

SERVICE NOTES FOR "WEST WIND"

We suggest to the mechanic that he carefully study the below mentioned operations before making any attempt to adjust or repair the machine.

The mechanic must know that wherever a contact switch is mentioned to be checked, this switch should be cleaned with a point (contact) file, and unless otherwise specified, the contact gap should be about $\frac{3}{64}$ " when open, and when closed should make with as much rub or follow thru as possible to insure a good contact.

Before checking for any difficulties, check the following:

- (1) Lead-in cord to wall outlet. (2) Jack Plugs to match with female plugs and fit tightly. (3) Fuses for proper amperes and burn-outs. (4) Contacts on tilt coil and lock coil relays. (5) Clock contact located under playfield.

Solenoid armatures should be lubricated with genuine "Gulf" Graphite Penetrating Oil occasionally.

I. 1000 STEP-UP UNIT.

(Four fingered wiper switch.)

This unit controls the following:

- (a) 1000 lites (center row of buttons). (b) 10,000 lites (brass segments). (c) Replays thru outside row of buttons, plug adjustment and the switch on side of the unit.

II. REPLAY STEP-UP UNIT.

This unit controls the following:

- (a) Replay lites thru outside row of buttons and the segments. (b) Extra Special score thru buttons at 25—45 and 75.

III. 5000—5 REPLAYS—REPLAY RESET RELAY.

These relays, when energized, close three switches which complete circuits to the following:

- (1) To the respective relay coil. (2) To the 1000 Gravity Delayed Relay if 5000 Relay is energized. To Replay Gravity Delayed Relay if 5 Replay Relay is energized. To the Replay Reset Coil when the Replay Reset Relay is energized. The 1000 and Replay Gravity Delayed Relays, and Replay Reset Coil are operated by the Impulse Switch on Motor Scoring Unit. (3) To Motor Coil of Motor Scoring Unit.

Note: Read carefully the instructions in regard to Motor Scoring Unit tacked to side of back cabinet.

IV. NUMBERED BUMPERS (1 TO 10)

These Bumpers, when hit before a score of 20,000 is made, score only 1000's but after 20,000 is made, will score 1000's and put out respective bumper. The sequence of operation works as follows:

- (1) The "1000 Bumper Intermediate Relay" and respective trip relay are wired in series and therefore energize together, the Intermediate Relay scoring the 1000's and the respective trip relay energizing but not tripping until score of 20,000 is reached. When 20,000 is made, the two 20,000 trip relays are energized thus releasing trip bar and in this position, the respective trip relays can now be tripped. (2) When a score of 20,000 is reached, all the bumper lites are put out. This is accomplished by a two-leaf break switch on the "20,000 Relay". (3) The numbered trip relays when tripped completes the circuit to back box lite by means of the top two-leaf switch and also completes circuit to the bumper lite thru the three-leaf make and break switch. The outer two-leaf switch forms a continuity to the (1-5 Trip Relay) — "A" (1-10 Trip Relay) and (1 to 10) 5 Replay Relay, the latter thru the hold-over switch on the scoring unit. (4) When all the bumpers are hit, 5 Replays are attained in the following order:

(over)

(a) The continuity of the two-leaf switches on the No. 1 to No. 10 Trip Relays inclusive, plus the "5 Replay Holdover Switch" located on the "Scoring Motor Unit," energizes the (1-10) 5 Replay Relay. (b) The inner two-leaf switch on this relay energizes the "5 Replay Relay" which in turn records 5 replays. See Section III. (c) The outer two-leaf switch on the (1-10) 5 Replay Relay energizes the "B"(1-10) Trip Relay which in turn breaks the circuit to the (1-10) 5 Replay Relay, thru the two-leaf switch.

If any difficulty is obtained with the 5 Replays not scoring when all bumpers are put out, check:

(a) a, b, and c in Section IV. (b) The "Relay Control Switch" on the "Scoring Motor Unit." (c) The "Holding" Switch on the "5 Replay Relay." (d) See instructions tacked to the inside of the back cabinet under the heading of "Scoring Motor Unit."

V. NO. 10 BUMPER

This bumper will score 1000's and trip its respective Trip Relay until either the No. 1 to No. 5 bumpers or No. 1 to No. 10 bumpers are hit.

(1) When the No. 1 to No. 5 bumpers are hit, and the 5000 bumpers are lit, the lite to the left of the bumper comes on and hitting No. 10 will score one replay. This lite is made by the outer two-leaf 'make switch' on (1-5) Trip Relay and outer three-leaf switch on "B" (1-10) Trip Relay. (2) When No. 1 to No. 10 bumpers are hit, the lite to the right of No. 10 comes on. Hitting No. 10 now will score five Replays. The lite is made by inner contact of the outer three-leaf switch on the "B" (1-10) Trip Relay. Both No. 10 bumper side lites operate thru the two-leaf switch on Zero Relay.

If any of the above fails to function properly, check:

(a) The switch on the "No. 10 Bumper Relay." (b) The center three-leaf switch on the Zero Relay. Three-leaf switch on 1 to 5 Trip Relay, Three-leaf switch on "A" (1-10) Trip Relay and three-leaf switch on the 5000 Relay.

VI. SIDE ROLL-OVERS.

These roll-overs when made, score 5000—score one replay when bumper is lit—5 replays when No. 1 to No. 10 bumpers are made. Check the following switches if any difficulty is had with side roll-overs.

(1) Roll-over switch has a good 'make.' (2) Inner three-leaf switch on "B" (1-10) Trip Relay. (3) Three-leaf switch on the 20,000 Relay. (4) Three-leaf switch on the Zero Relay.

VII. EXTRA SPECIAL ROLL-OVER.

This roll-over scores 5000 when lite is out and Extra Special score when lit. Extra Special score is registered when all numbered bumpers are put out and roll-over is made energizing the "J.P. Start Relay" thru the three-leaf switch on the "B" (1-10) Trip Relay. This relay completes circuit to the 5 Replay Relay thru a switch on the J.P. Stop Relay. The 5 Replay Relay will stay energized until the J.P. Stop Relay is energized. The J.P. Relay is energized by the Replay S.U.

Chief Inspector

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