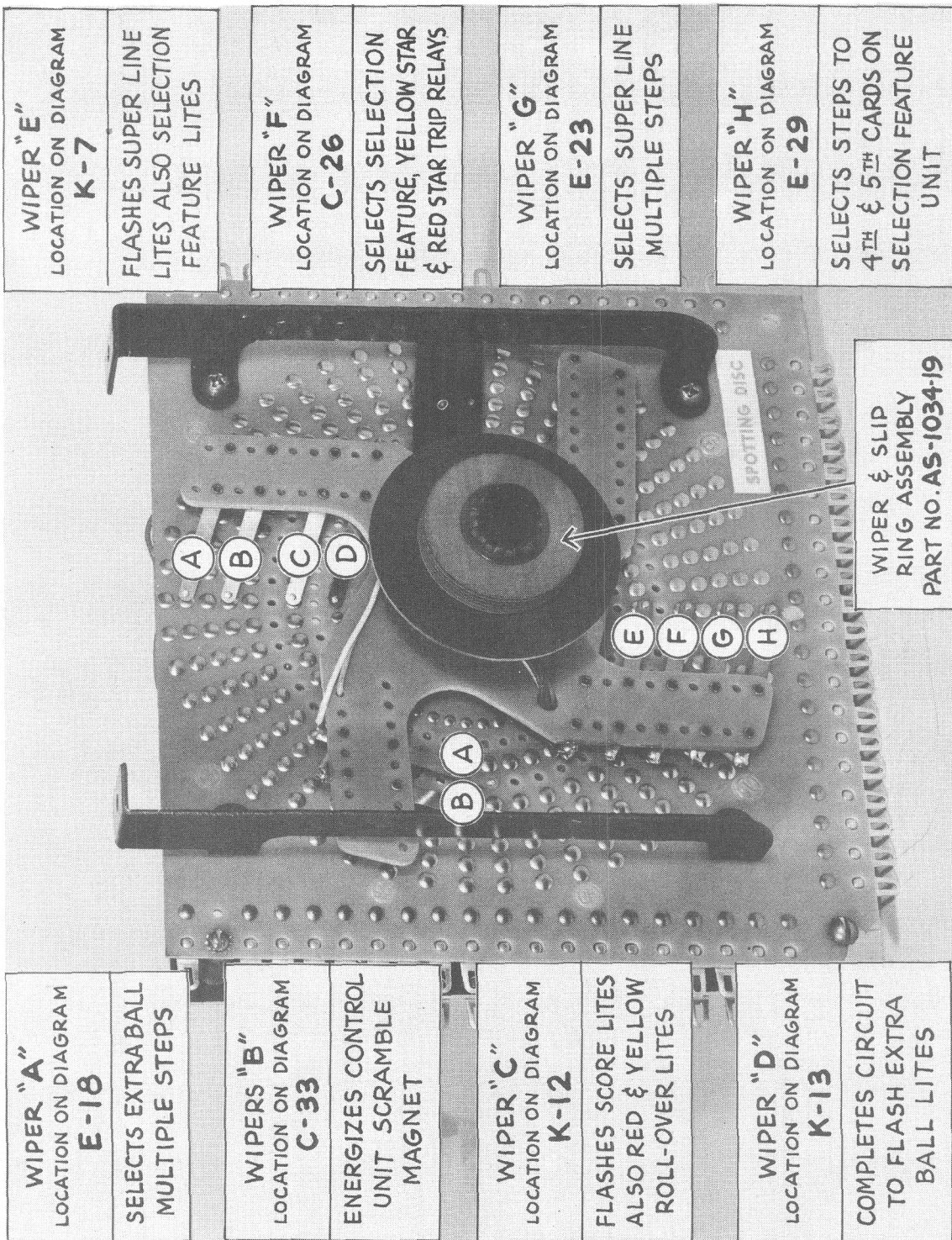
PART NO. E-184-56
LOCATION ON DIAGRAM
A-7

