

JOCKEY SPECIAL, JOCKEY CLUB

INSTALLATION AND OPERATING INSTRUCTIONS

Remove 3 bolts (tagged) which hold mechanism-shelf stationary while in transit. Remove the wood plug which holds shuffle-panel stationary while in transit. Place back-box in position and fasten with 4 bolts furnished. Plug in connection cables. Install levelers in base of machine and adjust as indicated in diagram on back page. Place ball or balls in machine. Plug power line into A.C. ONLY, 60 cycles, 115 volts.

TO REPLACE LIGHT-BULBS IN BACK-BOX

Unlock lock in top of back-box. Entire back-glass frame may be lifted upward and off of back-box, permitting easy access to light-bulbs.

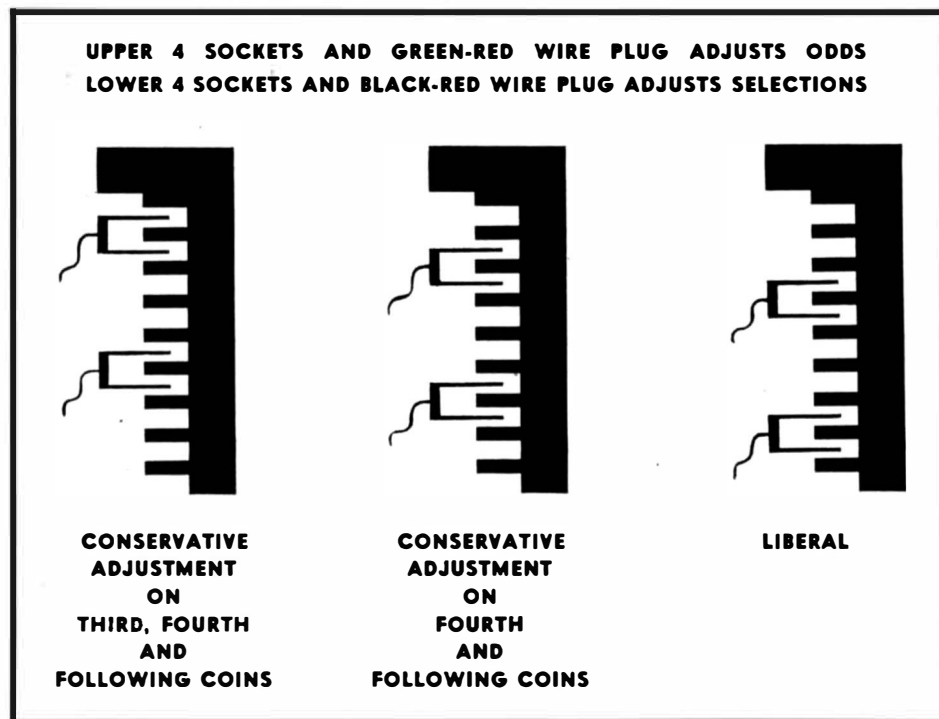
GENERAL ADJUSTMENT: ODDS, SELECTIONS, HORSE-SHOE FLASH

Simple general adjustment of odds, selections and horse-shoe flash is by means of SHORT PINS in ratchet on 400-TO-1 UNIT on mechanism shelf.

As pins are added to ratchet, game becomes increasingly liberal; as pins are removed, game becomes increasingly conservative. Extra pins are furnished with each game. Holes in ratchet are tapped to receive end of pin.

SPECIAL ADJUSTMENT: ODDS, SELECTIONS

In addition to general adjustment by means of pins in ratchet on 400-to-1 unit, odds and selections may be adjusted in relation to number of coins played by means of 8-point female plug attached to MULTIPLE UNIT on mechanism shelf and two related 2-point male plugs. See diagram below. Odds and selections may be adjusted separately.



HORSE-SHOE FLASH ADJUSTMENT

See Form Jockey-1003 titled JOCKEY SPECIAL ADJUSTMENTS: HORSE-SHOE FLASH.

L AND R ADJUSTMENT

Frequency of lighting L and R on back-glass is automatically compensated through multiple play.

FEATURE OPERATION

Feature may be operated on build-up basis, \$1.00 (20 replays) for each Feature-point indicated at top of back-glass; or Feature may be operated with flat \$2.00 (40 replays) multiplied by number of coins played, up to 4.

FEATURE CHANGE-OVER PLUG

Change-over from build-up to flat Feature award is by means of 3-point female plug on front of mechanism-shelf (labeled FEATURE CHANGE-OVER) and related male jack-plug. When jack-plug is inserted in socket closest to index-point, Feature award is flat \$2.00 (40 replays) multiplied by number of coins played, up to 4. When jack-plug is inserted in socket farthest from index-point, Feature is on build-up basis. Middle socket is neutral.

FEATURE LIGHTS

When Feature award is flat \$2.00 (40 replays), Feature-point lights should be inoperative. Simply reset FEATURE UNIT (in back-box) to zero and then open the switch with ORANGE-GREEN and BLACK-YELLOW wires on feature unit; then Feature unit will not operate and Feature-point lights will not light.

FEATURE SCORE CARDS

Be sure to use correct card on lower right-hand arch, depending on method of operating FEATURE.

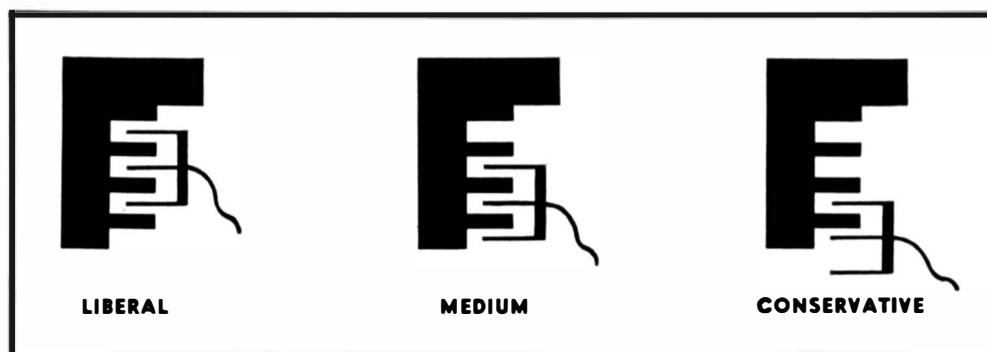
FEATURE RE-SET

When game is operated with build-up Feature, Feature awards or replays are not automatic; location-attendant must supply coins to play replays. Location-attendant should then re-set Feature-points to zero by pushing Feature reset-button.

Feature reset-button is located under horizontal section of cabinet (left-hand side), slightly back of front upright section of cabinet. Button closest to back of cabinet is Feature re-set button. (The other button—on Jockey Special only—is replay re-set button).

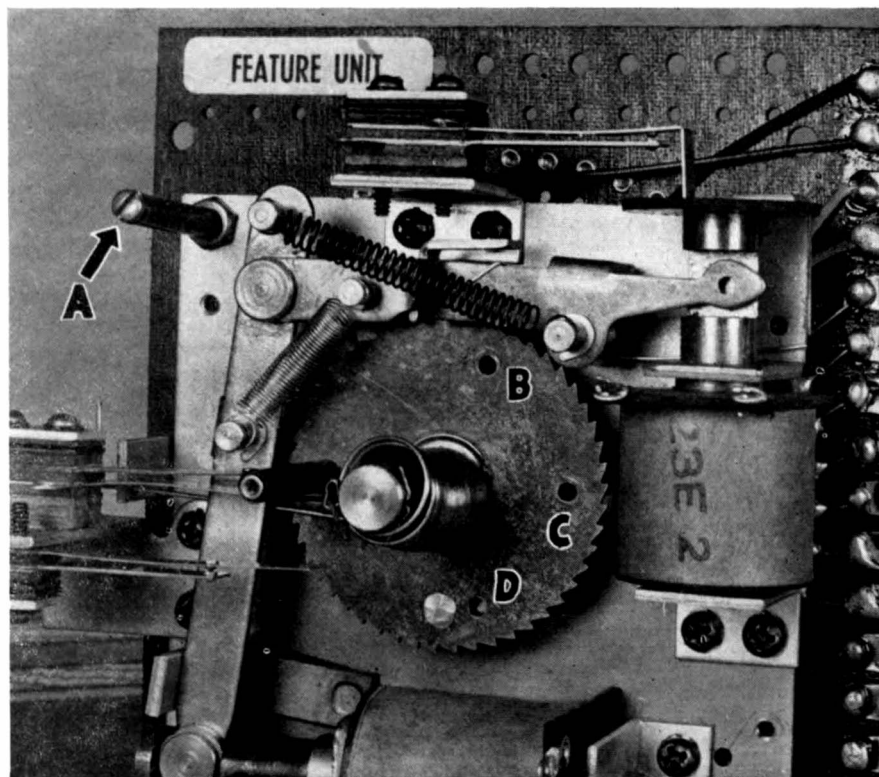
FEATURE LIGHT ADJUSTMENT

Frequency of lighting FEATURE on back-glass is adjusted by means of 3-point female plug attached to SELECTOR DISC on mechanism shelf and related 3-point male plug. See diagram below.



