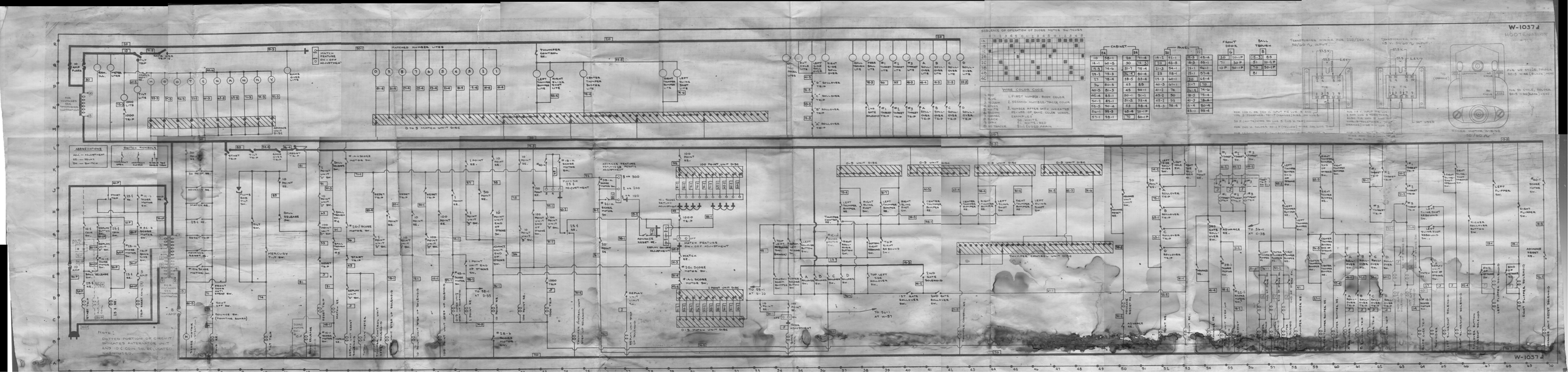

W-1037 d

HOOTENANNY

#723

10 AMP FUSES
GEN. ILL.
METER LITES
TILT TRIP
GAME OVER TRIP RE.
ADVANCE RESET RE.
TILT LITE
1000 LITE
1000 TRIP
FOR VOLTAGES SEE TRANSFORMER ILLUSTRATIONS
H O O T E N A N N Y
ADVANCE UNIT DISC
GAME OVER LITE
MATCH FEATURE ON - OFF ADJUSTMENT
MATCHED NUMBER LITES
0 9 8 7 6 5 4 3 2 1
0 TO 9 MATCH UNIT DISC
THUMPER CONTROL RE.
LEFT THUMPER BUMPER LITE
RIGHT SLING SHOT LITE
CENTER THUMPER BUMPER LITE
RIGHT THUMPER BUMPER LITE
LEFT SLING SHOT LITE
GEN. ILL. PANEL LITES
OUT HOLE LITE
LEFT SIDE ROLL OVER
RIGHT SIDE ROLL OVER
"D" ROLLOVER TRIP
"C" ROLLOVER TRIP
"B" ROLLOVER TRIP
"A" ROLLOVER TRIP
BALL TROUGH LITE
FREE BALL LITE
#1 TARGET LITE
#2 TARGET LITE
#3 TARGET LITE
A ROLL-OVER LITE
B ROLL-OVER LITE
C ROLL-OVER LITE
D ROLL-OVER LITE
2ND GATE SOLENOID
#1 TARGET TRIP
#2 TARGET TRIP
#3 TARGET TRIP
A ROLL-OVER TRIP
B ROLL-OVER TRIP
C ROLL-OVER TRIP
D ROLL-OVER TRIP
SEQUENCE OF OPERATION OF SCORE MOTOR SWITCHES
1A 1B 1C 2B 2C 3B 4B 4C
START TRIP
TILT TRIP
GAME OVER TRIP
RESET TRIP
PLUMB BOB TILT SW.
BALL RELEASE SW.
MERCURY TILT SW.
TILT TRIP
BALL RELEASE SOLENOID
SCORE MOTOR SW. #1C-f
10 POINT RE.
20 POINT RE.
50 POINT RE.
ADVANCE RE.
MATCH RE.
25¢ RE.
RESET TRIP
ADVANCE RESET RE.
#1C-a SCORE MOTOR SW.
FRONT DOOR ANTI CHEAT SW.
SHUT OFF SW.
BOUNCE SW. (MOUNTING BOARD)
SCORE MOTOR (SEE ILLUSTRATION)
HOLD RE.
START TRIP
25¢ RE.
#1C-b SCORE MOTOR SW.
HOLD RE.
10¢ COIN SW.
REPLAY BUTTON SW.
25¢ COIN SW.
#4C-b SCORE MOTOR SW.
ALT. DISC.
REPLAY UNIT "0" SW.
#2B-a SCORE MOTOR SW.
TRIP BANK SIDE SW.
#1C-c SCORE MOTOR SW.
10 AMP
BALL RELEASE SW.
25¢ RE.
5 AMP
8 AMP
START TRIP
ALT. UNIT COIL
25¢ RE.
TRIP RESET COIL (9)
FOR VOLTAGES SEE TRANSFORMER ILLUSTRATION
ABBREVIATIONS
ADJ. — ADJUSTMENT
RE. — RELAY
SW. — SWITCH
SWITCH SYMBOLS
NORMALLY OPEN
NORMALLY CLOSED
SINGLE POLE DOUBLE THROW
1 POINT UNIT "0" SW.
10 POINT UNIT "0" SW.