PART NO. CO-26A-9
LOCATION ON DIAGRAM
A-14

LOCATION ON DIAGRAM
B-7
BREAKS CIRCUIT
TO RESET COIL

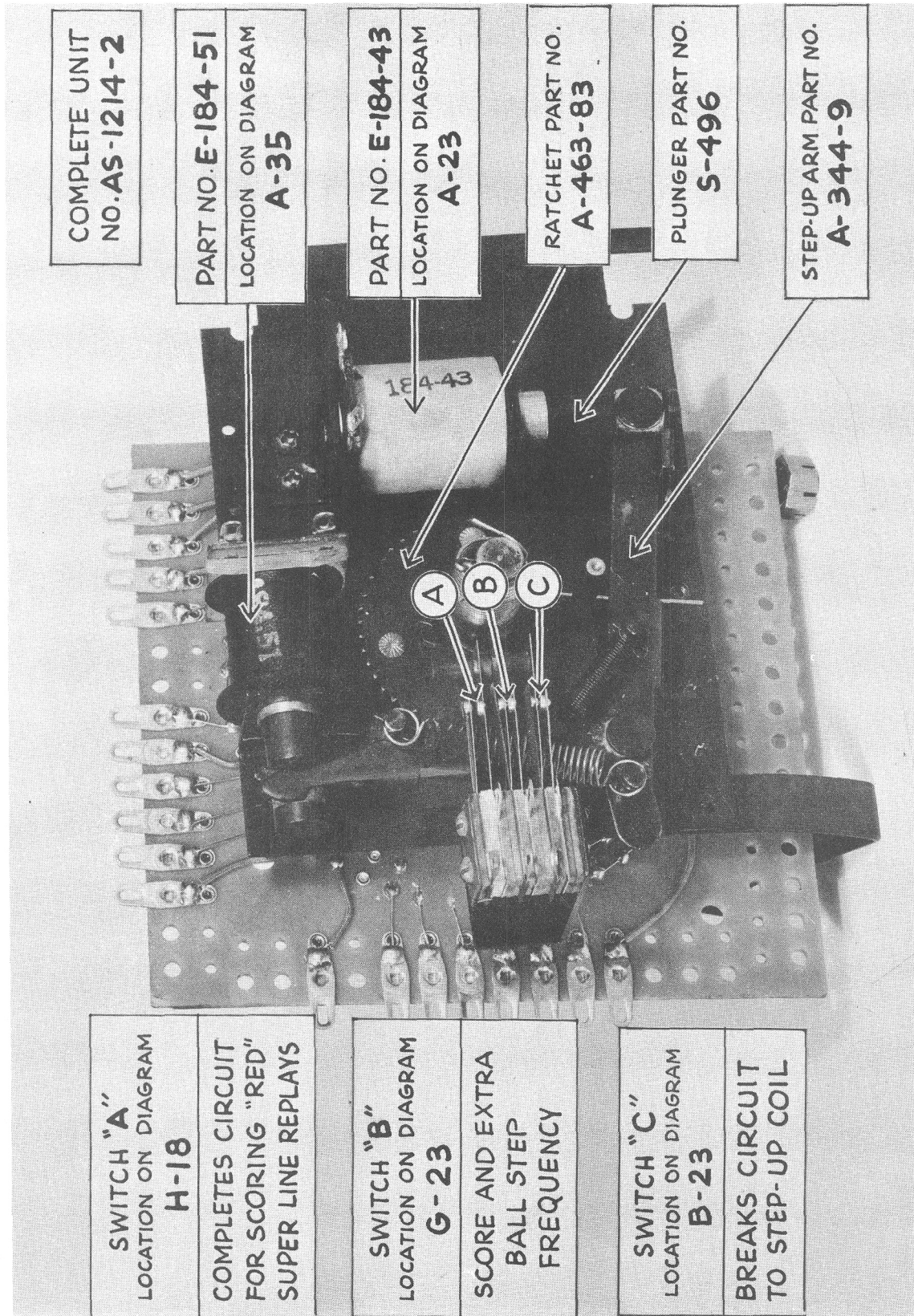
YACHT CLUB

CONTROL UNIT SPOTTING DISC AND WIPERS



YACHT CLUB

SUPER-LINE UNIT — COIL SIDE



COMPLETE UNIT
NO. AS-1214-2

PART NO. E-184-51
LOCATION ON DIAGRAM
A-35

PART NO. E-184-43
LOCATION ON DIAGRAM
A-23

RATCHET PART NO.
A-463-83

PLUNGER PART NO.
S-496

STEP-UP ARM PART NO.
A-344-9

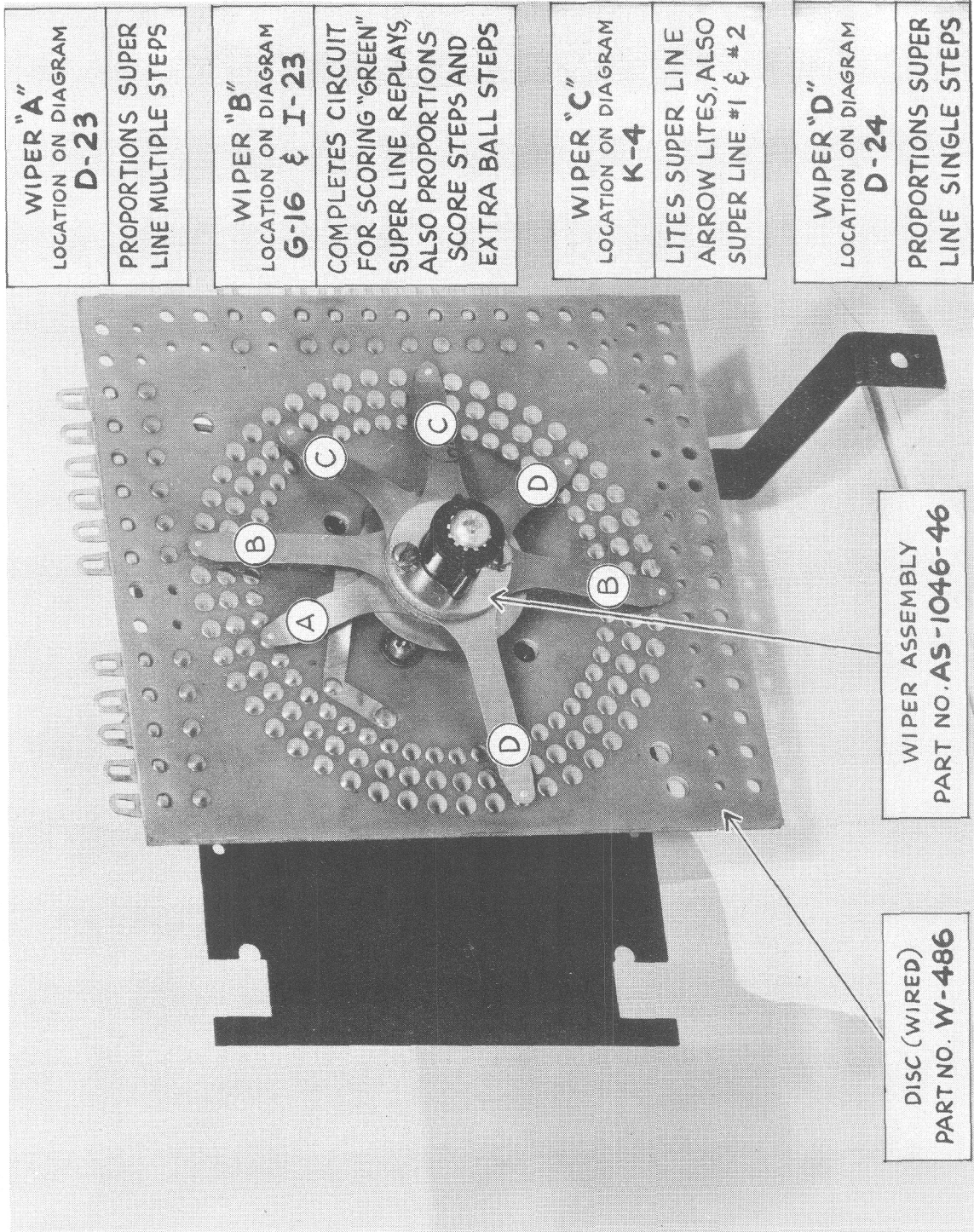
SWITCH "A"
LOCATION ON DIAGRAM
H-18
COMPLETES CIRCUIT
FOR SCORING "RED"
SUPER LINE REPLAYS

SWITCH "B"
LOCATION ON DIAGRAM
G-23
SCORE AND EXTRA
BALL STEP
FREQUENCY

SWITCH "C"
LOCATION ON DIAGRAM
B-23
BREAKS CIRCUIT
TO STEP-UP COIL

YACHT CLUB

SUPER-LINE UNIT — WIPER SIDE



WIPER "A"
 LOCATION ON DIAGRAM
D-23
 PROPORTIONS SUPER
 LINE MULTIPLE STEPS

WIPER "B"
 LOCATION ON DIAGRAM
G-16 & I-23
 COMPLETES CIRCUIT
 FOR SCORING "GREEN"
 SUPER LINE REPLAYS,
 ALSO PROPORTIONS
 SCORE STEPS AND
 EXTRA BALL STEPS

