

This game employs a new switch principle. The two umpire targets and the seven rear targets all have a small 3/16" dia. magnet mounted on the target. These magnets in turn operate glass-enclosed reed switches.

The reed switch is normally open, and with the target at rest, the magnet closes the reed switch contacts. The contacts in turn energize their appropriate relays, like the UMP relay.

When the target rotates far enough from the reed switch to open the contacts, the relay de-energizes; normally closed contacts on this relay in turn, do the scoring.

Mechanically, the glass enclosed reed switches are good for 50 million operations, besides being dust free and requiring no adjustment.