FEATURE VALUE ADJUSTMENT

See FEATURE TOP ADJUSTMENT instructions on next page.



FEATURE TOP ADJUSTMENT

When shipped, game is adjusted for \$45.00 top Feature Award. Adjustment is by placing Pin A in Hole B (\$30 top), C (\$20 top), or D (\$10 top).

FEATURE METER

Feature meter is directly inside front door. Meter registers each step-up of Feature build-up, which steps up 1 point for each 400 coins played. Meter should be checked to determine amount to which location is entitled as reimbursement for Feature awards paid.

FEATURE STARTING SCORE

When first placing game on location, operators usually set Feature-point light to a number several points above 1—to attract players.

REPLAY RESET BUTTON (JOCKEY SPECIAL ONLY)

Replays scored by player register on back-glass. Player may play replays by pressing button marked "replay" or merchant may redeem replays.

Replay reset button is located under horizontal section of cabinet (left-hand side) slightly back of the upright section of cabinet. Replay reset button is button closest to front of cabinet (button closest to back of cabinet is Feature reset button).

When merchant redeems replays, merchant should reset replay score projector to zero by pushing reset button.

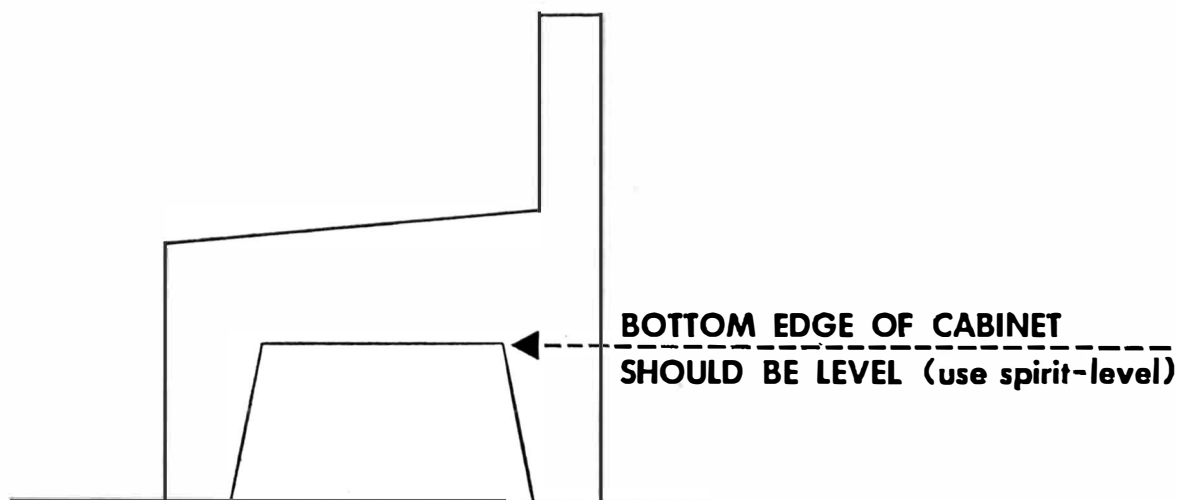
REPLAY METER (JOCKEY SPECIAL ONLY)

Replay meter is directly inside front door. Collector should keep a record of meter readings and meter should be checked to determine amount location should receive as reimbursement

for replays redeemed. Simply subtract reading of previous collection from reading of present collection to determine number of replays redeemed since previous collection.

5-BALL PLAY (JOCKEY SPECIAL ONLY)

1. Raise glass frame. Note screw and small sliding-plate in back end of Skill Lane. Loosen (BUT DO NOT REMOVE) screw.
2. Push sliding-plate toward back end of game, allowing brass rivet to spring up through metal plate in bottom of Skill Lane.
3. Tighten screw again to hold sliding-plate in 5-Ball position.
4. Remove rubber bumper guarding entrance to Skill Lane and replace with gate furnished with machine. (Holes for fastening gate are drilled in arch directly above Skill Lane).
5. Place proper 5-ball instruction cards on front arch and place a total of 5 balls in game.