WIPER "C"
 LOCATION ON DIAGRAM
K-4
 LITES SUPER LINE
 ARROW LITES, ALSO
 SUPER LINE #1 & #2

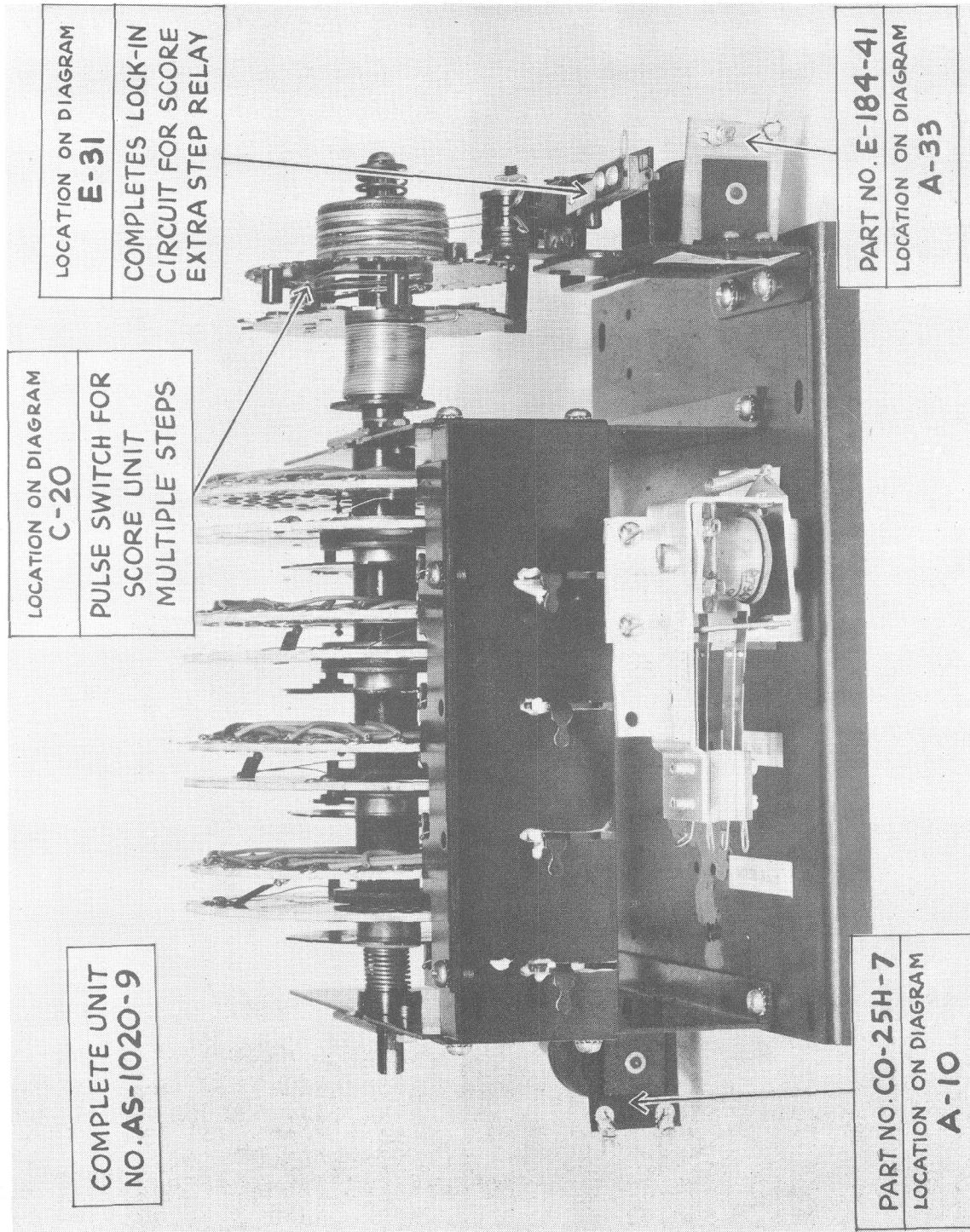
WIPER "D"
 LOCATION ON DIAGRAM
D-24
 PROPORTIONS SUPER
 LINE SINGLE STEPS

WIPER ASSEMBLY
 PART NO. AS-1046-46

DISC (WIRED)
 PART NO. W-486

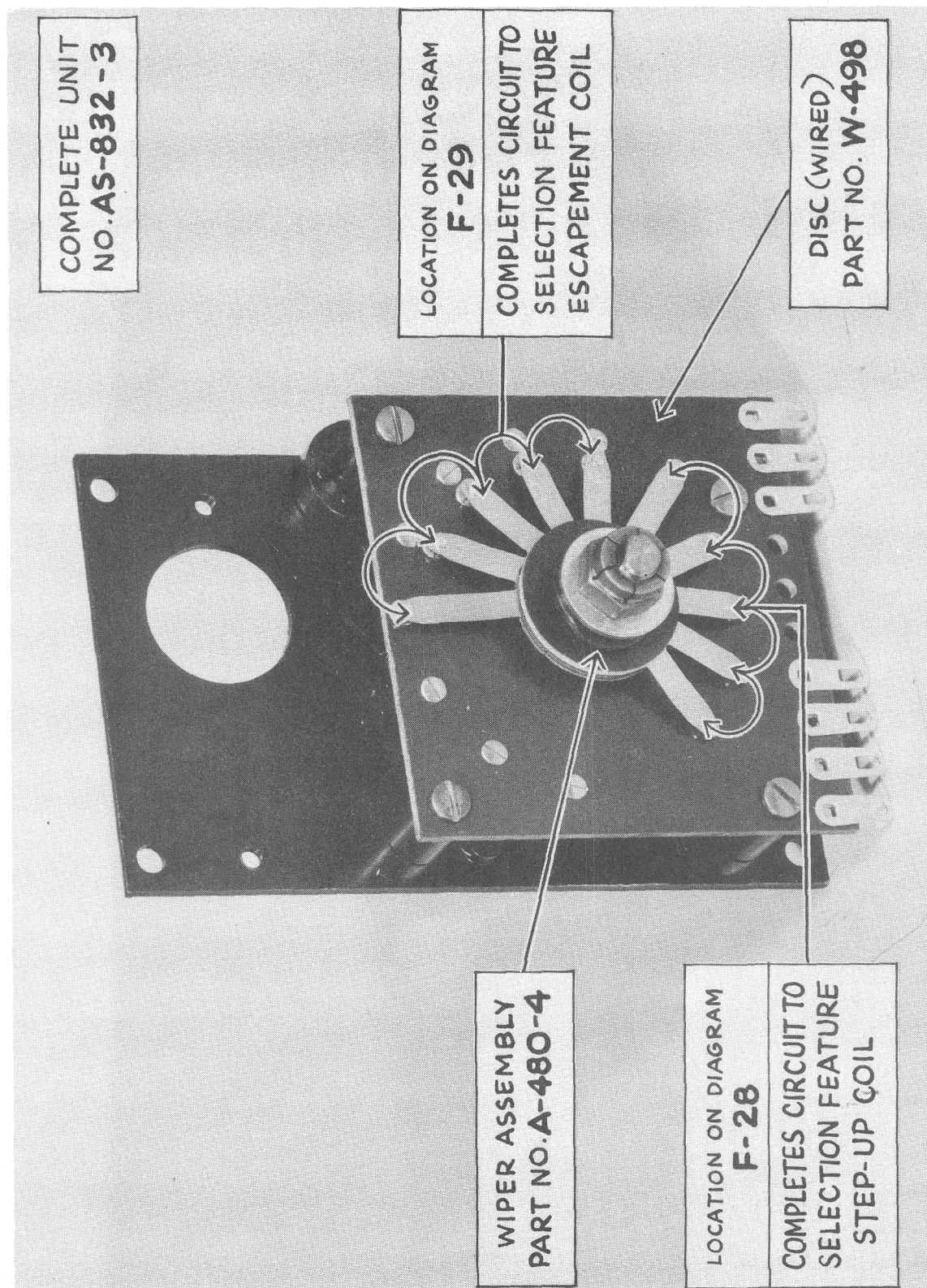
YACHT CLUB

MIXER UNIT

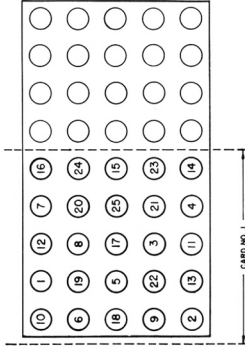
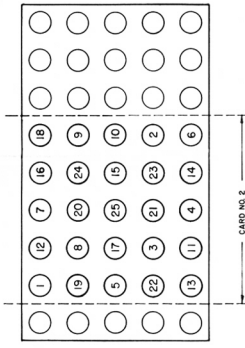
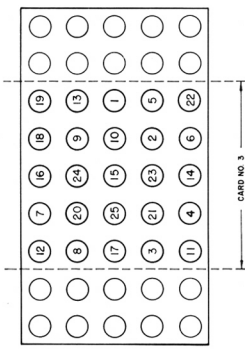
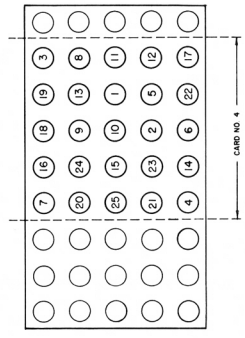
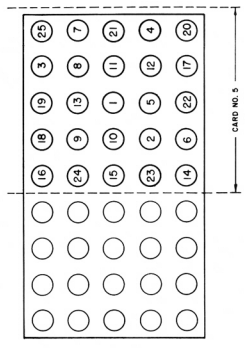


YACHT CLUB

ROTARY SELECTOR UNIT



NOTES



SEARCH POSITIONS
CARD NO. 5

| RED WIPER POSITION | ROW 7 RELAY #1 | ROW 8 RELAY #2 | ROW 9 RELAY #3 | ROW 6 RELAY #4 | ROW 5 RELAY #5 |
|--------------------|----------------|----------------|----------------|----------------|----------------|
| 10 | 6 | 19 | 8 | 20 | 24 |
| 12 | 7 | 16 | 18 | 19 | 3 |
| 16 | 20 | 24 | 9 | 13 | 8 |
| 18 | 5 | 17 | 25 | 15 | 10 |
| 9 | 22 | 3 | 21 | 23 | 2 |
| 2 | 13 | 11 | 4 | 14 | 6 |
| 13 | 11 | 4 | 14 | 6 | 22 |
| 15 | 5 | 17 | 25 | 15 | 10 |
| 17 | 13 | 11 | 4 | 14 | 6 |
| 19 | 8 | 20 | 24 | 9 | 13 |
| 20 | 24 | 9 | 13 | 8 | 7 |
| 24 | 9 | 13 | 8 | 7 | 20 |
| 25 | 15 | 10 | 1 | 11 | 21 |
| 21 | 23 | 2 | 5 | 12 | 4 |
| 23 | 2 | 5 | 12 | 4 | 6 |
| 15 | 10 | 1 | 11 | 21 | 14 |
| 10 | 16 | 24 | 15 | 23 | 14 |
| 36 | 18 | 9 | 10 | 2 | 6 |
| 45 | 9 | 13 | 1 | 15 | 12 |
| 46 | 23 | 7 | 21 | 4 | 20 |
| 47 | 25 | 8 | 1 | 2 | 14 |
| 48 | 16 | 9 | 1 | 12 | 20 |

SEARCH POSITIONS
CARD NO. 4

| RED WIPER POSITION | ROW 7 RELAY #1 | ROW 8 RELAY #2 | ROW 9 RELAY #3 | ROW 6 RELAY #4 | ROW 5 RELAY #5 |
|--------------------|----------------|----------------|----------------|----------------|----------------|
| 7 | 16 | 19 | 3 | 19 | 3 |
| 20 | 24 | 9 | 13 | 8 | 7 |
| 25 | 15 | 10 | 1 | 11 | 21 |
| 21 | 23 | 2 | 5 | 12 | 4 |
| 4 | 14 | 6 | 22 | 17 | 20 |
| 7 | 20 | 25 | 21 | 4 | 6 |
| 10 | 16 | 24 | 15 | 23 | 14 |
| 36 | 18 | 9 | 10 | 2 | 6 |
| 45 | 9 | 13 | 1 | 15 | 12 |
| 46 | 23 | 7 | 21 | 4 | 20 |
| 47 | 25 | 8 | 1 | 2 | 14 |
| 48 | 16 | 9 | 1 | 12 | 20 |

SEARCH POSITIONS
CARD NO. 3

| RED WIPER POSITION | ROW 7 RELAY #1 | ROW 8 RELAY #2 | ROW 9 RELAY #3 | ROW 6 RELAY #4 | ROW 5 RELAY #5 |
|--------------------|----------------|----------------|----------------|----------------|----------------|
| 21 | 12 | 7 | 16 | 18 | 19 |
| 22 | 8 | 20 | 24 | 9 | 13 |
| 23 | 17 | 25 | 15 | 10 | 1 |
| 24 | 3 | 21 | 23 | 2 | 5 |
| 25 | 11 | 4 | 14 | 6 | 22 |
| 26 | 12 | 8 | 17 | 3 | 11 |
| 27 | 20 | 25 | 21 | 4 | 6 |
| 36 | 18 | 9 | 10 | 2 | 6 |
| 45 | 9 | 13 | 1 | 15 | 12 |
| 46 | 23 | 7 | 21 | 4 | 20 |
| 47 | 25 | 8 | 1 | 2 | 14 |
| 48 | 16 | 9 | 1 | 12 | 20 |

