

The Timer Motor Will Cycle Every Time a Puck Goes Through The Puck Gate.  
The Puck Lock-out Coil Will Energize Every Time The Timer Motor Cycles, and Will Remain Energized Until a Puck Passes Completely Through The Trough.

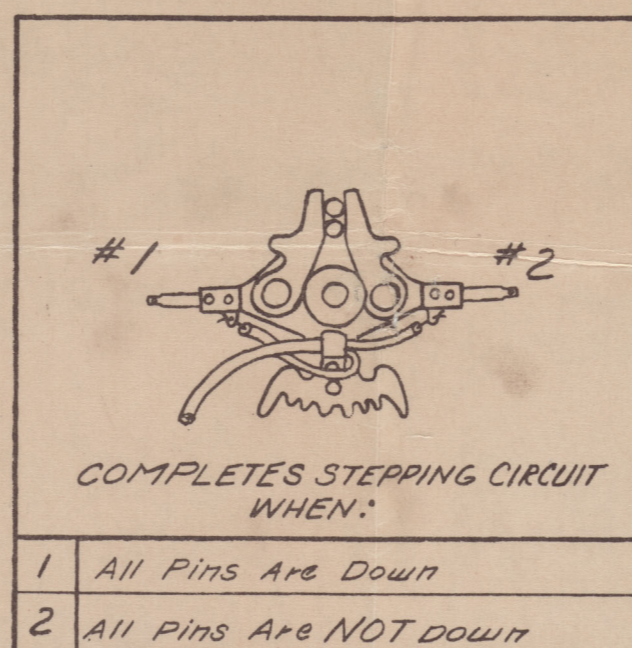
### TIMER SWITCH CHART

N.O. = NORMALLY OPEN      N.C. = NORMALLY CLOSED  
S.P.D.T. = SINGLE POLE DOUBLE THROW

SW. NO.	SW. CODE	WIPER COLOR	FUNCTION
1A	S.P.D.T.	white-brown green blue	Turns off Pin Lites During Spin and Runs Motor.
1B	N.C.	green-black green-yellow	Opens "Double Relay" Pull-in Circuit During Cycle.
1C	N.C.	white gray-yellow	Opens Roll-over Switch Circuits During Cycle.
1D	N.O.	green red-white	Holds in Pin Reset Relay.
2	N.O.	white-blue yellow-black	Two Pulses, to Score TWENTY.
3	N.O.	white-yellow yellow-black	Three Pulses to Score THIRTY.
4A	S.P.D.T.	white-red yellow-brown yellow-red	Drops Out "Puck Relay" & Energizes Puck Lock-out Coil.
4B	N.O.	orange-red red-green	Steps Up Frame Unit.
4C	N.O.	red-green red	Energizes Pin Reset Relay.
5A	N.O.	orange-black gray	Energizes "5 Pin Switches Relay."
5B	N.O.	brown-yellow green	Energizes "Game Complete Relay", & Resets 10-300 Unit at Start of Game.
6A	S.P.D.T.	red-black orange-red blue-red	Drops Out "Start Relay" & Resets Pins.
6B	N.C.	green black-yellow	Drops Out "Double Count Relay."
7	N.O.	white-blue green	Energizes Master Follower Index.
8	N.O.	blue-yellow green	Resets Master Unit.
9	N.O.	black-white yellow-black	Steps Up Master Unit.
10	N.O.	white-red yellow-black	One Pulse, To Score Ten.
11	N.O.	black-white yellow-black	Steps Up Master Unit.

WIPERS COMPLETE CIRCUITS TO:	
1	Step Master Unit to #1 Position
2	Lite, Strikes, and Spores
3	Game Complete Relay
4	Game Complete Relay
5	Step Master Unit to #5 Position
6	Step Up Frame Unit
7	Step Master Unit to #4 Position
8	Energize Double Relay at #5 Position
9	Step Master Unit to #3 Position
10	Scores Pins Down
11	Step Master Unit to #2 Position
12	Score 10, 20, or 30

MASTER WIPER CHART



MASTER FLOATING WIPER

FUNCTIONS OF MASTER UNIT				
POSITION	LITES	PINS DOWN	ACTION OF MASTER UNIT	SCORING ACTION
"0"	NONE	ALL PINS	Resets and moves to #2 position. (STRIKE)	NO SCORING
		NOT ALL PINS	Resets and moves to #4 position. (MISS)	NO SCORING
"1"	SPARE	ALL PINS	Resets and moves to #2 position. (STRIKE)	SCORES 20
		NOT ALL PINS	Resets and moves to #4 position. (MISS)	SCORES 10, PLUS PINS DOWN
"2"	STRIKE	ALL PINS	Resets and moves to #3 position. (TWO STRIKES)	NO SCORING
		NOT ALL PINS	Resets and moves to #5 position. (MISS AFTER STRIKE)	NO SCORING
"3"	TWO STRIKES	ALL PINS	Resets and moves to #3 position. (THREE STRIKES)	SCORES 30
		NOT ALL PINS	Resets and moves to #5 position. (MISS AFTER STRIKE)	SCORES 20, PLUS PINS DOWN
"4"	NONE	ALL PINS	Resets and moves to #1 position. (SPARE)	NO SCORING
		NOT ALL PINS	Resets and moves to 0 position. (BLOW)	SCORES PINS DOWN
"5"	STRIKE	ALL PINS	Resets and moves to #1 position. (SPARE)	SCORES 20
		NOT ALL PINS	Resets and moves to 0 position. (BLOW)	SCORES 10, PLUS DOUBLE PINS DOWN

NOTICE	
THINGS TO REMEMBER	
①	LESS THAN TEN PINS IN TWO SHOTS, THE MASTER UNIT REMAINS OR RETURNS TO ZERO POSITION.
②	WHEN A SPARE IS ACHIEVED, THE MASTER UNIT WILL ADVANCE TO THE FIRST POSITION.
③	WHEN A STRIKE IS ACHIEVED, THE MASTER UNIT WILL ADVANCE TO THE SECOND POSITION.
④	WHEN TWO STRIKES IN SUCCESSION ARE ACHIEVED, THE MASTER UNIT WILL ADVANCE TO THE THIRD POSITION.
⑤	WHEN YOU DO NOT GET ALL TEN PINS ON THE FIRST SHOT AFTER A SPARE OR A BLOW, THE MASTER UNIT WILL ADVANCE TO THE FOURTH POSITION.
⑥	WHEN YOU DO NOT GET ALL TEN PINS ON THE FIRST SHOT AFTER ANY STRIKE, THE MASTER UNIT WILL ADVANCE TO THE FIFTH POSITION.