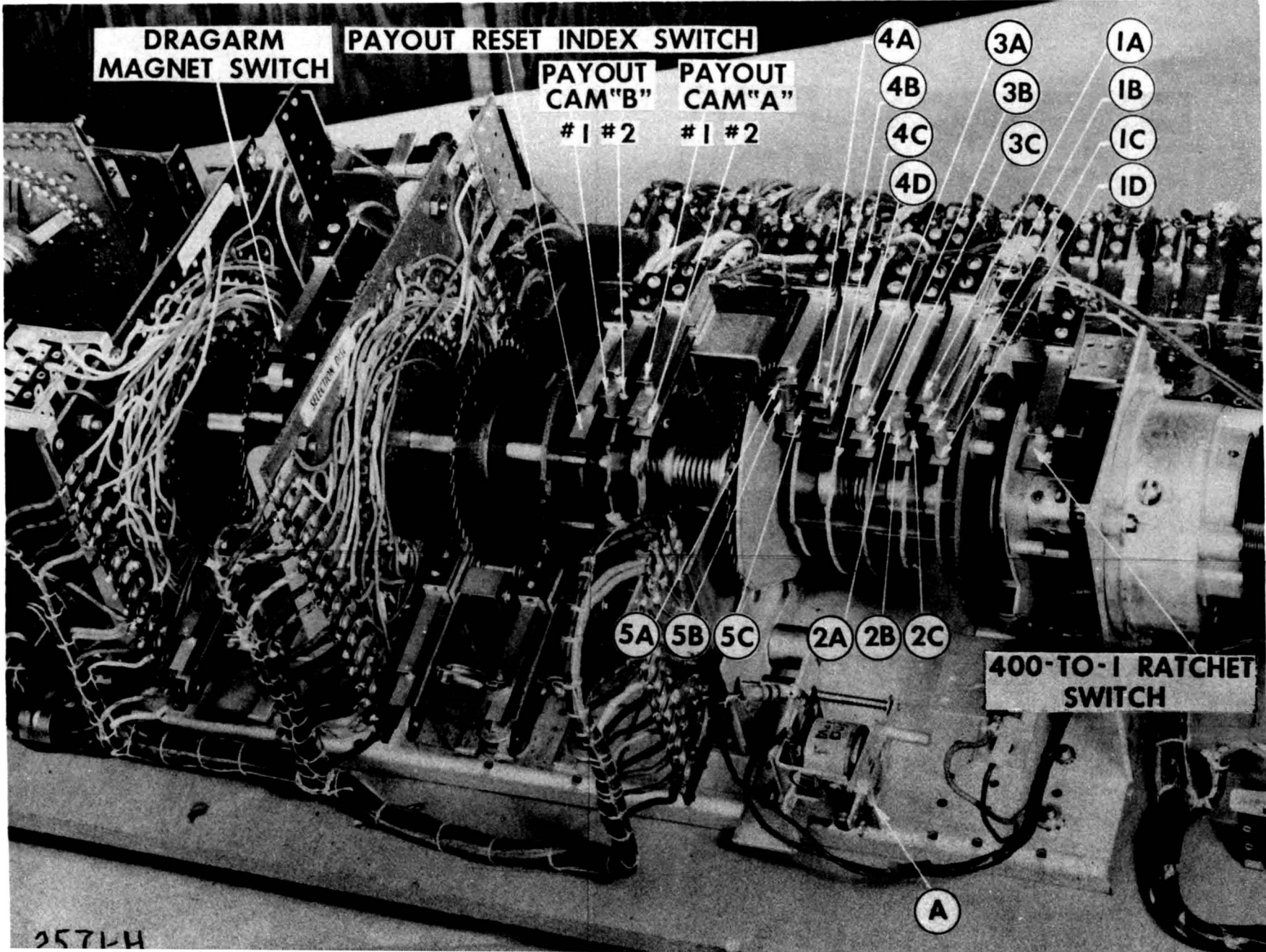


BE SURE CABINET IS PROPERLY LEVELED AS INDICATED ABOVE

JOCKEY SPECIAL, JOCKEY CLUB
CONTROL UNIT SWITCH CHART

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

CAM SWITCH NO.	CODE	WIRE COLORS	FUNCTION OF SWITCH
400-TO-1 RATCHET	N.O.	Yellow Blue-White	Energizes 400-to-1 Ratchet; is in series with Cam Switch 3C
Cam Switch 1A	N.C.	White Black-Red	Opens start relay lock-in circuit during cycle of Control Unit. Also opens coin-lock magnet circuit.
Cam Switch 1B	N.C.	White Yellow-Red	Makes Horse-shoe Button inoperative during cycle of Control Unit.
Cam Switch 1C	N.C.	Red-White Orange	Opens payout circuit during cycle of Control Unit.
Cam Switch 1D	N.O.	Blue Green-White	Pulls in 3-5-relay or 4-relay if wipers on Horse-shoe Disc are in proper position. Switch on Horse-shoe index-coil, Cam Switch 4A and Alternator-Switch are in series with Cam-Switch 1D.
Cam Switch 2A	N.O.	Brown Brown-Red	Steps up ABCD Unit after the four bumpers are lit.
Cam Switch 2B	N.O.	White Green-Black	Resets Multiple Counter and also L - R Unit after last letter is lit.
Cam Switch 2C	N.O.	White Black-Red	Steps up Multiple Unit and (ON JOCKEY SPECIAL ONLY) also subtracts a replay.
Cam Switch 3A	N.O.	Green Black-Yellow	Flashes odds during spin.
Cam Switch 3B	N.O.	Black Black-Yellow	Energizes horse-selection Index-coil.
Cam Switch 3C	N.O.	Red Yellow	Energizes Horse-shoe index-coil.
Cam Switch 4A	N.C.	Blue Blue-White	Safety switch for 3-5-relay and 4-relay . Opens circuit during spin.
Cam Switch 4B	N.C.	Red White	Cuts off regular odds lights during cycle.
Cam Switch 4C	N.C.	Yellow-Red Orange-Green	Makes Horse-Shoe Button inoperative during cycle of Control Unit.
Cam Switch 4D	N.C.	Green-White Green-Black	Breaks odds-magnet during cycle.
Cam Switch 5A	S.P.D.T.	White-Green Green-White Green-Black	Directs circuit to 3-5-relay or 4-relay, if Horse-shoe wipers stop in proper position.
Alternator Switch 5B	S.P.D.T.	Brown-White White-Red Red	Directs circuit to L or R light, if Selection Disc wipers are on proper button.
Alternator Switch 5C	S.P.S.T.	Yellow Black-Red	Causes 3rd and 4th multiple selection adjustment plug to be effective every other cycle of Control Unit.
Payout Cam A Switch 1	S.P.S.T.	White Green	Energizes payout reset index-coil on Control Unit after each multiple payout.
Switch 2	S.P.S.T.	Blue Brown-White	Safety "lock-in" switch to prevent short payout.
Payout Cam B Switch 1	S.P.S.T.	Red-Green Brown-White	In series with a switch on payout relay and replay projector (JOCKEY SPECIAL) or payout unit (JOCKEY CLUB).
Switch 2	S.P.S.T.	Green-White Yellow-Red	Not used on Jockey Club Automatic replay reset on Jockey Special
Payout-Reset Index Switch	N.O.	Yellow White	Resets payout counter and steps up multiple counter.
Drag Arm Magnet Switch	N.C.	White Yellow-Red	Operates drag-arm magnet intermittently.



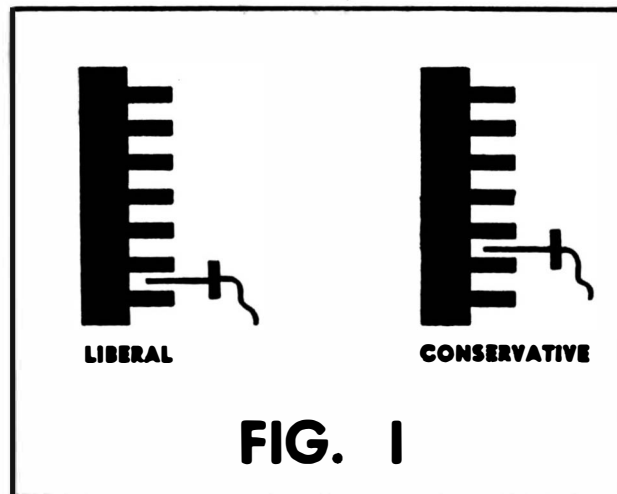
JOCKEY SPECIAL, JOCKEY CLUB

HORSE-SHOE FLASH ADJUSTMENTS

Automatic adjustment of Horse-shoe Flash is described in Jockey Special, Jockey Club Installation and Operating Instructions. (FORM JOCKEY-1000).

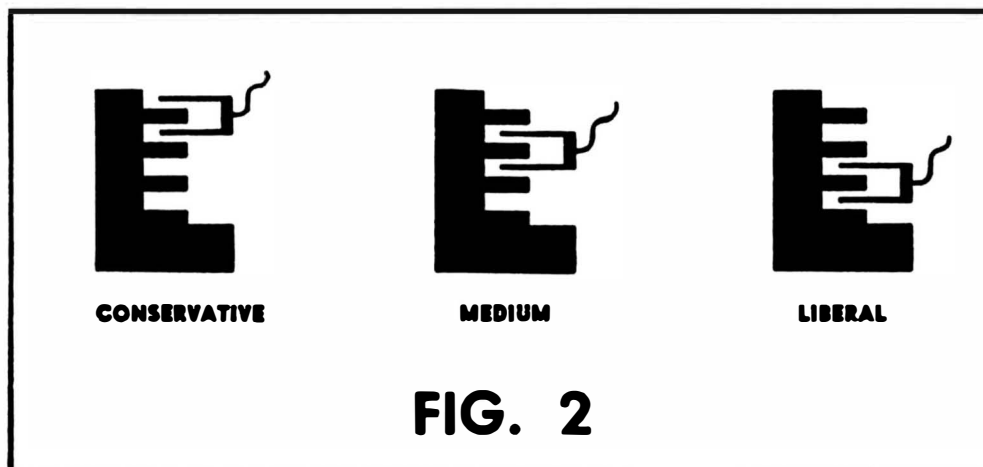
ADJUSTMENT OF HORSE-SHOE ADVANTAGE 1

Horse-shoe Advantage 1 is described in players' instruction card as PURSE SECTION RECEIVES WIN ODDS. Adjustment is by means of the two bottom sockets of 6-point female plug attached to side of Horse-Shoe Disc and associated jack-plug (WITH ORANGE WIRE), as illustrated in FIG. 1. (Four top sockets adjust Horse-Shoe Advantages 4, 5, as illustrated in FIG. 3 on next page.)



ADJUSTMENT OF HORSE-SHOE ADVANTAGE 3

Horse-Shoe Advantage 3 is described in players' instruction card as SHOW SECTION RECEIVES 40, 80, 120 OR 160 ODDS. Adjustment is by means of 6-point female socket attached to top of Horse-Shoe Disc and associated 4-point male plug, as illustrated in FIG. 2.



ADJUSTMENT OF HORSE-SHOE ADVANTAGES 4, 5

Horse-Shoe Advantage 4 is described in players' instruction card as NUMBER 4 ADDED TO LIT SELECTIONS and Advantage 5 is described as NUMBERS 3 AND 5 ADDED TO LIT SELECTIONS. Adjustment is by means of four top sockets of 6-point female plug attached to side of Horse-Shoe Disc and associated 2-point male plug (WITH BLUE WIRE), as illustrated in FIG. 3 on next page.

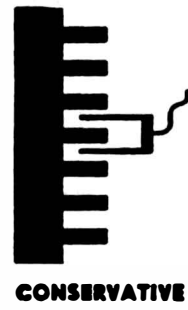
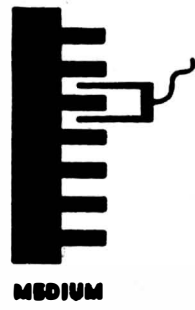
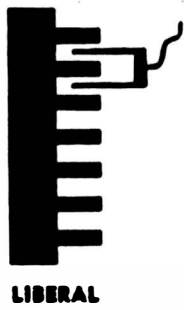