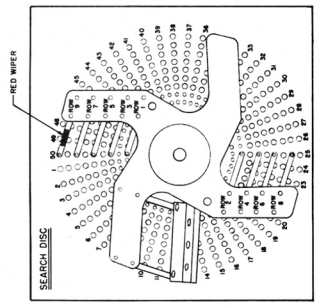
SEARCH POSITIONS
CARD NO. 2

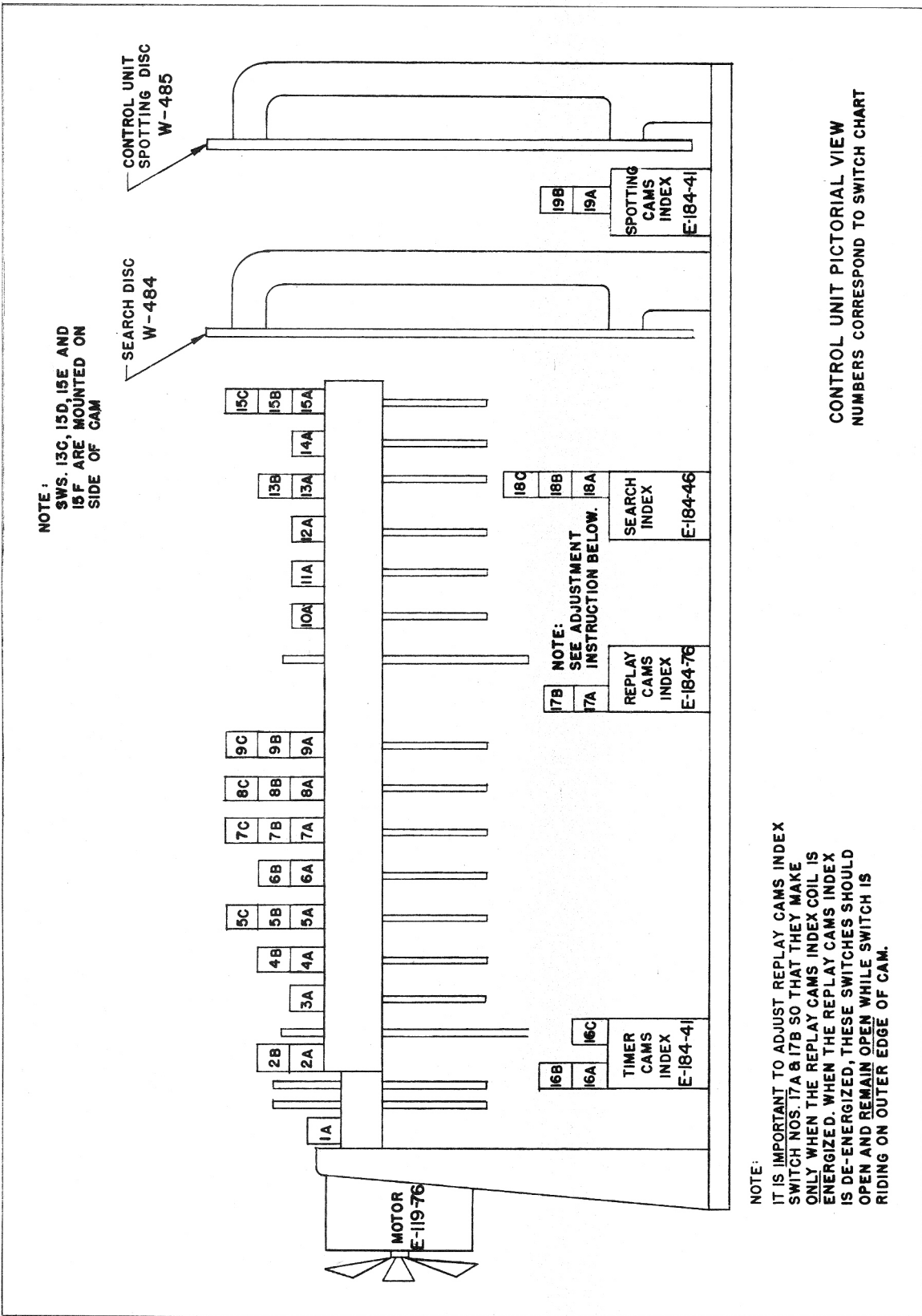
| RED WIPER POSITION | ROW 7 RELAY #1 | ROW 8 RELAY #2 | ROW 9 RELAY #3 | ROW 6 RELAY #4 | ROW 5 RELAY #5 |
|--------------------|----------------|----------------|----------------|----------------|----------------|
| 13 | 1 | 12 | 7 | 16 | 18 |
| 14 | 19 | 8 | 20 | 24 | 9 |
| 15 | 5 | 17 | 25 | 15 | 10 |
| 16 | 22 | 3 | 21 | 23 | 2 |
| 17 | 13 | 11 | 4 | 14 | 6 |
| 7 | 1 | 19 | 5 | 22 | 13 |
| 8 | 12 | 8 | 17 | 3 | 11 |
| 9 | 20 | 25 | 21 | 4 | 6 |
| 10 | 16 | 24 | 15 | 23 | 14 |
| 18 | 18 | 9 | 10 | 2 | 6 |
| 19 | 18 | 24 | 25 | 3 | 13 |
| 20 | 1 | 8 | 25 | 23 | 6 |

SEARCH POSITIONS
CARD NO. 1

| RED WIPER POSITION | ROW 7 RELAY #1 | ROW 8 RELAY #2 | ROW 9 RELAY #3 | ROW 6 RELAY #4 | ROW 5 RELAY #5 |
|--------------------|----------------|----------------|----------------|----------------|----------------|
| 1 | 10 | 1 | 12 | 7 | 16 |
| 2 | 6 | 19 | 8 | 20 | 24 |
| 3 | 18 | 5 | 17 | 25 | 15 |
| 4 | 9 | 22 | 3 | 21 | 23 |
| 5 | 2 | 13 | 11 | 4 | 14 |
| 6 | 10 | 6 | 18 | 9 | 2 |
| 7 | 1 | 19 | 5 | 22 | 13 |
| 8 | 12 | 8 | 17 | 3 | 11 |
| 9 | 20 | 25 | 21 | 4 | 6 |
| 10 | 16 | 24 | 15 | 23 | 14 |
| 11 | 18 | 24 | 25 | 3 | 13 |
| 12 | 10 | 19 | 17 | 21 | 14 |

YACHT CLUB SEARCH CHART





CONTROL UNIT PICTORIAL VIEW
NUMBERS CORRESPOND TO SWITCH CHART

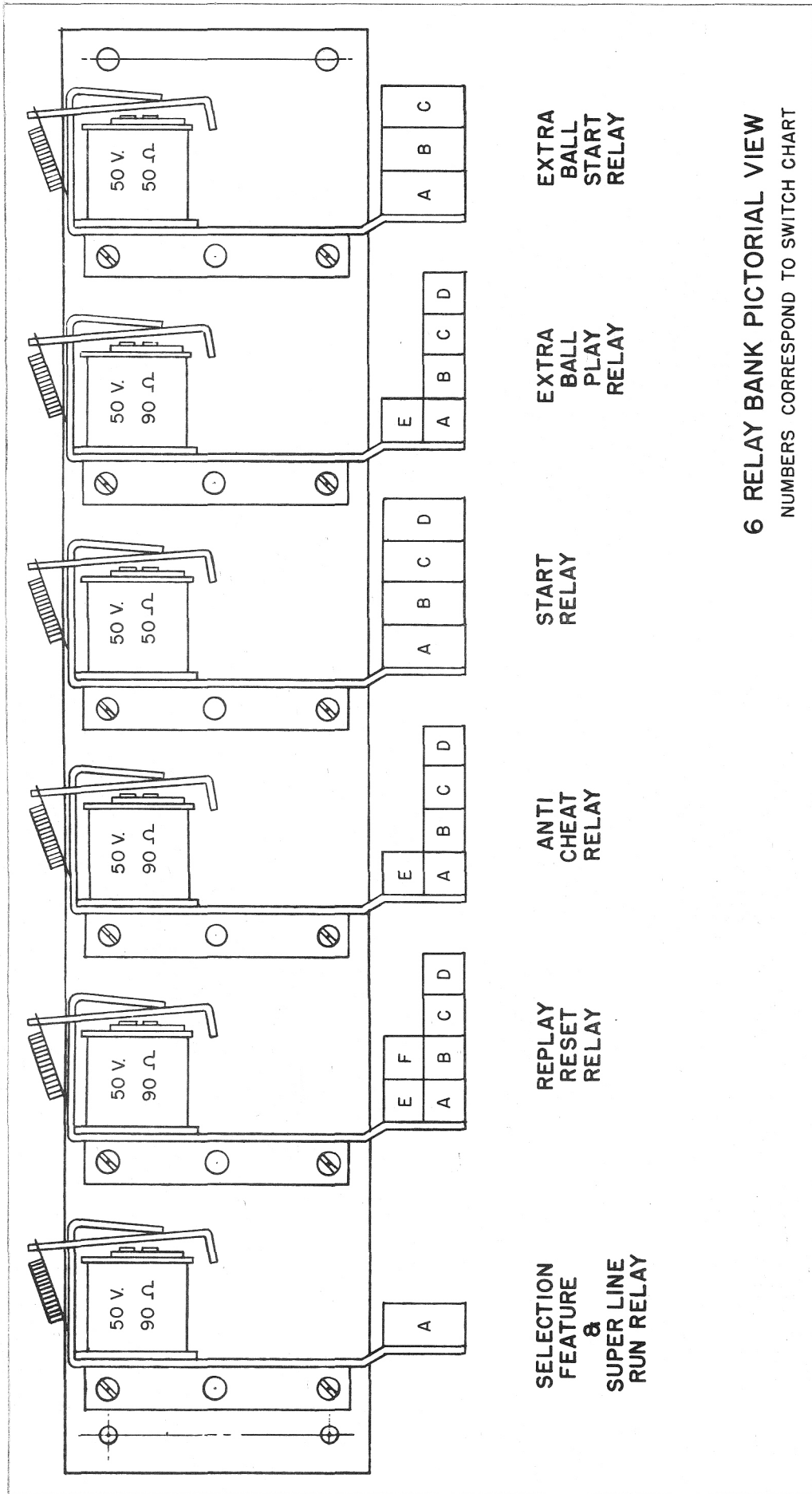
YACHT CLUB

CONTROL UNIT CAM SWITCHES

FOR POSITION OF SWITCHES
REFER TO PICTORIAL VIEW ABOVE

| CODE | |
|---------------|--------------------------|
| N.C. | NORMALLY CLOSED |
| N.O. | NORMALLY OPEN |
| M.B.B. | MAKE BEFORE BREAK |
| S.P.D.T. | SINGLE POLE DOUBLE THROW |