100 POINT UNIT "0" SW.
BALL TROUGH SW. #4
BALL TROUGH SW. #5
#1A-a SCORE MOTOR SW.
#2C-d SCORE MOTOR SW.
START TRIP
REPLAY UNIT "0" SW.
RESET TRIP
MATCH RE.
#1C-e SCORE MOTOR SW.
REPLAY UNIT RESET SOLENOID
TOTAL PLAY METER
THUMPER CONTROL UNIT RESET SOLENOID
1 POINT UNIT STEP UP SOLENOID
10 POINT UNIT STEP UP SOLENOID
100 POINT UNIT STEP UP SOLENOID
0-9 MATCH UNIT STEP UP SOLENOID
1 POINT RE.
1 POINT UNIT "0" SW.
10 POINT UNIT "0" SW.
100 POINT UNIT "0" SW.
1 POINT UNIT "9" SW.
10 POINT UNIT "9" SW.
100 POINT UNIT "9" SW.
1 POINT UNIT END OF STROKE SW.
10 POINT UNIT END OF STROKE SW.
100 POINT UNIT END OF STROKE SW.
ADVANCE UNIT END OF STROKE SW.
#4B-a SCORE MOTOR SW.
TO 58-1 AT D-33
#2B-b SCORE MOTOR SW.
100 POINT RE.
1000 TRIP
THUMPER CONTROL UNIT STEP UP SOLENOID
#40-a
#1B-a SCORE MOTOR SW.
PLAYS FOR 25¢ ADJUSTMENT
ADVANCE FEATURE REPLAYS OR POINTS ADJUSTMENT
#3B-a SCORE MOTOR SW.
3 OR 300
2 OR 200
1 OR 100
#2C-a SCORE MOTOR SW.
ADVANCE RESET RE.
REPLAY ON-OFF ADJUSTMENT
MATCH FEATURE ON - OFF ADJUSTMENT
MATCH RE.
#2C-c SCORE MOTOR SW.
#1A-b SCORE MOTOR SW.
REPLAY UNIT LIMIT SW.
REPLAY UNIT STEP UP SOLENOID
100 POINT UNIT DISC
HI-SCORE REPLAY ADJUSTMENT
1000 TRIP
1 POINT UNIT DISC
0-9 MATCH UNIT DISC
TO 58-1 AT D-20
10 POINT RE.
100 POINT RE.
GONG ADJUSTMENT
GONG COIL
OFF ON
0-9 UNIT DISC
LEFT THUMPER BUMPER RE.
RIGHT SLING SHOT SW.
CENTER THUMPER BUMPER RE.
RIGHT THUMPER BUMPER RE.
LEFT SLING SHOT SW.
THUMPER CONTROL RE.
TOP LEFT REBOUND SW. (KICKER)
BOTTOM LEFT REBOUND SW.
LEFT ROLLOVER BUTTON SW.
#1C-d SCORE MOTOR SW.
RIGHT ROLL-OVER BUTTON SW.
BOTTOM RIGHT REBOUND SW.
TOP RIGHT REBOUND SW.
MUSHROOM BUMPER SW.
CENTER ROLLOVER BUTTON SW.
A ROLLOVER SW.
B ROLLOVER SW.
C ROLLOVER SW.
D ROLLOVER SW.
TOP LEFT SIDE ROLLOVER SW.
2ND GATE SOLENOID
1ST GATE ROLLOVER SW.
2ND GATE ROLLOVER SW.
TO 56-1 AT H-57
THUMPER CONTROL UNIT DISC
THUMPER CONTROL RE.
ADVANCE UNIT LIMIT SW.
ADVANCE RESET RE.