FIG. 3

JOCKEY SPECIAL, JOCKEY CLUB

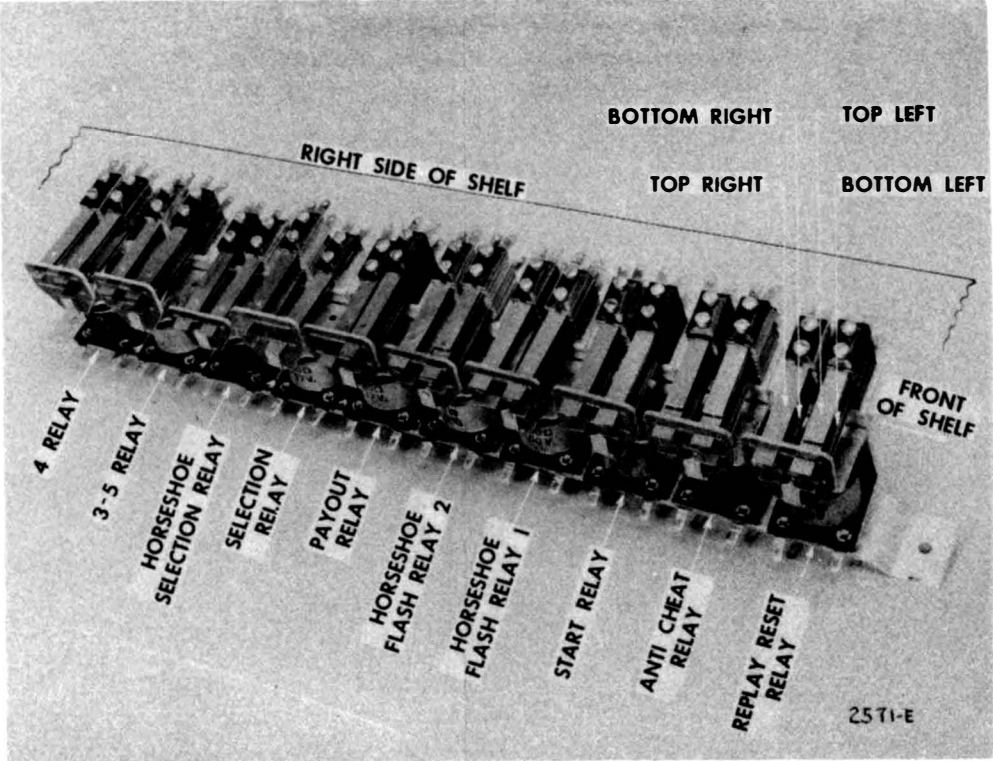
RELAY CHART

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

REPLAY RESET RELAY
NOT USED IN JOCKEY CLUB

RELAY AND SWITCH	SWITCH CODE	WIRE COLORS	FUNCTION OF SWITCH
Top left switch	N.C.	White-Red Orange-Black	Breaks start circuit. Game can not be shuffled during replay reset.
Bottom left switch	S.P.D.T.	Black-Red Blue-White Yellow	Completes circuit for wiping off one replay, or resetting all replays to zero.
Top right switch	N.O.	Yellow-Red Green-White	Holds in replay reset relay.
Bottom right switch	N.O.	Slate Brown-Red	Runs control unit motor.
ANTI-CHEAT RELAY			
Top left switch	N.C.	Yellow-Red Green-White	Energizes replay reset relay when A.C. relay is de-energized.
Bottom left switch	S.P.D.T.	Slate-Black Red Brown	Normally supplies power to 17 volt circuit; lights tilt light when A.C. relay is de-energized.
Top right switch	N.C.	Red-White Red-Black	Allows shutter motor to operate after a tilt.
Bottom Right switch	N.O.	White Black-Yellow	Holds in relay and supplies power to bumpers.
START RELAY:			
Top left switch	N.O.	White Blue-Red	Energizes cam index coil.
Bottom left switch	N.O.	Slate Red-White	Runs shutter motor; in series with ball switch.
Top right switch	N.O.	Black-Red White-Red	Holds in start relay
Bottom right switch	N.O.	Slate Green-Red	Energizes horseshoe relay No. 2. After horseshoe No. 1 "Bottom Left" switch is closed.
HORSESHOE RELAY NO. 1			
Top left switch	N.O.	White-Green Brown-White	Holds in horseshoe relay No. 1
Bottom left switch	S.P.D.T.	Red Green Red-Green	Supplies power to horseshoe disk for step offs and breaks circuit to horse selector index.
Top right switch	N.C.	Slate Yellow	Lights horseshoe light and indicator light on panel.
Bottom right switch	N.O.	Red Green-Black	Energizes odds coil.
HORSESHOE RELAY NO. 2			
Top left switch	N.C.	Red Black-Red	Breaks circuit to multiple unit step-up coil, while playing horseshoe feature.
Bottom left switch	S.P.D.T.	Blue-White Green-Red	Holds in my horseshoe relay No. 2.
Top Right switch	N.O.	Yellow Red-Green	Safety circuit for "40" odds on show.
Bottom Right switch	N.O.	Orange Blue-Red	Safety circuit for win-show or win-purse payouts
PAYOUT RELAY:			
Top left switch	N.O.	Slate Brown-Red	Runs control unit motor
Bottom left switch	N.O.	Slate Red-Green	Energizes payout counter. In series with payout cam "B" switch.
Bottom right switch	N.C.	Brown White	Energizes reset index coil after a payout.
SELECTION RELAY:			
Bottom left switch	N.O.	Yellow Black	Energizes horse selector index coil; in series with 1-to-5 switch on 400-to-1 unit, or in series with alternator switch and multiple stepper disc.
Top right switch	N.O.	Red Green-Red	Energizes odds coil; in series with high odds button switch 1-to-20 switch on 400-to-1 unit, and cam switch no. 4C
Bottom right switch	N.O.	Blue-Red Orange	Energizes horseshoe selection relay when selection relay is energized, in series with horseshoe selection disc.
HORSESHOE SELECTION RELAY:			
Bottom left switch	N.O.	Slate Brown-Red	Runs control unit motor.
Bottom right switch	N.O.	Red Yellow	Energizes Horseshoe selection index coil.
NO. 3-5 RELAY			
Top left switch	N.O.	Red White-Red	Lights No. 5 selection light.
Bottom Left switch	N.O.	Red Yellow-Red	Decreases selections spotted
Top right switch	N.O.	Red Yellow-Black	Lights No. 3 selection light.
Bottom right switch	N.O.	White-Green Red-Green	Lock in circuit for relay No. 3-5.
NO. 4 RELAY			
Top left switch	N.O.	Red Yellow-Red	Decreases selection spotted.

Bottom left switch	S.P.D.T.	Slate-Black Red Brown	Normally supplies power to 17 volt circuit; lights tilt light when A.C. relay is de-energized.
Top right switch	N.C.	Red-White Red-Black	Allows shutter motor to operate after a tilt.
Bottom Right switch	N.O.	White Black-Yellow	Holds in relay and supplies power to bumpers.
START RELAY:			
Top left switch	N.O.	White Blue-Red	Energizes cam index coil.
Bottom left switch	N.O.	Slate Red-White	Runs shutter motor; in series with ball switch.
Top right switch	N.O.	Black-Red White-Red	Holds in start relay
Bottom right switch	N.O.	Slate Green-Red	Energizes horseshoe relay No. 2. After horseshoe No. 1 "Bottom Left" switch is closed.
HORSESHOE RELAY NO. 1			
Top left switch	N.O.	White-Green Brown-White	Holds in horseshoe relay No. 1
Bottom left switch	S.P.D.T.	Red Green Red-Green	Supplies power to horseshoe disk for step offs and breaks circuit to horse selector index.
Top right switch	N.C.	Slate Yellow	Lights horseshoe light and indicator light on panel.
Bottom right switch	N.O.	Red Green-Black	Energizes odds coil.
HORSESHOE RELAY NO. 2			
Top left switch	N.C.	Red Black-Red	Breaks circuit to multiple unit step-up coil, while playing horseshoe feature.
Bottom left switch	S.P.D.T.	Blue-White Green-Red	Holds in my horseshoe relay No. 2.
Top Right switch	N.O.	Yellow Red-Green	Safety circuit for "40" odds on show.
Bottom Right switch	N.O.	Orange Blue-Red	Safety circuit for win-show or win-purse payouts
PAYOUT RELAY:			
Top left switch	N.O.	Slate Brown-Red	Runs control unit motor
Bottom left switch	N.O.	Slate Red-Green	Energizes payout counter. In series with payout cam "B" switch.
Bottom right switch	N.C.	Brown White	Energizes reset index coil after a payout.
SELECTION RELAY:			
Bottom left switch	N.O.	Yellow Black	Energizes horse selector index coil; in series with i-to-5 switch on 400-to-1 unit, or in series with alternator switch and multiple stepper disc.
Top right switch	N.O.	Red Green-Red	Energizes odds coil; in series with high odds button switch 1-to-20 switch on 400-to-1 unit, and cam switch no. 4C
Bottom right switch	N.O.	Blue-Red Orange	Energizes horseshoe selection relay when selection relay is energized, in series with horseshoe selection disc.
HORSESHOE SELECTION RELAY:			
Bottom left switch	N.O.	Slate Brown-Red	Runs control unit motor.
Bottom right switch	N.O.	Red Yellow	Energizes Horseshoe selection index coil.
NO. 3-5 RELAY			
Top left switch	N.O.	Red White-Red	Lights No. 5 selection light.
Bottom Left switch	N.O.	Red Yellow-Red	Decreases selections spotted
Top right switch	N.O.	Red Yellow-Black	Lights No. 3 selection light.
Bottom right switch	N.O.	White-Green Red-Green	Lock in circuit for relay No. 3-5.
NO. 4 RELAY			
Top left switch	N.O.	Red Yellow-Red	Decreases selection spotted.
Bottom left switch	N.O.	Red Green-Red	Lights No. 4 selection light.
Top right switch	N.O.	Red-Green Green-Black	Lock-in circuit for No. 4 relay.
Bottom right switch	N.C.	Blue- Yellow-Black	No. 4 selection decrease.