| RELAY SWITCH OR CAM SWITCH | LOCATION ON DIAGRAM | WIRE NO. | WIRE COLORS | FUNCTION OF SWITCHES |
|----------------------------|---------------------|----------------------|--|---|
| 1A N.O. | F-8 | 36-10 65-2 | Yellow-Brown Brown-White | Energizes timer unit step-up coil. |
| 2A N.O. | H-7 | 30 27-4 | Yellow Blue-Orange | Energizes replay register reset coil and reflex play magnet. |
| 2B N.C. | F-10 | 30 15-2 | Yellow Red-White | Drops out extra ball play relay. |
| 3A N.C. | I-5 | 83-3 48-2 | Black-Yellow Green-Black | Drops out start and extra ball start relays. |
| 4A N.O. | J-13 | 60 74 | Brown Orange-Green | Completes circuit to extra ball flash lites. |
| 4B N.O. | C-33 | 30 78-4 | Yellow Orange-Black | Energizes control unit spotting cams index coil and scores extra step index coil. |
| 5A N.O. | G-8 | 71-9 65-2 | Orange-Red Brown-White | Energizes timer reset coil during timing cycle. |
| 5B N.O. | B-18 | 63-10 21-1 | Brown-Yellow Blue-Red | Energizes extra ball unit step-up coil. Steps unit from a minus one position to the zero position. |
| 5C N.O. | B-32 | 25 78-10 | Blue-White Orange-Black | Pulls in anti-cheat relay, after power to game has been turned off and then on. |
| 6A N.C. | F-25 | 74-8 23-7 | Orange-Green Blue-Yellow | Completes circuit to extra ball unit step-up coil for multiple steps. |
| 6B N.C. | I-27 | 98-1 21-3 | Grey-Black Blue-Red | Completes circuit to super line and selection feature step-up coils for multiple steps. |
| 7A N.O. | B-19 | 25-4 63-10 | Blue-White Brown-Yellow | Energizes extra ball unit step-up coil for single steps. |
| 7B N.O. | C-22 | 54-5 90-5 | White-Green Grey | Energizes score unit step-up coil for single steps. |
| 7C N.O. | I-6 | 30 71-2 | Yellow Orange-Red | Pulses coin lock magnet during timing cycle. |
| 8A N.O. | D-26 | 83-8 61 | Black-Yellow Brown-Red | Pulse switch for energizing red and yellow trip relays. Also selection feature trip relay. |
| 8B N.O. | C-24 | 65-5 36 | Brown-White Yellow-Brown | Energizes super line unit step-up coil for single steps. |
| 8C N.O. | B-29 | 23-2 50-8 | Blue-Yellow White | Energizes selection feature step-up coil for single steps. |
| 9A Alt. | D-20 | 71 25-3 | Orange-Red Blue-White | Proportions score multiple steps. |
| 9B Alt. | D-18 | 91-9 48-4 93-9 | Grey-Red Green-Black Grey-Yellow | Proportions extra ball multiple steps. |
| 9C Alt. | F-23 | 74-8 56-4 | Orange-Green White-Brown | Proportioning for scores and extra balls. |
| 10A N.O. | B-15 | 54-8 93-8 | White-Green Grey-Yellow | Replay multiplier switch. |
| 11A N.O. | B-15 | 54-8 91-8 | White-Green Grey-Red | Replay multiplier switch. |
| 12A N.O. | B-16 | 54-8 90-8 | White-Green Grey | Replay multiplier switch. |
| 13A N.O. | B-16 | 54-8 81-8 | White-Green Black-Red | Replay multiplier switch. |
| 13B N.O. | B-14 | 38-4 80-10 | Yellow-Black Black | Energizes replay register step-up coil and reflex replay magnet. |
| 13C N.O. | H-14 | 27 21-3 | Blue-Orange Blue-Red | Completes lock-in circuit for search index coil and replay cams index coil. |
| 14A N.C. | I-15 | 56-7 93 | White-Brown Grey-Yellow | Prevents the start of a second replay scoring until the replay cams are indexed in their normal position. |
| 15A N.O. | C-23 | 93-1 36 | Grey-Yellow Yellow-Brown | Pulses super line unit for multiple steps. |
| 15B N.O. | C-28 | 56-10 52-5 | White-Brown White-Blue | Pulses selection feature unit for multiple steps. |
| 15C N.O. | I-29 | 54-6 14-2 | White-Green Red-Green | Energizes selection feature escapement coil. |
| 15D N.O. | B-17 | 78 63-10 | Orange-Black Brown-Yellow | Energizes extra ball unit step-up coil for multiple steps. |
| 15E N.O. | C-6 | 75-2 53-2 | Orange-White White-Yellow | Pulse switch for operating replay meter and replay register reset coil when replay reset relay is energized. |
| 15F N.O. | K-9 | 15-3 60-5 | Red-White Brown | Pulse switch for flashing "Select Now" lite. |
| TIMER CAMS INDEX COIL | A-10 | 70 80-4 | Orange Black | Energized by switches on start relay and extra ball start relay. |
| 16A N.O. | D-9 | 81-2 74-2 | Black-Red Orange-Green | Completes lock-in circuit for extra ball play relay during timing cycle. |
| 16B N.C. | G-6 | 14-9 71-2 | Red-Green Orange-Red | Opens circuit to coin lock-out magnet during timing cycle. |
| 16C N.O. | H-2 | 20-P 60-P | Blue (Plastic) Brown (Plastic) | Completes circuit to run control unit motor. |
| REPLAY CAMS INDEX COIL | A-14 | 70 40-4 | Orange Green | Energized by switch on search index, when 3 or more in line are scored. |
| 17A N.O. | G-14 | 80-10 27 | Black Blue-Orange | Completes lock-in circuit for search index coil and replay cams index coil. NOTE: See pictorial view above for proper adjustment. |
| 17B N.O. | H-15 | 56-7 93 | White-Brown Grey-Yellow | Completes lock-in circuit for search index coil when replay cams index coil is energized. NOTE: See pictorial view above for proper adjustment. |
| SEARCH INDEX COIL | A-13 | 70 80-10 | Orange Black | Energized when 3 or more in line are scored. |
| 18A N.O. | A-14 | 80-10 40-4 | Black Green | Energizes replay cams index coil. |
| 18B N.C. | B-8 | 27-2 90-9 | Blue-Orange Grey | Opens timer step-up circuit while replays are being scored. |
| 18C N.C. | I-5 | 30 83-3 | Yellow Black-Yellow | Opens start and extra ball start relay circuits while replays are being scored. |
| SPOTTING CAMS INDEX COIL | A-33 | 70 78-4 | Orange Orange-Black | Energized by control unit cam switch #48. |
| 19A N.O. | J-6 | 36-5 83-4 | Yellow-Brown Black-Yellow | Completes circuit to flash selection feature lites. |
| 19B N.O. | J-13 | 13-4 30-5 | Red-Yellow Yellow | Completes circuit to flash score lites also red and yellow star rollover lites. |



