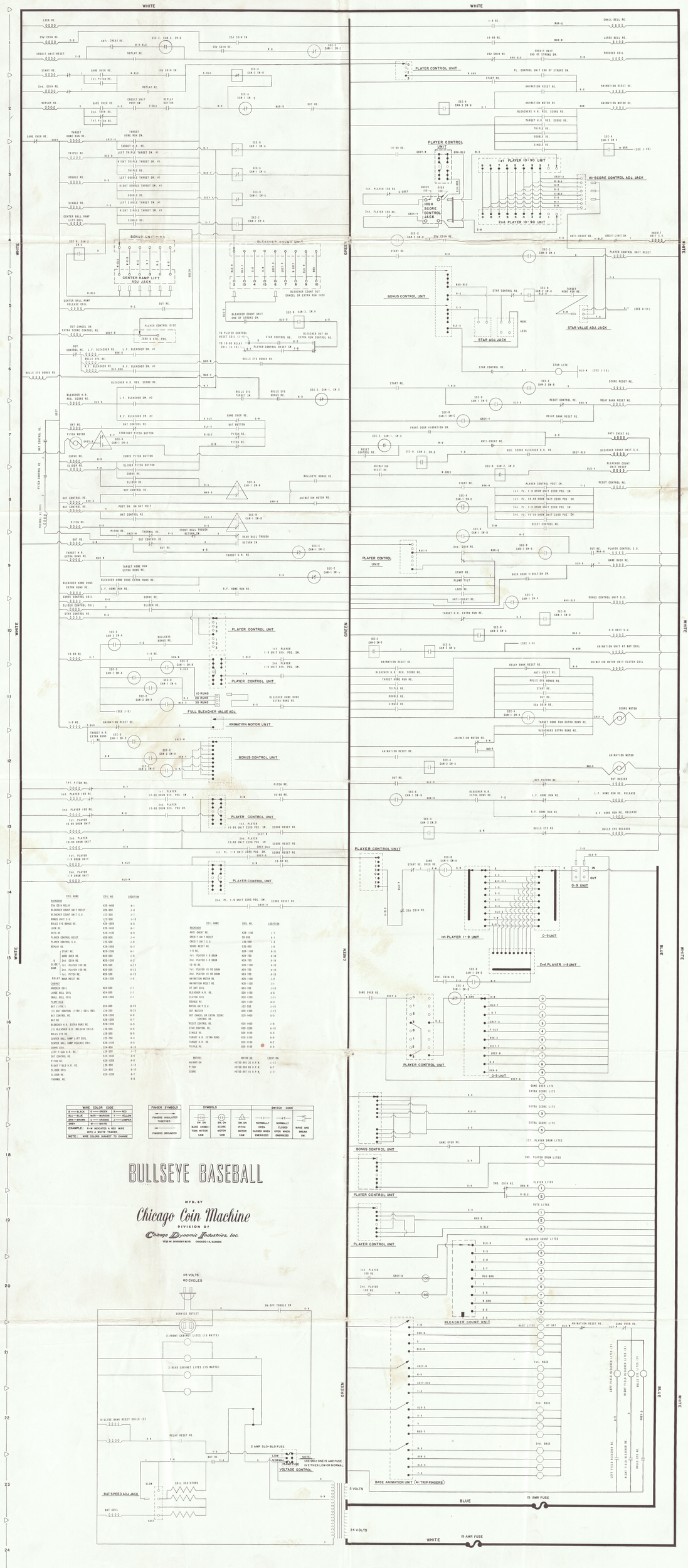

COIL NAME	COIL NO.	LOCATION
BACKBOX		
25¢ COIN RELAY	K26-1400	A-1
BLEACHER COUNT UNIT RESET	409-000	J-8
BLEACHER COUNT UNIT S.U.	J22-500	J-7
BONUS UNIT S.U.	J22-500	J-10
BULLS EYE BONUS RE.	K26-1200	A-6
LOCK RE.	K26-1400	A-7
OUTS RE.	K26-1100	A-8
PLAYER CONTROL RESET	K26-600	J-4
PLAYER CONTROL S.U.	J22-500	J-9
REPLAY RE.	K26-1200	A-2
START RE.	K26-1200	A-1
GAME OVER RE.	K26-1200	J-6
2nd. COIN RE.	K26-1200	A-2
1st. PLAYER 100 RE.	K26-500	A-13
1st. PLAYER 10-90 DRUM UNIT	K26-500	A-12
1st. PITCH RE.	K26-500	A-12
RELAY BANK RESET RE.	K26-1200	J-6
CABINET		
RANCHER COIL	K24-500	J-1
LARGE BELL COIL	K24-600	J-1
SMALL BELL COIL	K26-1000	J-1
PLAYFIELD		
BAT (1139)	S24-900	B-23
(3) BAT CONTROL (1139) COIL RES.	L28-200	B-23
BAT CONTROL RE.	K26-1200	A-9
BAT RE.	K26-1200	A-7
BLEACHER H.R. EXTRA RUNS RE.	K26-1200	A-9
(3) BLEACHER H.R. RELEASE COILS	L28-500	A-6
BULLS EYE RE.	L28-500	B-6
CENTER BALL RAMP LIFT COIL	J22-700	A-4
CENTER BALL RAMP RELEASE COIL	K26-1200	A-5
CURVE COIL	S24-800	A-12
LEFT FIELD H.R. RE.	L28-500	J-12
OUT CONTROL RE.	K26-1400	A-8
PITCH RE.	K26-1200	A-8
RIGHT FIELD H.R. RE.	L28-500	J-13
SLIDER COIL	S24-800	A-10
SLIDER RE.	K26-1200	A-7
THERMAL RE.		A-8

COIL NAME	COIL NO.	LOCATION
BACKBOX		
ANTI-CHEAT RE.	K26-1100	J-7
CREDIT UNIT RESET	20-600	J-1
CREDIT UNIT S.U.	J22-500	J-3
SCORE RESET RE.	026-400	J-6