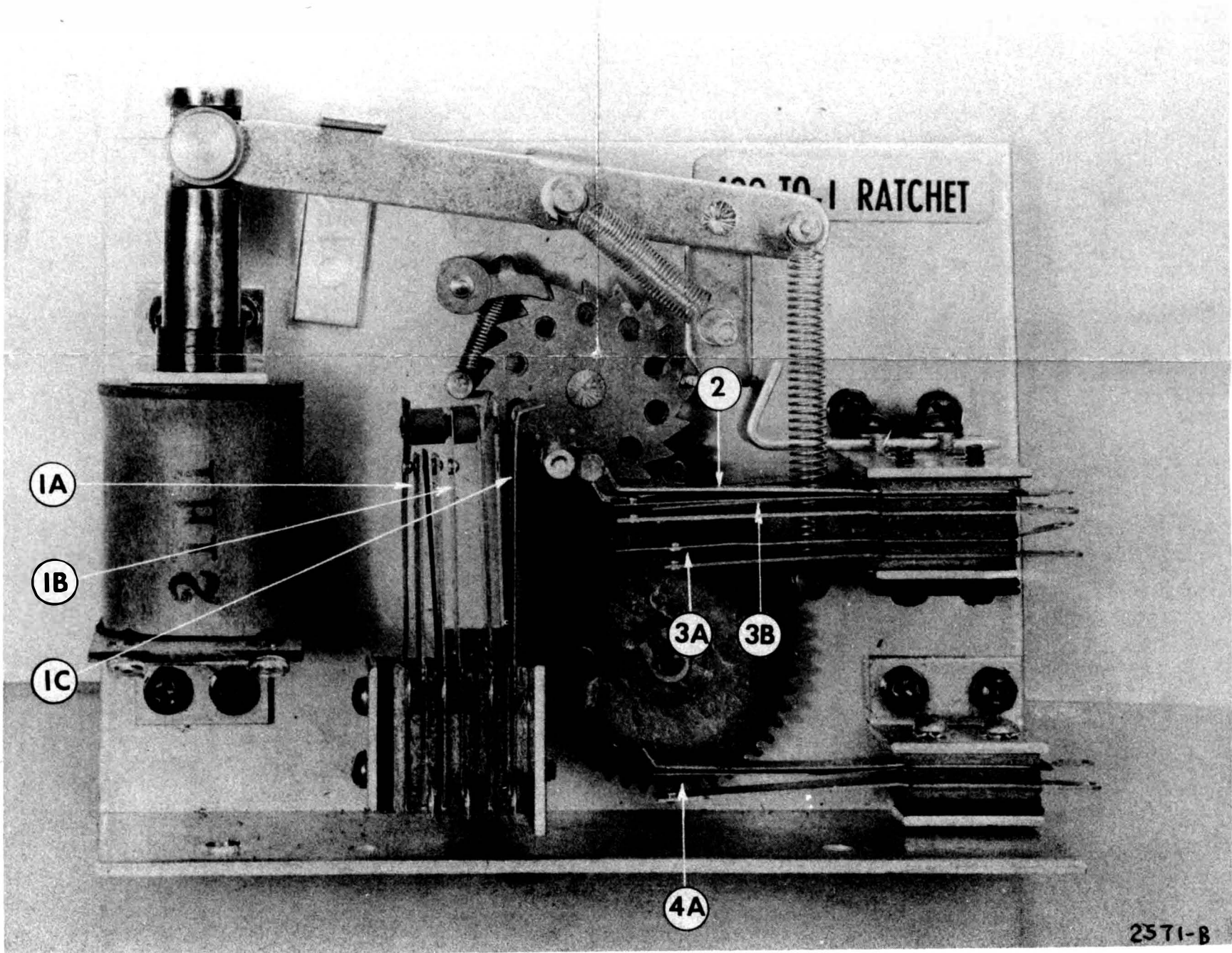


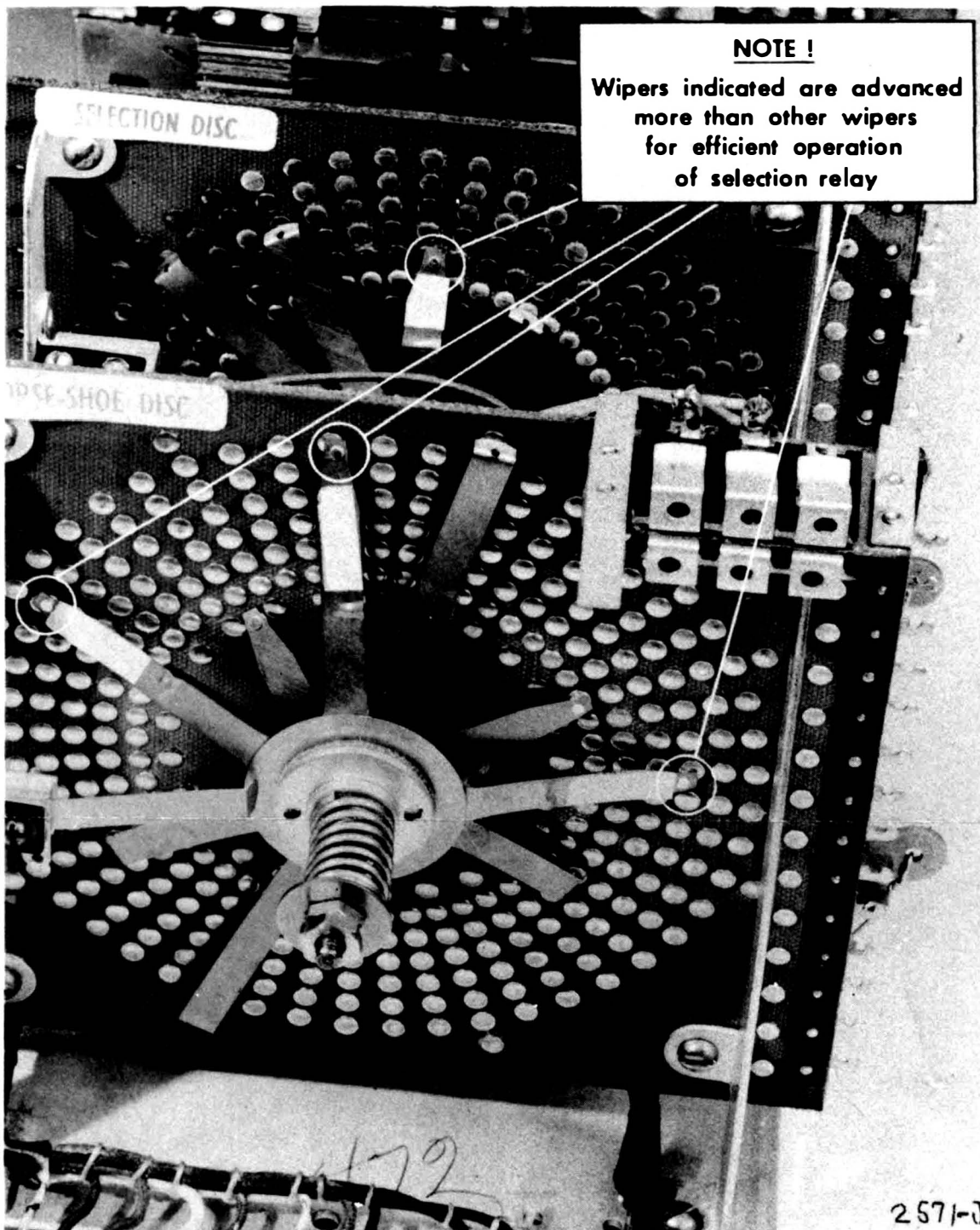
JOCKEY SPECIAL, JOCKEY CLUB

400-TO-1 UNIT SWITCH CHART

CODE	
N. C.....	NORMALLY CLOSED
N. O.....	NORMALLY OPEN

CAM SWITCH NO.	CODE	WIRE COLORS	FUNCTION OF SWITCH
Switch No. 1A	N.C.	White Green-White	Breaks circuit to odds magnet.
Switch No. 1B	N.O.	Black-Red Blue	Completes circuit to feature light and payout in series with selection disc and feature hole switch.
Switch No. 1C	N.O.	Blue-Red Yellow-Red	In series with 400-to-1 ratchet Switch No. 4, switch on start relay, and open at 45 switch on feature unit - to complete circuit to feature step-up coil.
Switch No. 2	N.C.	Yellow Green	Breaks circuit to selection index coil. In series with switches on selection relay and horseshoe relay No. 1.
Switch No. 3A	N.O.	Green Blue-Red	Lights "40" odds on show light; in series with horseshoe disc.
Switch No. 3B	N.O.	Yellow Slate	Completes "40" odds on show light payout circuit. In series with switches in show section and switch on horseshoe relay No. 2.
Switch No. 4	N.O.	Black-Yellow Yellow-Red	Completes circuit to feature unit step-up coil. In series with 400-to-1 ratchet switch No. 1C, switch on start relay, and open at 45 switch on feature unit.