6 RELAY BANK PICTORIAL VIEW
 NUMBERS CORRESPOND TO SWITCH CHART

YACHT CLUB

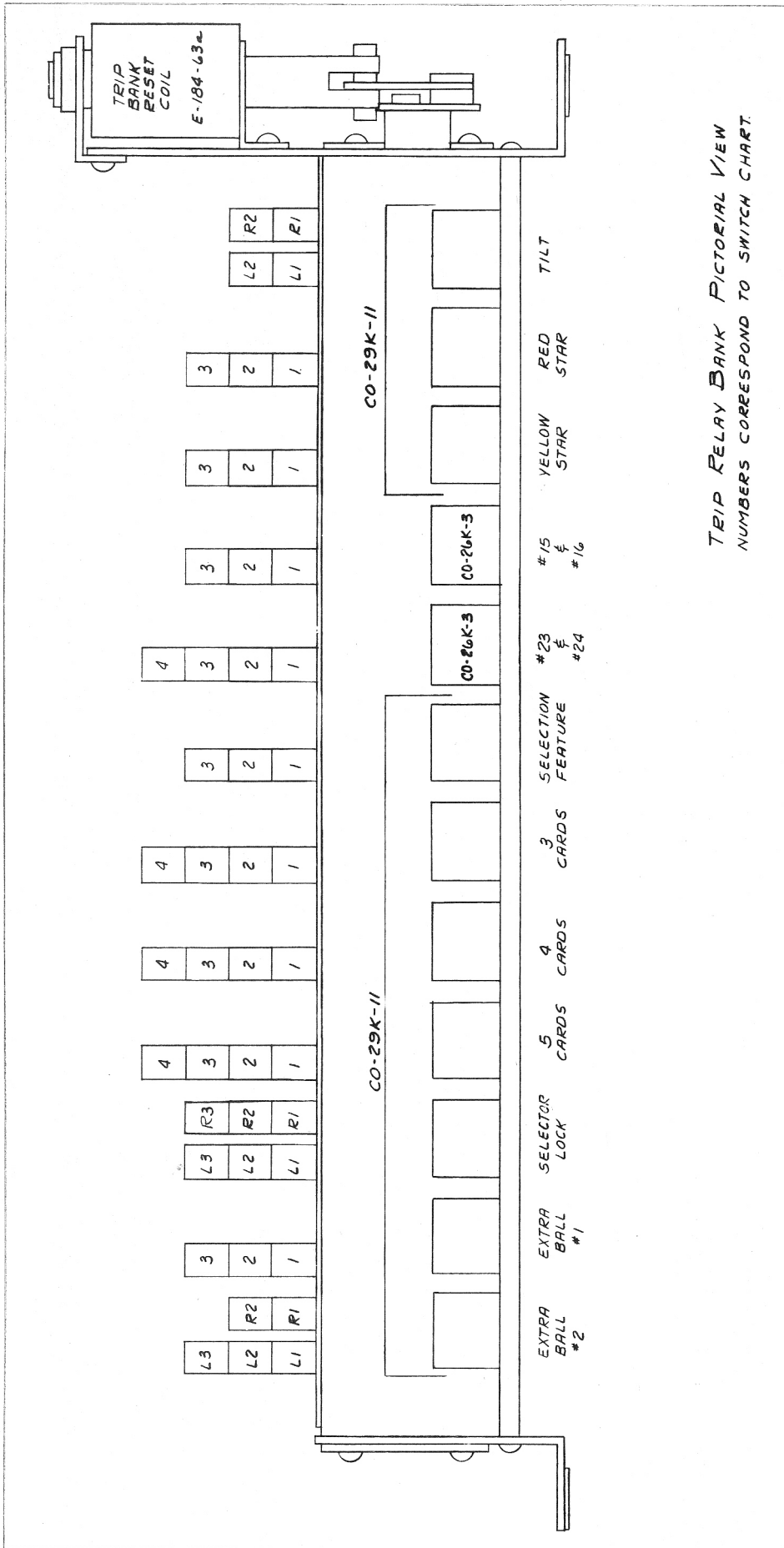
6 RELAY BANK SWITCHES

FOR POSITION OF SWITCHES
REFER TO PICTORIAL VIEW ABOVE

CODE

N.C. NORMALLY CLOSED
N.O. NORMALLY OPEN
M.B.B. MAKE BEFORE BREAK
S.P.D.T. SINGLE POLE DOUBLE THROW

| RELAY SWITCH OR CAM SWITCH | LOCATION ON DIAGRAM | WIRE NO. | WIRE COLORS | FUNCTION OF SWITCHES |
|---|---------------------|----------------------|---|--|
| SELECTION FEATURE AND SUPER CARD RUN RELAY COIL | A-30 | 70 83-8 | Orange Black-Yellow | Protects Selection Feature and Super Card multiple step runs. |
| A N.O. | H-27 | 98-1 83-8 | Grey-Black Black-Yellow | Lock-in switch for selection feature and super card run relay. |
| REPLAY RESET RELAY COIL | A-6 | 70 75-2 | Orange Orange-White | Energizes when anti-cheat relay drops out. |
| A S.P.D.T. | C-7 | 53-2 13-9 27-4 | White-Yellow Red-Yellow Blue-Orange | Directs circuit to replay meter during replay cancel. |
| B N.O. | G-2 | 20-P 60-P | Blue (Plastic) Brown(Plastic) | Operates Control Unit motor. |
| C N.O. | D-6 | 50-2 75-2 | White Orange-White | Lock-in switch for replay reset relay. |
| D N.C. | E-3 | 63-2 21-6 | Brown-Yellow Blue-Red | Opens start circuit during replay cancel. |
| E N.C. | E-5 | 20-3 25-10 | Blue Blue-White | Opens extra ball start circuit during replay cancel. |
| F N.O. | A-6 | 41-6 61-5 | Green-Red Brown-Red | Completes circuit to replay meter during replay cancel. |
| ANTI-CHEAT RELAY COIL | A-32 | 70 25 | Orange Blue-White | Energized by cam switch #5c. |
| A N.O. | B-32 | 78-10 25 | Orange-Black Blue-White | Lock-in switch for anti-cheat relay. |
| B N.O. | L-31 | 10 10-10 | Red Red | Breaks 17 volt circuit when relay drops out. |
| C N.O. | L-26 | 40-7 54-7 | Green White-Green | Breaks 6 volt circuit when relay drops out. |
| D N.O. | B-9 | 91-2 93-6 | Grey-Red Grey-Yellow | Completes circuit to extra ball play relay. |
| E N.C. | E-6 | 50-2 75-2 | White Orange-White | Energizes replay reset relay when anti-cheat relay drops out. |
| START RELAY COIL | A-3 | 70 21-6 | Orange Blue-Red | Energized by coin switch and red button switch |
| A N.C. | B-9 | 91-2 81-2 | Grey-Red Black-Red | Opens circuit to extra ball play relay. |
| B N.C. | B-23 | 36 10-5 | Yellow-Brown Red | Opens circuit to super line unit step-up coil. |
| C N.O. | G-3 | 48-2 63-2 | Green-Black Brown-Yellow | Lock-in switch for start relay. |
| D N.O. | E-10 | 41-3 13-3 | Green-Red Red-Green | Completes circuit to timer cams index coil. |
| EXTRA BALL PLAY RELAY COIL | A-9 | 70 93-6 | Orange Grey-Yellow | Energizes when yellow button is pressed. |
| A S.P.D.T. | F-4 | 50-2 51-2 63-2 | White White-Red Brown-Yellow | Directs circuit to start relay or extra ball start relay. |
| B S.P.D.T. | E-10 | 74-2 15-2 41-3 | Orange-Green Red-White Green-Red | Completes circuit to timer cams index coil, also lock-in switch for extra ball play. |
| C N.O. | J-29 | 30 21-4 | Yellow Blue-Red | Lights extra ball lite in back box. |
| D N.O. | F-5 | 25-10 51-2 | Blue-White White-Red | Completes circuit to extra ball start and extra ball trip relays. |
| E N.C. | J-6 | 30 83-4 | Yellow Black-Yellow | Opens super line flash circuits. |
| EXTRA BALL START RELAY COIL | A-5 | 70 20-3 | Orange Blue | Energizes when yellow button is pressed. |
| A N.C. | B-17 | 75-6 78 | Orange-White Orange-Black | Opens circuit to extra ball unit step-up coil. |
| B N.O. | C-10 | 74-2 80-4 | Orange-Green Black | Operates mixer latch and timer cam index coil. |
| C N.O. | G-5 | 48-2 25-10 | Green-Black Blue-White | Lock-in switch for extra ball start relay. |



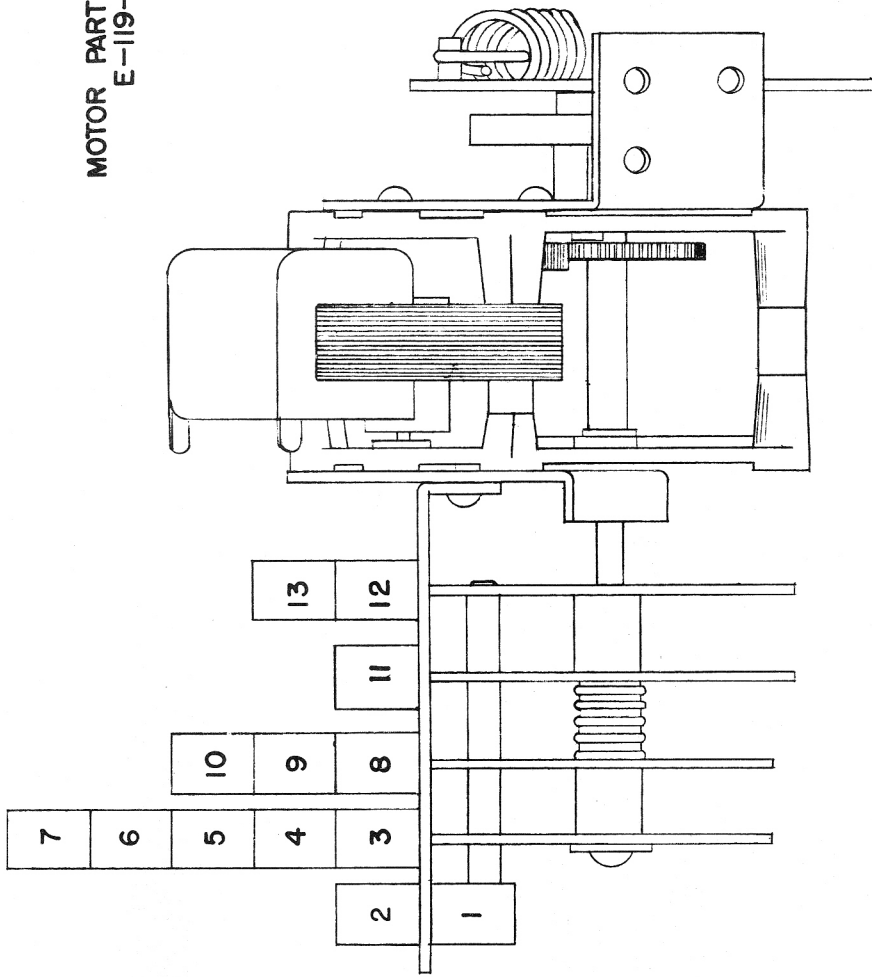
YACHT CLUB TRIP RELAY BANK CHART

FOR POSITION OF SWITCHES
REFER TO PICTORIAL VIEW ABOVE

| CODE | |
|---------------|--------------------------|
| N.C. | NORMALLY CLOSED |
| N.O. | NORMALLY OPEN |
| M.B.S. | MAKE BEFORE BREAK |
| S.P.O.T. | SINGLE POLE DOUBLE THROW |

