EXTRA INNING
#273

A
B
C
D
E
F
G
H
1
2
3
4
5
6
7
8
9
10
11
12
13
14
15
16
17
18
19
20
LINE PLUG
SERVICE OUTLET
TOGGLE SW.
A-514
10 AMP. FUSE
A-60
A-90
GAME OVER RE.
B-61
LOCK RE.
B-21
B-71
BAT SW.
B-41
BAT RE.
B-31-1
BAT COIL
H 23 870
3 AMP FUSE
BAT CONT. RHEOSTAT
PLAYFIELD DISPLAY LITES
DIAMOND PANEL LITES
INSERT LITE
CURVE MAGNET
20A 87 02
1 AMP. SLO-BLO FUSE
CURVE RE.
B-51
B-61-1
A-528
TRANSFORMER NO. 15-6764 X1
6 V.
50 V.
LOW LINE
TAP
10 AMP. FUSE
A-35
DRUM UNIT LITES
BACK BOX DISPLAY LITES
51X
OUT UNIT DISC.
93-1
92-1
91-1
25X
INNING S.U. DISC
48-1
47-1
46-1
45-1
44-1
43-1
42-1
41-1
40-1
95
TILT LITE
TILT RE.
14X
61-1
GAME OVER LITE
50
RAMP LITES
GRAND SLAM LITE
GRAND SLAM RE.
97-1
IMP.
20-1
30
53
TO 21-1
10
25
32
80
INDEX RE.
92
COIN SW.
DOOR ANTI SLAM SW.
START RE.
15
MOTOR RE.
65
26
76
18
2
CONTROL MOTOR 14-6738 A
74
COIN LOCKOUT
COIN METER
58
53
EXTRA INNING RE.
3RD OUT RE.
GRAND SLAM RE.
24
RESET HOLD RE.
Z 30 1800
17
M&B C-IND.
20
0-9 RUN S.U.
DU 26 1350
36
10-90 RUN S.U.
RUN RE.
RESET RE.
48
42
0-IND.
C 9TH
HOME RUN 0-9 S.U.
HOME RUN 10-90 S.U.
HOME RUN RE.
41
51
43
31-2
38
69-1
0-9 HOME RUN D.U.
LOCK RE.
Z 31 2300
J
RESET RE.
34
INNING S.U. RESET
B 29 1600
19
28
GAME OVER RE.
IT 30 1500
29
INNING S.U. ZERO SW.
89
GAME OVER RE. (LATCH)
OUT S.U. RESET
37
INNING S.U.
A 26 1100
45
46
59
62
START ADJ.
67
64
EXTRA INN. RE.
97
EXTRA INN. ADJ.
71
82
10-90 RUN D.U.
57
72
67-2
21-2
23-2
24-2
25-2
26-2
27-2
28-2
29-2
32
34-2
0-9 RUN D.U.
86
10-90 HOME RUN D.U.
87
70-3
98
71-2
72-2
73-2
74-2
75-2
76-2
78-2
79-2
81-2
82-2
0-9 HOME RUN D.U.
NO. 3 RE.
58-3
69
3RD. OUT RE
OUT S.U. 3RD. POS.
68
63
3RD. OUT RE.
GAME OVER RE. (LATCH)
60
TILT RE. (LATCH)
54
85
RESET HOLD RE
FAST SOLENOID
A 26 1350
13-1
FAST RE
PITCHER RE.
PITCHER MOTOR 14-7744 A
74-1
KNOCKER
A2 26 1100
INNING E.O.S.
84
PITCHER RE.
58-1
61
85-1
PITCHER BUTTON SW.
MIX UNIT S.U.
26-1
BAT RE.
BAT E.O.S.
52
56
FAST RE.
79-1
89-1
CURVE RE.
71-1
14-1
MIX S.U.
DWELL CAM
73-1
75-1
95-1
96-1
1ST BASE SW.
63-1
2ND BASE SW.
64-1
3RD BASE SW.
65-1
HOME RUN RE
40-2
GRAND SLAM RE.
84-1
NO. 4 RE.
(4) SINGLE SWS.
MOTOR RE.
81
SMALL BELL
A2 26 1350
LOADING COIL
51-2
A 26 1350
49
35-1
START RE.
MOTOR RE.
M 32 1800
12-1
NO. 2 RE.
16-1
70
MAN RUN MOTOR 14-6724A
52-1
DOUBLE SWS.
NO. 3 RE.
TRIPLE SW.
24-1
54-1
TO 28
21-1
56-1
RUN SW.
RUN RE.
94
HOME RUN SW
83-1
15-1
SPECIAL HOME RUN SW.
27-1
31-1
(4) OUT SWS.
OUT UNIT S.U.
60-1
RUN BELL
96
PLUMB BOB
SHAKE TILT
31
TILT RE. (LATCH)
TILT RE.
CONTROL MOTOR
A MOTOR
74
80
5 IMPULSE
GRAND SLAM LITE
RESET RE.
1010 C SW.
97-1
20-1
34
30
INNING S.U. ADJ.
20C SW.
45
62
HOME RUN RE.
OUT S.U. RESET
BAT CIRCUIT
12020 C SW.
INDEX
10
83-1
24
37
B-21
B-61
EXTRA INNING RE.
27-1
10 C SW
START RE.
GAME OVER RE.
INNING S.U. ADJ.
12020 C SW.
30
76
28
29
45
67
RESET HOLD RE.
INNING S.U.
EXTRA INNING S.U.
20202 C SW.
17
24
46
45
71
3RD OUT RE
10 C SW.
63
30
PITCHER RE
#4 RE. PULSE
START RE
MOTOR RUN
H.R. RE. PULSE
RESET HOLD RE.
2020 3030 C SW.
32
85-1
28
21-1
65
30
74
53
30
20
INDEX RE
18
30
METER PULSE
20 C SW.
24
58
INNING S.U. RESET
20 C SW.
19
28
OPEN AT 1ST POSITION
CLOSE AT 2ND POSITION

WIRE COLOR CODE.

1. RED	1. FIRST NO. = BODY COLOR
2. BLUE	2. SECOND NO. = TRACER COLOR
3. YELLOW	3. THIRD NO. INDICATES REUSE OF SAME COLOR WIRE.
4. GREEN	
5. WHITE	EXAMPLE:
6. BROWN	10 = RED
7. ORANGE	15 = RED WHITE
8. BLACK	90 = GREY
9. GREY	91 = GREY-RED
0. NO TRACER	91-1 = GREY-RED USED AGAIN
J. JUMPER	

WORD ABBREVIATIONS

RE.	RELAY
MTR.	MOTOR
SW.	SWITCH
E.O.S.	END OF STROKE
S.U.	STEP UNIT
R.P.	REPLAY
AMP.	AMPERE
G.O.	GAME OVER
D.U.	DRUM UNIT
POS.	POSITION
ADJ.	ADJUSTMENT
SPL.	SPECIAL
NO.	NUMBER.

OPEN AT 1ST POSITION

NORMALLY OPEN. CLOSED WHEN RELAY IS ENERGIZED

DOUBLE THROW A-B NORMALLY CLOSED A-B OPEN & B-C CLOSED WHEN RELAY IS ENERGIZED

CLOSE AT 2ND POSITION

NORMALLY CLOSED. OPEN WHEN RELAY IS ENERGIZED.

LATCH RELAYS ARE DRAWN IN TRIPPED POSITION, THAT IS, UNLATCHED.

EXTRA INNING
273

WIRING DIAGRAM
2-15-1962 KDS