BALLY ENTRY, SPECIAL ENTRY JOCKEY CLUB, JOCKEY SPECIAL

SHUTTER LUBRICATION

If shutter-motor fails to operate shutter, shutter is probably binding in guide-strips (A in illustration), which may swell in damp weather.

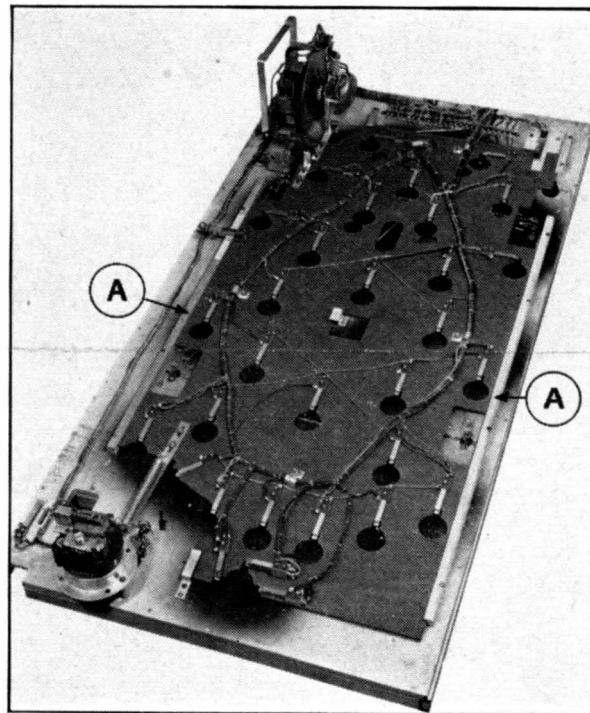
Remove guide-strips and rub edges of shutter with cake paraffin — or coat edges of shutter with "Slipit" manufactured by Slipit Products, Inc., 169 Water Street, New York, New York, and usually available in local hardware stores.

IMPORTANT

When replacing guide-strips, be sure shutter has at least $\frac{1}{32}$ in. side-play.

NOTE

In current production of JOCKEY CLUB and JOCKEY SPECIAL, edges of shutter are paraffin coated at factory.



BALLY ENTRY, SPECIAL ENTRY JOCKEY CLUB, JOCKEY SPECIAL

RECOMMENDED ADJUSTMENT TO IMPROVE OPERATION

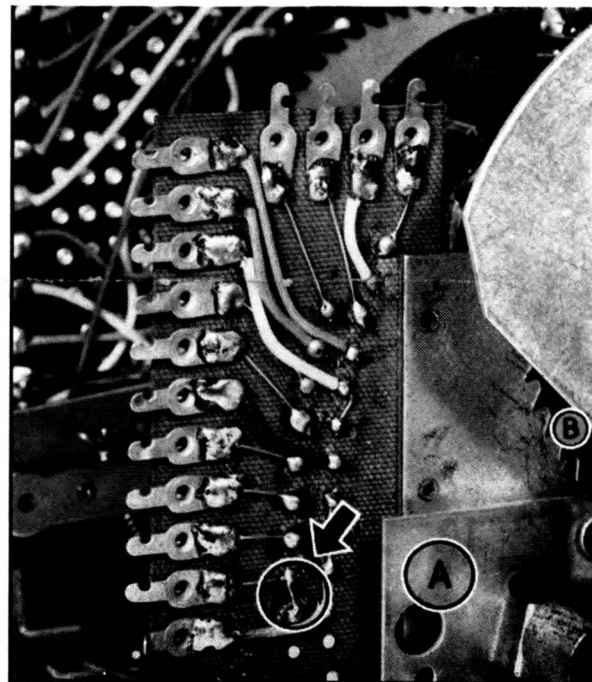
Sometimes, when low odds are showing on back-glass, a winner in Purse-section' fails to pay out.

This is because Odds-Arm (A in illustration) sometimes hangs up on tip of teeth] on Odds-Disc (B in illustration)—instead of indexing in the notches.

To overcome this, solder a jumper-wire between the two contact points indicated by circle in illustration.

NOTE

In current production of JOCKEY CLUB and JOCKEY SPECIAL, jumper-wire is installed at factory.



JOCKEY CLUB, JOCKEY SPECIAL

PARTS CATALOG

SECTION 1: FRONT CABINET

JOCKEY CLUB, JOCKEY SPECIAL

AS-187-1.....BALL SHOOTER ASSEMBLY.....

PARTS:

S-251.....END SPRING BEARING.....
 A-100.....KNOB AND SHOOTER ROD.....
 A-110.....PUSH ROD (BALL LIFTER ROD).....
 R-108.....SHOOTER TIP....
 A-292.....SHOOTER CASTING.....
 P-448.....SNAP WASHER.....
 SP-200-20.....SPRING (SHOOTER).....
 SP-218.....SPRING (OUTSIDE BARREL SPRING).....

AS-186.....BALL LIFTER ASSEMBLY.....

PARTS:

A-270.....LIFTER ASSEMBLY.....
 P-346.....SNAP WASHER.....
 SP-113.....SPRING (BARREL TYPE).....
 SP-117.....SPRING (EXTENSION).....
 SP-200-10.....SPRING (COMPRESSION).....

AS-236-1.....TOP GLASS AND FRAME ASSEMBLY *.....

AS-237-1.....TOP GLASS AND FRAME ASSEMBLY #.....

PARTS:

A-476-5.....BUTTON, PIN, & SHAFT (HORS
 BUTTON).....
 A-476-1.....BUTTON, PIN, & SHAFT (REPLAY BUTTON)#

MISCELLANEOUS PARTS IN FRONT CABINET:

M-168.....BALL (1" BRONZE).....
 M-283.....CASH BOX.....
 A-252.....COIN DROP AND CHUTE.....
 C-110-1.....COUNTER FACING (ALUMINUM MOULDING)..
 M-163.....LEG ADJUSTER (4 TO SET).....
 S-245.....SWITCH BUTTON.....
 SW-215.....SWITCH (FREE GAME & FEATURE RESET)..
 SW-217.....SWITCH (REPLAY & FIELD).....

SECTION 2: FRONT DOOR ASSEMBLY

JOCKEY CLUB, JOCKEY SPECIAL

AS-277-1.....COIN SWITCH ASSEMBLY.....

PARTS:

A-222.....BACK PLATE & BRACKET ASSEMBLY.....

SECTION 2: FRONT DOOR ASSEMBLY JOCKEY CLUB, JOCKEY SPECIAL (Continued)

E-101-4.....ELECTRO MAGNET (HOLDING RELAY).....
COIL IN E-101-4 RELAY-90 OHM-50 VOLT
SW-227.....SWITCH.....

AS-129.....PAYOUT UNIT ASSEMBLY *.....

PARTS:

A-176.....BASE PLATE ASSEMBLY.....
P-227-4.....COIN TUBE.....
C-169.....COIN TUBE HOLDER.....
A-209-1.....LINK AND BUSHING ASSEMBLY.....
A-179-1.....SECTOR ASSEMBLY (CONTROLS FLOW OF
COINS FROM TUBE TO PAYOUT CUP).....
P-346.....SNAP WASHER.....
E-184-1.....SOLENOID (PAYOUT COIL).....
SP-100-6.....SPRING (FOR SECTOR ASSEMBLY).....

MISCELLANEOUS PARTS ON FRONT DOOR:

S-286.....BUTTON (REJECT WITH WASHER & SCREW).
C-164-2.....COIN RETURN CASTING *.....
P-400.....COIN SLIDE (OVERFLOW PAN TO CASH BOX)
P-404.....COIN SLIDE (TO COIN TUBE) *.....
P-443.....COIN SLIDE (TO COIN RETURN CUP).....
P-670-1.....COIN SLIDE (TO CASH BOX) #.....
CA-176.....FRONT DOOR ONLY (JOCKEY CLUB).....
CA-177.....FRONT DOOR ONLY (JOCKEY SPECIAL).....
A-254.....HINGE AND BRACKET ASSEMBLY.....
M-281.....LOCK AND KEYS.....
A-683.....LOCK ARM ASSEMBLY.....
C-151-2.....PAYOUT CUP *.....
PAYOUT CUP FRAME *.....
P-421.....PAYOUT CUP BAFFLE PLATE *.....
E-105-6.....RESISTOR (CARBON 8200 OHMS).....
M-280.....SLUG REJECTOR.L.....
A-161.....TILT SWITCH AND BRACKET ASSEMBLY....