| RELAY SWITCH OR CAM SWITCH | LOCATION ON DIAGRAM | WIRE NO. | WIRE COLORS | FUNCTION OF SWITCHES |
|-----------------------------|---------------------|------------------------------|--|--|
| EXTRA BALL #2 TRIP COIL | A-4 | 70 20-3 | Orange Blue | Energized by switch on extra ball play relay. |
| L1 S.P.D.T. | G-21 | 45-6 11-10 80-3 | Green-White Green-Red Black | Directs circuit to score unit step-up coil or extra ball unit step-up coil. |
| L2 S.P.D.T. | H-24 | 74-6 15-6 75-10 | Orange-Green Red-White Orange-White | Extra ball proportioning factor thru score disc. |
| L3 N.O. | I-20 | 41-10 18-8 | Green-Red Red-Black | Extra ball proportioning. |
| R1 S.P.D.T. | G-25 | 23-7 50-10 52-1 | Blue-Yellow White White-Blue | Extra ball proportioning. |
| R2 N.C. | F-25 | 74-8 83-8 | Orange-Green Black-Yellow | Breaks circuit to "Red Auton" advantages. |
| EXTRA BALL #1 TRIP COIL | A-4 | 70 20-3 | Orange Blue | Energized by switch on extra ball play relay. |
| 1 S.P.D.T. | J-12 | 60 30 13-4 | Brown Yellow Red-Yellow | Directs circuit to flash score and rollover lite or extra ball lites. |
| 2 S.P.D.T. | D-20 | 61-2 30 71 | Brown-Red Yellow Orange-Red | Breaks circuit to score unit step-up coil and completes circuit to step extra ball unit from minus one to zero position. |
| 3 N.O. | D-12 | 91-1 38-3 | Grey-Red Yellow-Black | Completes circuit to ball lifter motor. |
| SELECTOR LOCK TRIP COIL | A-8 | 70 Jumper | Orange | Energized by ball lifter can switch when timer steps to 4th position. |
| L1 N.O. | D-8 | 71-4 27-2 | Orange-Red Blue-Orange | Completes circuit to timer step-up coil thru control unit can switch 1A. |
| L2 N.O. | D-9 | 13 80-2 | Red-Yellow Black | Completes circuit to energize extra ball play relay. |
| L3 N.C. | B-8 | 61-10 Jumper | Brown-Red | Breaks circuit to its own coil, when this relay is tripped. |
| R1 N.O. | I-15 | 56-7 18-4 | White-Brown Red-Black | Completes replay circuit when this relay is tripped. |
| R2 N.C. | H-29 | 54-6 74-3 | White-Green Orange-Green | Completes circuit to step-up and reset selection feature unit. |
| R3 N.C. | J-8 | 14-1 15-3 | Red-Green Red-White | Breaks circuit to "Select Now" lite. |
| 5 Cards Trip Coil | A-25 | 70 Jumper | Orange | Energizes when selection feature unit steps to 9th position. |
| 1 S.P.D.T. | J-8 | 18-2 14-1 51 | Red-Black Red-Green White-Red | Completes circuit for 3 and 5 card arrow lites. |
| 2 N.C. | H-21 | 90-3 41-10 | Gray Green-Red | Proportioning for scores and extra ball steps. |
| 3 N.C. | B-25 | 60-4 Jumper | Brown | Breaks circuit to this coil. |
| 4 N.O. | D-27 | 51-7 52-5 | White-Red White-Blue | Completes circuit to selection feature step-up coil. |
| 4 Cards Trip Coil | A-24 | 70 Jumper | Orange | Energizes when selection feature unit steps to 8th position. |
| 1 S.P.D.T. | J-8 | 10-2 51 38-9 | Red White-Red Yellow-Black | Completes circuit for 3 and 4 card arrow lites. |
| 2 N.C. | H-21 | 36-2 41-10 | Yellow-Brown Green-Red | Proportioning for scores and extra ball steps. |
| 3 N.C. | B-24 | 45-4 Jumper | Brown-White | Breaks circuit to this coil. |
| 4 N.O. | D-27 | 43-1 52-5 | Green-Yellow White-Blue | Completes circuit to selection feature step-up coil. |
| 3 Cards Trip Coil | A-24 | 70 Jumper | Orange | Energizes when selection feature unit steps to 7th position. |
| 1 S.P.D.T. | K-7 | 14-1 20 10-2 | Red-Green Blue Red | Completes circuit to "Select one of lite" |
| 2 N.C. | L-1 | 18 56-1 | Red-Black White-Brown | Breaks circuit to selection indicator lites. |
| 3 N.C. | B-24 | 81 Jumper | Black-Red | Breaks circuit to this coil. |
| 4 N.O. | J-7 | 38-9 83 | Yellow-Black Black-Yellow | Completes circuit to 3 cards arrow lite. |
| SELECTION FEATURE TRIP COIL | A-25 | 70 Jumper | Orange | Energized by control unit cam switch #8A, when circuit is complete thru all other factors. |
| 1 N.O. | J-8 | 38-6 14-1 30 | Yellow-Black Red-Green Yellow | Completes circuit to all selection feature lites. |
| 2 N.O. | B-28 | 52-5 50-8 | White-Blue White | Completes circuit to selection feature step-up coil. |
| 3 N.C. | G-22 | 41-10 93-4 | Green-Red Grey-Yellow | Scores and extra ball proportioning. |
| #23 & #24 TRIP COIL | B-11 | 70 Jumper | Orange | Energized when red star trip relay is tripped and ball hits corresponding rollover switch on panel. |
| 1 N.O. | J-32 | 74-1 30 | Orange-Green Yellow | Lites #24 card lite. |
| 2 N.O. | J-32 | 71-1 30 | Orange-Red Yellow | Lites #23 card lite. |
| 3 N.C. | E-20 | 78-1 48-4 | Orange-Black Green-Black | Extra ball proportioning thru mixer #4. |
| 4 N.C. | B-11 | 60-6 Jumper | Brown | Breaks circuit to this coil when tripped. |
| #15 & #16 TRIP COIL | B-11 | 70 Jumper | Orange | Energized when yellow star trip relay is tripped and ball hits corresponding rollover switch on panel. |
| 1 N.O. | J-32 | 56 30 | White-Brown Yellow | Lites #16 card lite. |
| 2 N.O. | J-32 | 54-1 30 | White-Green Yellow | Lites #15 card lite. |
| 3 N.C. | F-20 | 78-1 75-4 | Orange-Black Orange-White | Extra ball proportioning thru mixer #4. |
| 4 N.C. | B-11 | 85-9 Jumper | Black-White | Breaks circuit to this coil when tripped. |
| YELLOW STAR TRIP COIL | A-26 | 70 Jumper | Orange | Energized by control unit cam switch #8A when circuit is complete thru all other factors. |
| 1 N.O. | J-12 | 74-10 53-6 30 | Orange-Green White-Yellow Yellow | Lites yellow star rollover lite. |
| 2 N.O. | D-11 | 75-9 85-9 | Orange-White Black-White | Completes circuit to energize #15 & #16 relay. |
| 3 N.C. | C-27 | 50-4 13-6 | White Red-Yellow | Proportioning for red star trip relay. |
| RED STAR TRIP COIL | A-27 | 70 Jumper | Orange | Energized by control unit cam switch #8A when circuit is complete thru all other factors. |
| 1 N.O. | J-12 | 13-6 52-6 30 | Red-Yellow White-Blue Yellow | Lites red star rollover lite. |
| 2 N.O. | D-11 | 78-9 60-6 | Orange-Black Brown | Completes circuit to energize #23 & #24 relay. |
| 3 N.C. | C-26 | 74-10 98-5 | Orange-Green Grey-Black | Proportioning for yellow star trip relay. |
| TIPT TILT TRIP COIL | A-12 | 70 Jumper | Orange | Energized by plumb bob tilt in cabinet. |
| L1 S.P.D.T. | L-29 | 23-5 41-9 45-8 81-6 | Blue-Yellow Green-Red Green-White Black-Red | Breaks 6 volt lite circuit and lites tilt lite. |
| L2 N.C. | G-1 | 10 P 60 P | Red (Plastic) Brown (Plastic) | Breaks circuit to control unit motor. |
| R1 S.P.D.T. | I-11 | 91-5 30 21-3 | Grey-Red Yellow Blue-Red | Breaks circuit to ball counting, extra ball and replay circuit. Completes circuit to shutter motor. |
| R2 N.C. | L-30 | 10-4 10-9 | Red Red | Breaks 17 volt circuit. |

MOTOR PART NO.
E-119-70



SHUTTER MOTOR PICTORIAL VIEW.
NUMBERS CORRESPOND TO SWITCH CHART.

YACHT CLUB

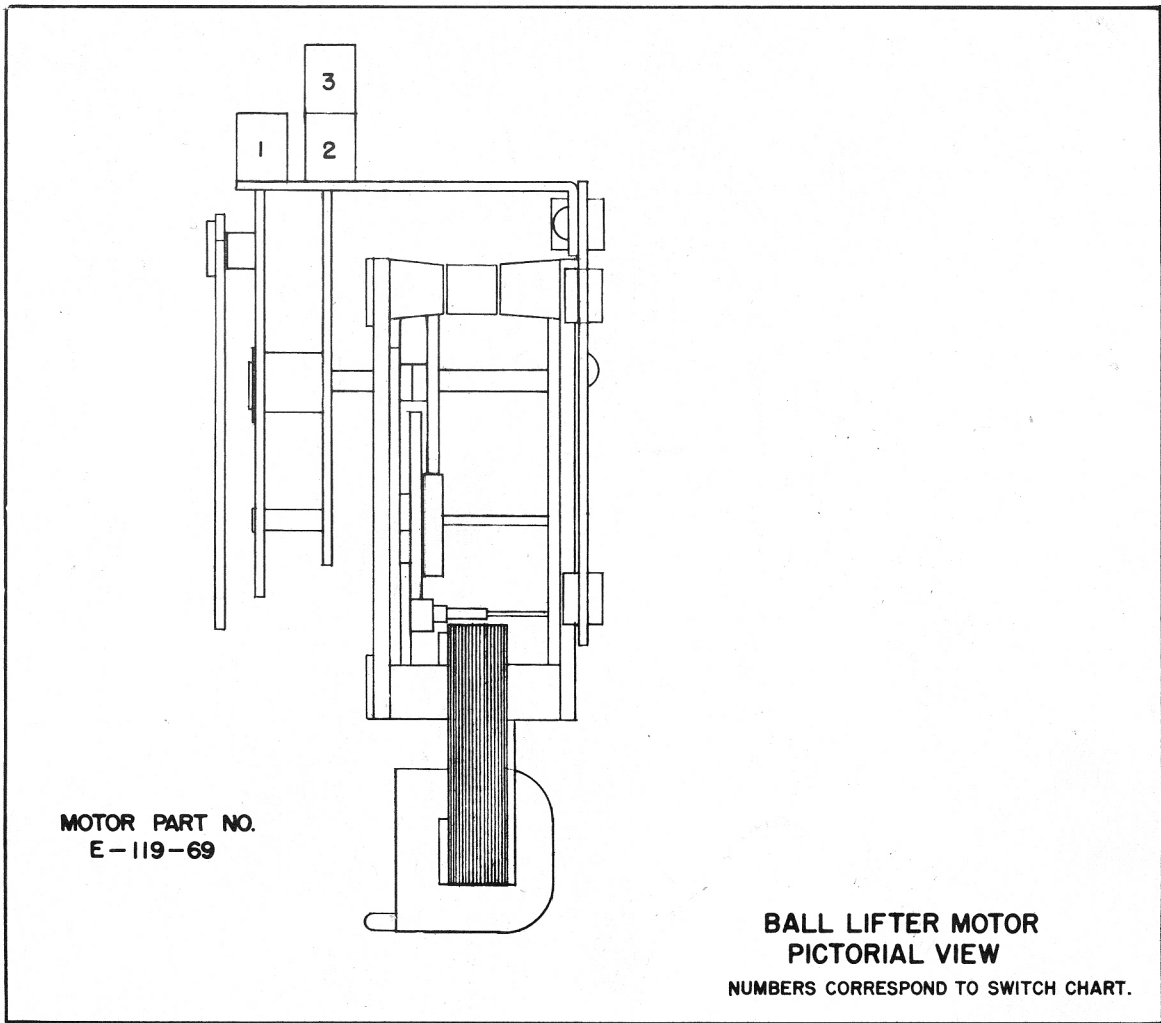
SHUTTER MOTOR CAM SWITCHES

FOR POSITION OF SWITCHES

REFER TO PICTORIAL VIEW ABOVE

| CODE | |
|---------------|--------------------------|
| N.C. | NORMALLY CLOSED |
| N.O. | NORMALLY OPEN |
| M.B.B. | MAKE BEFORE BREAK |
| S.P.D.T. | SINGLE POLE DOUBLE THROW |