ADVANCE RESET RE.
ADVANCE RE.
LEFT SIDE ROLL-OVER SW.
OUT HOLE SW.
RIGHT SIDE ROLL-OVER SW.
20 POINT RE.
50 POINT RE.
A ROLLOVER TRIP
B ROLLOVER TRIP
C ROLLOVER TRIP
D ROLLOVER TRIP
50 POINT RE.
20 POINT RE.
3RD GATE ROLL-OVER SW.
ADVANCE RE.
#3B-b SCORE MOTOR SW.
#2C-b SCORE MOTOR SW.
ADVANCE RE.
UNIT STEP UP SOLENOID
TRIP RESET
#1 TARGET SW.
#2 TARGET SW.
#3 TARGET SW.
TARGET TRIP SW'S.
#1 TARGET TRIP
#2 TARGET TRIP
#3 TARGET TRIP
TO 56-1 AT C-38
LEFT THUMPER BUMPER RE.
CENTER THUMPER BUMPER RE.
RIGHT THUMPER BUMPER RE.
END OF STROKE SW.
LEFT THUMPER BUMPER SOLENOID
CENTER THUMPER BUMPER SOLENOID
RIGHT THUMPER BUMPER SOLENOID
LEFT THUMPER BUMPER END OF STROKE SW.
LEFT THUMPER BUMPER RE.
LEFT THUMPER BUMPER SW.
LEFT THUMPER BUMPER RE.
RIGHT THUMPER BUMPER END OF STROKE SW.
RIGHT THUMPER BUMPER SW.
RIGHT THUMPER BUMPER RE.
CENTER THUMPER BUMPER END OF STROKE SW.
CENTER THUMPER BUMPER SW.
CENTER THUMPER BUMPER RE.
CENTER THUMPER BUMPER RE.
RIGHT THUMPER BUMPER RE.
A ROLL-OVER SW.
B ROLL-OVER SW.
C ROLL-OVER SW.
D ROLL-OVER SW.
A ROLL-OVER TRIP
B ROLL-OVER TRIP
C ROLL-OVER TRIP
D ROLL-OVER TRIP
A ROLLOVER TRIP
B ROLLOVER TRIP
C ROLLOVER TRIP
D ROLLOVER TRIP
#1 TARGET TRIP
#2 TARGET TRIP
#3 TARGET TRIP
END OF STROKE SW.
2ND GATE SOLENOID
1ST GATE SOLENOID
LEFT SLING SHOT REBOUND SW.
RIGHT SLING-SHOT REBOUND SW.
KICKER ROLLOVER BUTTON SW.
MATCH RE.
REPLAY UNIT END OF STROKE SW.
#1B-b SCORE MOTOR SW.
GAME OVER TRIP
SOUNDER
LEFT SLINGSHOT SOLENOID
RIGHT SLINGSHOT SOLENOID
ROLLOVER BUTTON SLINGSHOT SOLENOID
LEFT FLIPPER SW.
RIGHT FLIPPER SW.
END OF STROKE SW.
LEFT FLIPPER SOLENOID
RIGHT FLIPPER SOLENOID
#4C-c SCORE MOTOR SW.
ADVANCE RESET RE.
ADVANCE UNIT RESET SOLENOID
A B C D E F G H J K L M N P Q R
1 2 3 4 5 6 7 8 9 10 11 12 13 14 15 16 17 18 19 20 21 22 23 24 25 26 27 28 29 30 31 32 33 34 35 36 37 38 39 40 41 42 43 44 45 46 47 48 49 50 51 52 53 54 55 56 57 58 59 60 61 62 63 64 65 66 67 68 69 70