SECTION 3: TOP PANEL ASSEMBLY JOCKEY CLUB, JOCKEY SPECIAL

P-363.....BALL CONTROL PLATE (GAUGE PLATE)...
M-172-3.....BALL GATE WITH PLASTIC COVER.....
M-172-2.....BALL GATE (5 BALL) #.....
C-153.....BALL LIFT COVER (PLASTIC).....
P-972.....BALL LIFT COVER STRAP.....
P-460.....BALL TRAP COVER (SKILL LANE COVER) #
AS-430.....BUMPER ASSEMBLY COMPLETE INCLUDING
LAMP & SOCKET.....
C-142.....BUMPER CAP "A".....
C-142-1.....BUMPER CAP "B".....
C-142-2.....BUMPER CAP "C".....
C-142-3.....BUMPER CAP "D".....
C-119-4.....BUMPER POST.....
E-125-2.....LAMP FOR AS-430 BUMPER.....

SECTION 3: TOP PANEL ASSEMBLY
(Continued)

JOCKEY CLUB, JOCKEY SPECIAL

E-120-11.....LAMP SOCKET FOR AS-430 BUMPER.....
AS-241.....REBOUND ASSEMBLY.....
R-136.....REBOUND RUBBER FOR AS-241.....
M-170.....REBOUND SPRING.....
R-135.....RUBBER RING FOR AS-430 BUMPER.....
R-138.....RUBBER RING FOR C-119-4 BUMPER POST.
SP-112.....SPRING (AROUND EDGE OF PANEL).....
SP-423.....SPRING (BUMPER).....
SP-422.....SPRING (MUSHROOM).....
M-169-1.....WHIP SPRING (RIGHT HAND).....
M-171-1.....WHIP SPRING (LEFT HAND).....

SECTION 3-A: BOTTOM PANEL ASSEMBLY JOCKEY CLUB, JOCKEY SPECIAL

AS-147.....A.B.C.D. STEPPER UNIT.....

PARTS:

C026H-10.....COIL (STEP-UP).....
C028R-18.....COIL (RESET).....
W-126.....CONTACT PLATE (WIRED).....
A-215.....CORE PLUG (PLUNGER STOP).....
A-214.....PLUNGER FOR 26-H-10 COIL.....
A-316.....PLUNGER & WASHER FOR 28-R-18 COIL...
P-138-1.....RESET ARM.....
SP-100-8.....SPRING (STEP-UP PAWL).....
SP-100-12.....SPRING (STEP-UP ARM).....
SP-200-2.....SPRING (INSIDE A-316 PLUNGER).....
SP-303.....SPRING (RESET ARM).....
SP-314.....SPRING (RATCHET RESTORING).....
A-220.....STEP-UP ARM.....
S-737.....STUD (THREADED FOR A-220 STEP-UP ARM)
A-337.....WIPER ASSEMBLY.....

AS-232.....SHUFFLE MOTOR ASSEMBLY.....

PARTS:

A-489.....ADJUSTABLE LINK FROM MASONITE TO
A-431.....
A-431.....CAM STUD AND LINK (ATTACHED TO MOTOR
AND A-489).....
E-119-8.....MOTOR.....

SECTION 3-A: BOTTOM PANEL ASSEMBLY JOCKEY CLUB, JOCKEY SPECIAL (Continued)

SP-100-15.....SPRING.....
 SW-200.....SWITCH (MOTOR CARRYOVER).....
 SW-185.....SWITCH (A.B.C.D. RESET).....
 AS-357.....SWITCH AND BRACKET (THERMOSTATIC
 MOTOR PROTECTOR).....

AS-190-2.....TRIP RELAY ASSEMBLY.....

PARTS:

A-261.....ARMATURE PLATE.....
 A-258-1.....ARMATURE LATCH AND PIN...
 CO-24W-1.5.....COIL.....
 SP-100-17.....SPRING.....
 SP-115.....SPRING.....
 SW-176.....SWITCH.....
 SW-231.....SWITCH.....

MISCELLANEOUS PARTS ON BOTTOM PANEL:

S-412.....CARBON RING FOR BUMPER.....
 M-111.....CARBON RING SPRING.....
 SW-220.....SWITCH (SAFETY FOR BUMPERS).....
 E-123-2.....TIME CLOCK.....

SECTION 4: MOUNTING BOARD ASSEMBLY JOCKEY CLUB, JOCKEY SPECIAL

AS-454.....CONTROL UNIT ASSEMBLY.....

PARTS:

A-438.....CAM ASSEMBLY (DOUBLE 12 POINT FIBRE
 CAM).....
 AS-371.....CAM ASSEMBLY COMPLETE WITH ODDS CAM
 AND INDEX DISC.....
 CO23S-2.5.....COIL FOR AS269-3 AND AS-269-6
 ASSEMBLY.....
 CO28S-22.....COIL FOR AS-269-2 ASSEMBLY.....
 CO26S-11.....COIL FOR A-245 PLATE AND PLUNGER...
 W-111.....CONTACT PLATE WIRED (ODDS).....
 W-142.....CONTACT PLATE WIRED (SELECTION).....
 W-167.....CONTACT PLATE WIRED (HORSESHOE)....
 A-485.....CONTACT PLATE FOR GANG WIPER
 ASSEMBLY.....
 A-455.....DISC ASSEMBLY (RESET INDEX DISC)...
 A-478.....GANG WIPER ASSEMBLY.....
 A-439.....HUB AND CAM ASSEMBLY (SINGLE 12
 POINT FIBRE CAM).....
 AS-239-4.....INDEX COIL ASSEMBLY FOR INDEX DISC..
 AS-269-3.....INDEX COIL ASSEMBLY FOR HORESHOE....
 AS-269-6.....INDEX COIL ASSEMBLY FOR SELECTOR
 RATCHET.....

SECTION 4: MOUNTING BOARD ASSEMBLY JOCKEY CLUB, JOCKEY SPECIAL (Continued)

AS-269-2.....INDEX COIL ASSEMBLY WITH SWITCH FOR
PAYOUT DISC.....
A-443.....INDEX DISC ASSEMBLY.....
A-437.....INDEXING LEVER ARM FOR AS-269-3 AND
AS-269-6.....
E-119-9.....MOTOR FOR CONTROL UNIT.....
E-101-14.....ODDS MAGNET (SINGLE RELAY).....
COIL IN E-101-14 IS 10 OHM - 17 VOLT
A-389-1.....PLATE AND ARM ASSEMBLY (DRAG ARM)...
A-245.....PLATE AND PLUNGER.....
A-395.....PLUNGER FOR AS-269-3, 269-6 AND 269-2.
A-278.....RATCHET ASSEMBLY (ODDS DISC).....
E-105-4.....RESISTOR (270-OHM - 2 WATT).....
A-223-1.....SELECTOR RATCHET WITH HUB.....
S-475.....
S-477.....SHAFT 5/16" DIAMETER.....
SP-100-25.....SPRING (ODDS ARM) LIGHT.....
SP-100-29.....SPRING FOR AS-269-3, AS-269-6 AND
AS-269-2 (INDEX ARM).....
SP-127.....SPRING (ODDS ARM) HEAVY.....
SP-200-23.....SPRING ON END OF #.475 AND S-477 SHAFT
SP-200-7.....SPRING INSIDE OF A-245 PLUNGER.....
SP-220.....SPRING FOR A-448 PLUNGER & WASHER...
SP-308.....SPRING (DRAG ARM SPRING).....
A-477.....STEP-UP ARM FOR AS-269-2 ONLY.....
SW-154.....SWITCH FOR ODDS DISC.....
SW-158.....SWITCH FOR AS-269-2.....
SW-188.....SWITCH FOR CAM #2 & #3.....
SW-187.....SWITCH FOR CAM #1.....
SW-282.....SWITCH FOR CAM #4.....
SW-213.....SWITCH (DRAG ARM).....
SW-214.....SWITCH (P.O. CAM #2).....
SW-224.....SWITCH FOR AS-239-4.....
SW-241.....SWITCH FOR P.O. CAM #1.....
SW-250.....SWITCH FOR CAM #5.....
SW-288.....SWITCH FOR P. O. INDEX DISC.....
A-457.....TIMER DRAG DISC ASSEMBLY.....
A-448.....WASHER AND SHAFT FOR ODDS MAGNET...
A-444.....WIPER ASSEMBLY (SELECTION).....
A-658.....WIPER ASSEMBLY (HORSESHOE).....

AS-455.....400-1 RATCHET ASSEMBLY.....

PARTS:

CO21-H-1.....COIL.....
A-215.....CORE PLUG (PLUNGER STOP).....
C-155.....GEAR (SMALL).....
C-156-1.....GEAR (LARGE).....
P-969.....PAWL R. H.....
P-862.....PAWL STOP BRACKET.....
A-214.....PLUNGER.....
A-432.....RATCHET GEAR.....
SP-100-8.....SPRING (STEP-UP PAWL).....
SP-100-9.....SPRING (STEP-UP ARM).....
SP-100-19.....SPRING FOR P-969 R.H. PAWL.....