| RELAY SWITCH OR CAM SWITCH | LOCATION ON DIAGRAM | WIRE NO. | WIRE COLORS | FUNCTION OF SWITCHES |
|----------------------------|---------------------|------------------------|------------------------------------|--|
| 1 N.O. | C-34 | 30 98-8 | Yellow Grey-Black | Energizes score unit reset coil, selection feature complete reset coil and extra ball unit reset coil. |
| 2 N.O. | I-31 | 30 61-7 | Yellow Brown-Red | Energizes selection feature escapement coil. |
| 3 S.P.D.T. | D-10 | 20-6 13-3 80-4 • | Blue Red-Yellow Black | Breaks circuit to shutter motor and makes circuit to timer cans index coil. |
| 4 N.O. | G-11 | 18-3 20-6 | Red-Black Blue | Completes circuit to shutter motor. |
| 5 N.O. | H-11 | 91-5 18-3 | Grey-Red Red-Black | Completes circuit to shutter motor. |
| 6 N.O. | E-27 | 83-8 85-1 | Black-Yellow Black-White | Completes circuit to selection feature step-up coil. |
| 7 N.C. | I-29 | 14-2 21-3 | Red-Green Blue-Red | Completes circuit to selection feature unit step-up coil. |
| 8 N.O. | C-35 | 30 83-2 | Yellow Black-Yellow | Energizes replay counter reset coil and super line unit reset coil. |
| 9 N.O. | I-8 | 30 71-9 | Yellow Orange-Red | Energizes timer unit reset coil. |
| 10 N.O. | G-2 | 70-P 20-P | Orange (Plastic) Blue (Plastic) | Energizes trip bank reset coil. |
| 11 N.C. | F-13 | 31-3 36-3 | Yellow-Red Yellow-Brown | Completes circuit to ball lifter motor. |
| 12 N.C. | I-14 | 21-3 93 | Blue-Red Grey-Yellow | Completes replay circuit for scoring replays. |
| 13 N.O. | G-10 | 30 20-6 | Yellow Blue | Carry-over switch for shutter motor. |



YACHT CLUB

BALL LIFTER MOTOR CAM SWITCHES

FOR POSITION OF SWITCHES
REFER TO PICTORIAL VIEW ABOVE

| CODE | |
|------------------|--------------------------|
| N. C. | NORMALLY CLOSED |
| N. O. | NORMALLY OPEN |
| M. B. B. | MAKE BEFORE BREAK |
| S. P. D. T. | SINGLE POLE DOUBLE THROW |

| RELAY SWITCH OR CAM SWITCH | LOCATION ON DIAGRAM | WIRE NO. | WIRE COLORS | FUNCTION OF SWITCHES |
|-------------------------------|---------------------------|--------------|-----------------------------|---|
| 1 N.O. | G-13 | 30 91-1 | Yellow Grey-Red | carry-over switch for ball lifter motor. |
| 2 N.O. | H-8 | 30 10-4 | Yellow Red | Energizes selector lock trip relay coil |
| 3 N.O. | E-9 | 43-2 27-3 | Green-Yellow Blue-Orange | Energizes timer unit step-up coil. |

CORRECT ADJUSTMENT FOR CONTROL UNIT CAM SWITCHES 13A, 13B, & 13C.

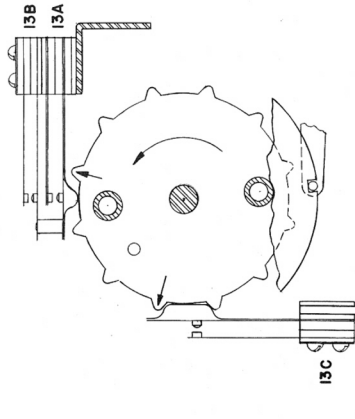


FIG. 1

REPLAY CAMS SHOWN IN THEIR NORMAL INDEXED POSITION. SWITCHES 13A, 13B, & 13C ARE OPEN AT THIS TIME.

NOTE:
ARROWS POINT TO LOBES THAT WILL ACTUATE SWITCHES.

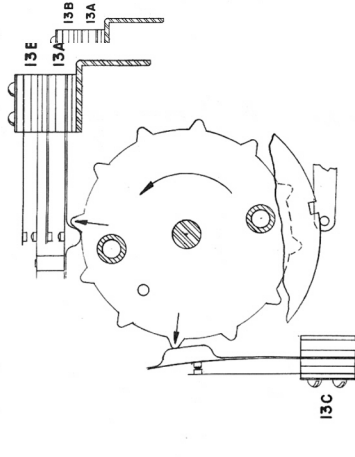


FIG. 2

REPLAY CAMS SHOWN STARTING TO ROTATE. THEY ARE NOW OUT OF THEIR INDEX POSITION. SWITCHES 13A, & 13B ARE STILL OPEN. SWITCH 13C IS NOW CLOSED.

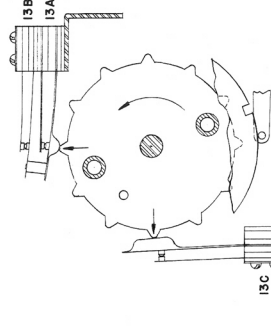


FIG. 3

SWITCHES 13A, & 13B ARE NOW CLOSED. SWITCH 13C IS STILL CLOSED.

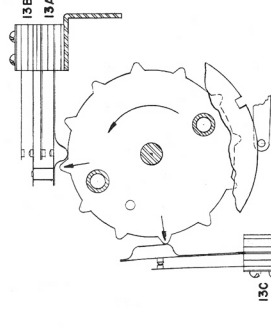


FIG. 4

SWITCHES 13A, & 13B ARE NOW OPEN AGAIN. SWITCH 13C IS STILL CLOSED.

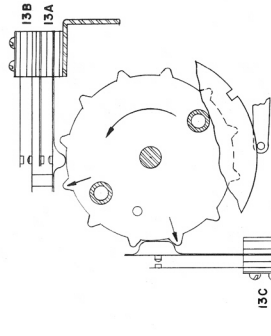


FIG. 5

ALL SWITCHES ARE NOW OPEN AGAIN, SAME AS IN FIG. 1. THIS SEQUENCE IS REPEATED THRUOUT REPLAY SCORING CYCLE.

NOTICE:

THE IMPORTANT PART OF THIS ILLUSTRATION IS TO SHOW THAT SWITCH 13C CLOSES FIRST AND OPENS LAST. IF AN ADJUSTMENT IS NECESSARY SWITCH 13C CAN BE MOVED UP OR DOWN. LOOSEN SCREWS THAT HOLD SWITCH, THEN MOVE UP OR DOWN.

MISCELLANEOUS PARTS

| <u>PART NO.</u> | <u>NAME OF PART</u> |
|-----------------|--|
| G-225 | Back Glass |
| M-168-13 | Ball 1 1/8" |
| A-1475 | Ball Gate |
| P-1950-71 | Ball Gate Spring Only |
| AS-493-2 | Ball Rebound Assembly |
| C-119-4 | Bumper Post |
| P-1900-10 | Cash Box |
| A-1533 | Coin Slide |
| AS-277-21 | Coin Switch Assembly - Complete 5¢ |
| AS-277-22 | Coin Switch Assembly - Complete 10¢ |
| E-130- | Counter 48 Volt |
| CA-567-9 | Front Door Only |
| CA-665-2 | Front Moulding |
| A-1138-3 | Index Arm on Index Coil Assembly - Extra Step Unit |
| A-1138-6 | Index Arm Timing Control Unit |
| A-1138-6 | Index Arm Replay Control Unit |
| A-1138-7 | Index Arm Spotting Control Unit |
| E-125-2 | Lamp #47 Top Panel |
| E-125-5 | Lamp #55 6-8 Volt Bottom Panel & Lite Box |
| E-125-1 | Lamp #58 20 Volt Lite Box |
| CA-350-1 | Leg |
| C-258-5 | Light Shield Post - Top Panel |
| M-281-6 | Lock and Keys - Front Door |
| M-281-14 | Lock and Keys - Back Door |
| P-2210-8 | Plate - Coin Entry 5¢ |
| P-2210-9 | Plate - Coin Entry 10¢ |
| P-2210-16 | Plate Instruction |
| R-203 | Rebound Rubber for AS-493-2 |
| M-170 | Rebound Spring Double Post Top Panel |
| E-105-6 | Resistor Bottom Panel |
| AS-187-12 | Shooter Assembly Complete |
| A-1540 | Shooter Housing Only |
| A-100-7 | Shooter Rod |
| SP-200-24 | Shooter Spring |
| SP-233 | Shooter Spring Outside Barrel |
| R-108-3 | Shooter Tip |
| M-280-15 | Slug Rejector 5¢ |
| M-280-16 | Slug Rejector 10¢ |
| E-122-19 | Transformer |
| M-412-2 | Wire Wiper only for Slip Rings |