Note:
DOTTED PORTION OF CIRCUIT INDICATES ALTERNATOR UNIT AND 10¢ COIN SW. RELOCATED WHEN USED.

WIRE COLOR CODE

1. RED
2. BLUE
3. YELLOW
4. GREEN
5. WHITE
6. BROWN
7. ORANGE
8. BLACK
9. GRAY
0. NO TRACER

1. FIRST NUMBER- BODY COLOR
2. SECOND NUMBER- TRACER COLOR
3. NUMBER AFTER DASH INDICATES RE-USE OF SAME COLOR WIRES.
EXAMPLES
50. WHITE
51 WHITE-RED
51-1 (USED AGAIN

CABINET

24	
10	58-1
14-1	60-5
15-3	74-6
23-2	75-3
27	78-4
36	80-5
40-5	81-3
45-4	83-1
50-2	85-1
53-5	90-4
56-1	93-3
57-1	98-1

24	
20	71-4
30	74-5
31-7	75-4
36-4	80-4
38-5	83-4
43	85
45	90-1
50-1	91-1
51-3	93-4
53	98-4
63-4	20-1P
70	80-1P

PANEL

20	
14-2	52-1
20	53-5
21-3	54-1
23	58-1
25-3	60-1
40-5	61-1
41-2	74
43-2	90
45-2	93
48-3	98-4

22	
15-3	48-4
18-3	53-1
23-1	56-1
25-1	57-4
30	63-4
31-7	70
36-4	74-6
38-5	75-4
40-3	78-4
41-4	80-4
43-1	93-4

FRONT DOOR

6	
30	20-1P
71	30P
10P	90-1P

BALL TROUGH

8	
15-3	85
51	20-2P
70	90-1P
81	

TRANSFORMER WIRING FOR 220/240 V. 50/60 ~ INPUT.

57.5 V. 53.5 V. 6.4 V. COMMON 2 4 8 10 TIE 1 3 5 7 9

FOR 220 V. OR 240 V. INPUT TIE LUG 3 AND LUG 5 TOGETHER. 70-1 P (ORANGE) WIRE ON LUG 1

50 P (WHITE) WIRE ON LUG 5 (115 V. TAP)

FOR 240 V. SOLDER 30-2 P (YELLOW) WIRE ON LUG 7

FOR 220 V. SOLDER 30-2 P (YELLOW) WIRE ON LUG 9

TRANSFORMER WIRING FOR 115 V. 50/60 ~ INPUT.

57.5 V. 53.5 V. 6.4 V. COMMON 2 4 8 10 TIE TIE 1 3 5 7 9

FOR 115 V. INPUT TIE LUG 1 AND LUG 3 TOGETHER. ALSO TIE LUG 5 AND LUG 7 TOGETHER. 70-1 P (ORANGE) WIRE ON LUG 1.

FOR 115 V. 30-2 P (YELLOW) WIRE AND 50 P (WHITE) WIRE ON LUG 5.

NOT USED

SCORE MOTOR WIRING 50/60 ~

70 (ORANGE) COMMON 60 CYCLE 50 CYCLE

FOR 60 CYCLE, SOLDER 80-5 WIRE (BLACK) HERE

FOR 50 CYCLE, SOLDER 80-5 WIRE (BLACK) HERE.

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