SECTION 4: MOUNTING BOARD ASSEMBLY JOCKEY CLUB, JOCKEY SPECIAL (Continued)

A-220-1.....STEP-UP ARM.....
 SW-175.....SWITCH (SINGLE BREAK).....
 SW-161.....SWITCH (SINGLE MAKE).....
 SW-308.....SWITCH (DOUBLE MAKE).....
 SW-309.....SWITCH (DOUBLE MAKE - SINGLE BREAK).
 AS-153.....MULTIPLE COUNTER ASSEMBLY.....

PARTS:

C027-H-13.....COIL (STEP-UP).....
 C028-R-18.....COIL (RESET).....
 W-130.....CONTACT PLATE WIRED.....
 A-215.....CORE PLUG.....
 A-214.....PLUNGER FOR 27-H-13 COIL.....
 A-316.....PLUNGER & WASHER FOR 28-R-18 COIL...
 P-138-1.....RESET ARM.....
 SP-100-8.....SPRING FOR STEP-UP PAWL.....
 SP-100-9.....SPRING FOR STEP-UP ARM.....
 SP-200-2.....SPRING FOR A-316 PLUNGER.....
 SP-303.....SPRING FOR RESET ARM.....
 SP-314.....SPRING (RATCHET RESTORING).....
 A-220.....STEP-UP ARM.....
 A-421.....WIPER ASSEMBLY.....

AS-148.....MULTIPLE STEPPER ASSEMBLY.....

PARTS:

C026-H-10.....COIL (STEP-UP).....
 C028-R-18.....COIL (RESET).....
 W-128.....CONTACT PLATE WIRED.....
 A-215.....CORE PLUG.....
 A-214.....PLUNGER FOR 26-H-10 COIL.....
 A-316.....PLUNGER AND WASHER FOR 28-R-18 COIL.
 P-138-1.....RESET ARM.....
 SP-100-8.....SPRING FOR STEP-UP PAWL.....
 SP-100-12.....SPRING FOR STEP-UP ARM.....
 SP-200-2.....SPRING FOR A-316 PLUNGER.....
 SP-303.....SPRING FOR RESET ARM.....
 SP-314.....SPRING FOR RESTORING RATCHET.....
 A-220.....STEP-UP ARM.....
 A-336.....WIPER ASSEMBLY.....

AS-150.....PAYOUT COUNTER ASSEMBLY.....

PARTS:

C030-H-59.....COIL (STEP-UP).....
 C028-R-18.....COIL (RESET).....
 W-129.....CONTACT PLATE WIRED.....
 A-215.....CORE PLUG.....
 A-214.....PLUNGER FOR 30-H-59 COIL.....
 A-316.....PLUNGER AND WASHER FOR 28-R-18 COIL.
 P-138-1.....RESET ARM.....
 SP-100-8.....SPRING FOR STEP-UP PAWL.....
 SP-100-9.....SPRING FOR STEP-UP ARM.....
 SP-200-2.....SPRING FOR A-316 PLUNGER.....

SECTION 4: MOUNTING BOARD ASSEMBLY JOCKEY CLUB, JOCKEY SPECIAL (Continued)

SP-303.....SPRING FOR RESET ARM..... \$
 SP-314.....SPRING FOR RESTORING RATCHET.....
 A-344.....SET-UP ARM.....
 A-340.....WIPER ASSEMBLY.....

MISCELLANEOUS PARTS ON MOUNTING BOARD:

E-130.....COUNTER (48-VOLTS).....
 E-146-37.....NINE RELAY BANK#
 COILS IN ABOVE RELAY BANK ARE:
 90-OHM-50-VOLT.....
 10-OHM-17-VOLT.....
 2-OHM- 6-VOLT.....
 E-133-5.....FUSE (5 AMP).....
 E-133-7.5.....FUSE (7.5 AMP).....
 E-133-10.....FUSE (10 AMP).....
 E-105.....RESISTOR (4700-OHM-2-WATT).....
 E-105-4.....RESISTOR (270-OHM-2-WATT).....
 E-105-6.....RESISTOR (8200 OHM- $\frac{1}{2}$ -WATT).....
 E-105-7.....RESISTOR CARBON (1000-OHM- $\frac{1}{2}$ -WATT)...
 E-146-38.....TEN RELAY BANK*.....
 COILS IN ABOVE RELAY BANK ARE:
 90-OHM-50-VOLT.....
 10-OHM-17-VOLT.....
 2-OHM- 6-VOLT.....
 SW-190.....SWITCH (P.O. COUNTER).....
 E-122-6.....TRANSFORMER (19P-106).....

SECTION 5: BACK BOX ASSEMBLY JOCKEY CLUB, JOCKEY SPECIAL

AS-149.....FEATURE STEPPER ASSEMBLY.....

PARTS:

C026-H-10.....COIL (STEP-UP).....
 C023-R-2.....COIL (RESET).....
 W-125.....CONTACT PLATE WIRED.....
 A-215.....CORE PLUG.....
 A-214.....PLUNGER FOR 26-H-10 COIL.....
 A-316.....PLUNGER AND WASHER FOR 23R-2 COIL...
 P-138-1.....RESET ARM.....
 SP-100-8.....SPRING FOR STEP-UP PAWL.....
 SP-100-12.....SPRING FOR STEP-UP ARM.....
 SP-200-2.....SPRING FOR A-316 PLUNGER.....
 SP-303.....SPRING FOR RESET ARM.....
 SP-314.....SPRING FOR RESTORING RATCHET.....
 A-220.....STEP-UP ARM.....
 A-338.....WIPER ASSEMBLY.....

AS-157.....SCORE PROJECTOR ASSEMBLY #.....

PARTS:

C030-A-50.....COIL (STEP-UP).....
 C028-R-18.....COIL (RESET).....
 A-212.....CORE PLUG WITH LARGE BRACKET.....
 A-215.....CORE PLUG WITH SMALL BRACKET.....

SECTION 5: BACK BOX ASSEMBLY (Continued)

JOCKEY CLUB, JOCKEY SPECIAL

P-231-2.....DIAL (NUMBERED).....
 A-156.....GEAR AND CAM ASSEMBLY (200 STEP
 PROJECTOR UNIT).....
 A-190.....HUB AND GEAR ASSEMBLY.....
 E-125.....LAMP #1129.....
 E-120.....LAMP SOCKET.....
 A-154.....PAWL ASSEMBLY (RESET ARM).....
 A-132.....PAWL AND STUD ASSEMBLY (RESET PAWL).
 A-115.....PLUNGER (RESET).....
 A-214.....PLUNGER (STEP-UP).....
 SP-100-1.....SPRING FOR SHUTTER.....
 SP-100-11.....SPRING FOR RESET PAWL.....
 SP-100-13.....SPRING FOR STEP-UP ARM.....
 SP-200-2.....SPRING FOR A-115 PLUNGER.....
 SP-313.....SPRING FOR RESTORING RATCHET.....
 A-279.....STEP-UP ARM.....
 SW-192.....SWITCH.....

AS-146.....SPELL NAME STEPPER ASSEMBLY (L. & R.
 UNIT).....

PARTS:

C021-H.1.....COIL (STEP-UP).....
 C028-R-18.....COIL (RESET).....
 W-124.....CONTACT PLATE WIRED.....
 A-215.....CORE PLUG.....
 A-214.....PLUNGER FOR 21-H.1 COIL.....
 A-316.....PLUNGER AND WASHER FOR 28-R-18 COIL.
 P-138-1.....RESET ARM.....
 SP-100-8.....SPRING FOR STEP-UP PAWL.....
 SP-100-11.....SPRING FOR STEP-UP ARM.....
 SP-200-2.....SPRING FOR A-316 PLUNGER.....
 SP-303.....SPRING FOR RESET ARM.....
 SP-314.....SPRING FOR RESTORING RATCHET.....
 A-220.....STEP-UP ARM.....
 A-339.....WIPER ASSEMBLY.....

MISCELLANEOUS PARTS IN BACK BOX:

G-141.....BACK GLASS (JOCKEY SPECIAL).....
 G-142.....BACK GLASS (JOCKEY CLUB).....
 E-125-1.....LAMP 20 VOLT.....
 E-125-2.....LAMP #47.....
 E-125-5.....LAMP #55.....
 E-120-2.....LAMP SOCKET FOR ABOVE LAMPS.....
 A-268.....LOCK ARM ASSEMBLY FOR BACK BOX DOOR.
 M-281.....LOCK AND KEYS.....
 SP-100-35.....SPRING (CABLE RETURN).....

*.....DENOTES PART USED ON JOCKEY CLUB ONLY.

#.....DENOTES PART USED ON JOCKEY SPECIAL ONLY.

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BALLY MANUFACTURING COMPANY

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