1-9 RE.	026-1100	A-11
1st. PLAYER 1-9 DRUM	N24-700	A-14
2nd. PLAYER 1-9 DRUM	N24-700	A-14
10-90 RE.	026-1100	A-10
1st. PLAYER 10-90 DRUM	N24-700	A-13
2nd. PLAYER 10-90 DRUM	N24-700	A-13
ANIMATION MOTOR RE.	K26-1100	J-2
ANIMATION RESET RE.	K26-1100	J-1
AT BAT COIL	N24-700	J-15
BLEACHER H.R. RE.	026-1100	A-9
CLUTCH COIL	K26-1200	J-11
DOUBLE RE.	026-1100	A-3
MOTOR UNIT S.U.	J22-500	J-10
OUT BUZZER	026-1200	J-12
OUT CANCEL ON EXTRA SCORE CONTROL RE.	026-1400	A-5
RESET CONTROL RE.	K26-1400	J-8
STAR CONTROL RE.	K26-1200	A-10
SINGLE RE.	026-1100	A-2
TARGET H.R. EXTRA RUNS	K26-1100	A-9
TARGET H.R. RE.	026-1100	A-2
TRIPLE RE.	026-1100	A-3
MOTORS		
ANIMATION	#5750-005 25 R.P.M.	J-12
PITCH	#5750-500 60 R.P.M.	A-7
SCORE	#5750-007 15 R.P.M.	J-11

WIRE COLOR CODE		
B — BLACK	G — GREEN	R — RED
BLU — BLUE	MAR — MAROON	Y — YELLOW
BRN — BROWN	O — ORANGE	J — JUMPER
GREY	W — WHITE	

EXAMPLE: R-W INDICATES A RED WIRE WITH A WHITE TRACER.

NOTE: WIRE COLORS SUBJECT TO CHANGE

FINGER SYMBOLS

FINGERS INSULATED TOGETHER

FINGERS GROUNDED

SYMBOLS

SW. ON BASE ANIMATION CAM	SW. ON SCORE MOTOR CAM	SW. ON PITCH MOTOR CAM	NORMALLY OPEN CLOSED WHEN ENERGIZED	NORMALLY CLOSED OPEN WHEN ENERGIZED	WIRE AND BREAK SW.

SWITCH CODE

BULLSEYE BASEBALL

MFD. BY

Chicago Coin Machine

DIVISION OF

Chicago Dynamic Industries, Inc.

1723 W. DIVERSEY BLVD. CHICAGO 14, ILLINOIS