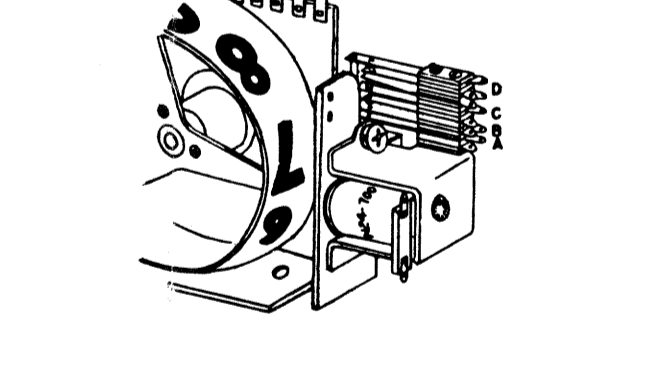


SPEEDWAY
M.F.D. BY *Chicago Coin Machine*
DIVISION OF *Chicago Dynamic Industries, Inc.*
1723 W. DIVISYEN BLVD. CHICAGO 14, ILLINOIS

COIL NAME	COIL NO.	LOCATION
ACCIDENT RE.	K-28-1200	B-6
ACCIDENT SOUND COIL	FJ-23-750	B-7
ANTI-CHEAT RE.	K-30-1600	A-1
BELL	K-29-1400	A-10
COIN RE.	M-26-1000	B-9
CRASH RE.	K-28-1200	B-7
CREDIT RESET RE.	K-28-1200	B-4
CREDIT UNIT - S.O. RESET	J-22-950	A-2
	H-25-950	A-2
EXTENDED PLAY RE.	K-28-1200	A-1
GAME OVER RE.	M-26-900	A-3
HIGH SCORE RE.	D-28-1100	B-8
MOTOR SOUND PICK UP COIL	M-26-3000	G-10
POSITION UNIT	N-24-700X	A-9
SCORE RE.	D-28-1100	B-6
SCORE RESET RE.	M-26-900	A-3
SLIDE BANK RESET COIL	S-27-1700	G-10
SLIDE BANK RESET RE.	K-28-1200	G-17
START RE.	M-26-500	A-1
STEERING WHEEL RE.	K-27-1000	B-5
STEERING WHEEL SOLENOID	378-332	G-18
1st. SCORE RE.	M-26-500	A-1
1000 RE.	K-29-1400	H-1
10-90 DRUM	N-24-700X	H-1
100-900 DRUM	N-24-700X	H-1

COUNTER UNIT
500-2500
500-2505 (With Printed Circuit)



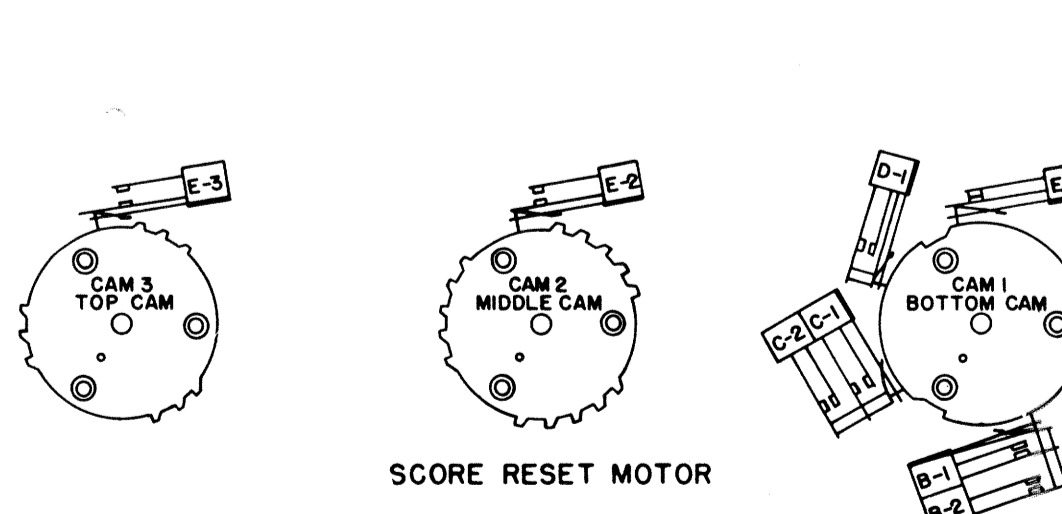
- SWITCH "1" ON THE 10-90 AND 100-900 UNITS IS USED AS THE SCORE TRANSFER CIRCUIT. THIS SWITCH CLOSSES AT THE 9th. POSITION ONLY.
- SWITCH "8" ON THE 10-90, 100-900 AND SWITCH "A" ON THE POSITION UNIT IS USED TO RESET THE DRUMS TO "ZERO" POSITION. THESE SWITCHES REMAIN CLOSED FROM POSITIONS 1 THRU 9 AND ARE OPEN AT "ZERO" POSITION ONLY.
- SWITCHES "C & D" ON THE 10-90, 100-900 ARE PARALLELED. SWITCHES "B & C" ON THE POSITION UNIT ARE PARALLELED. THESE SWITCHES ARE USED ON ALL UNITS TO COMPLETE THE CIRCUIT TO THE "SLIDE BANK RESET RELAY". SLIDE BANK WOULD NOT RESET UNTIL ALL DRUMS ARE BACK TO "ZERO". THESE SWITCHES ARE CLOSED AT THE "ZERO" POSITION ONLY.
- 10-90 END OF STROKE SWITCH (E.O.S.) DROPS THE 1st. SCORE SLIDE.
- 100-900 END OF STROKE SWITCH (E.O.S.) STEPS UP THE POSITION UNIT THRU THE 100-900 DISC.

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

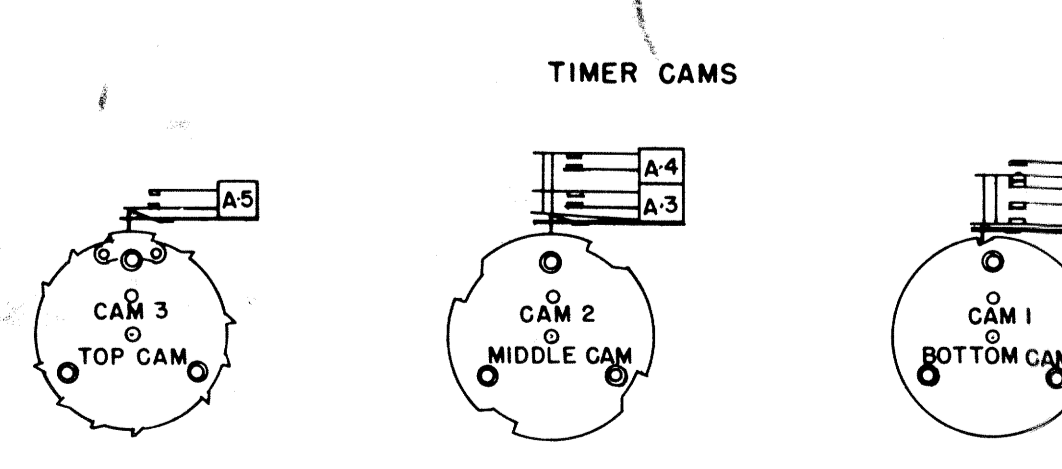
EXAMPLE: R-W INDICATES A RED WIRE WITH A WHITE TRACER

NOTE: WIRE COLORS SUBJECT TO CHANGE

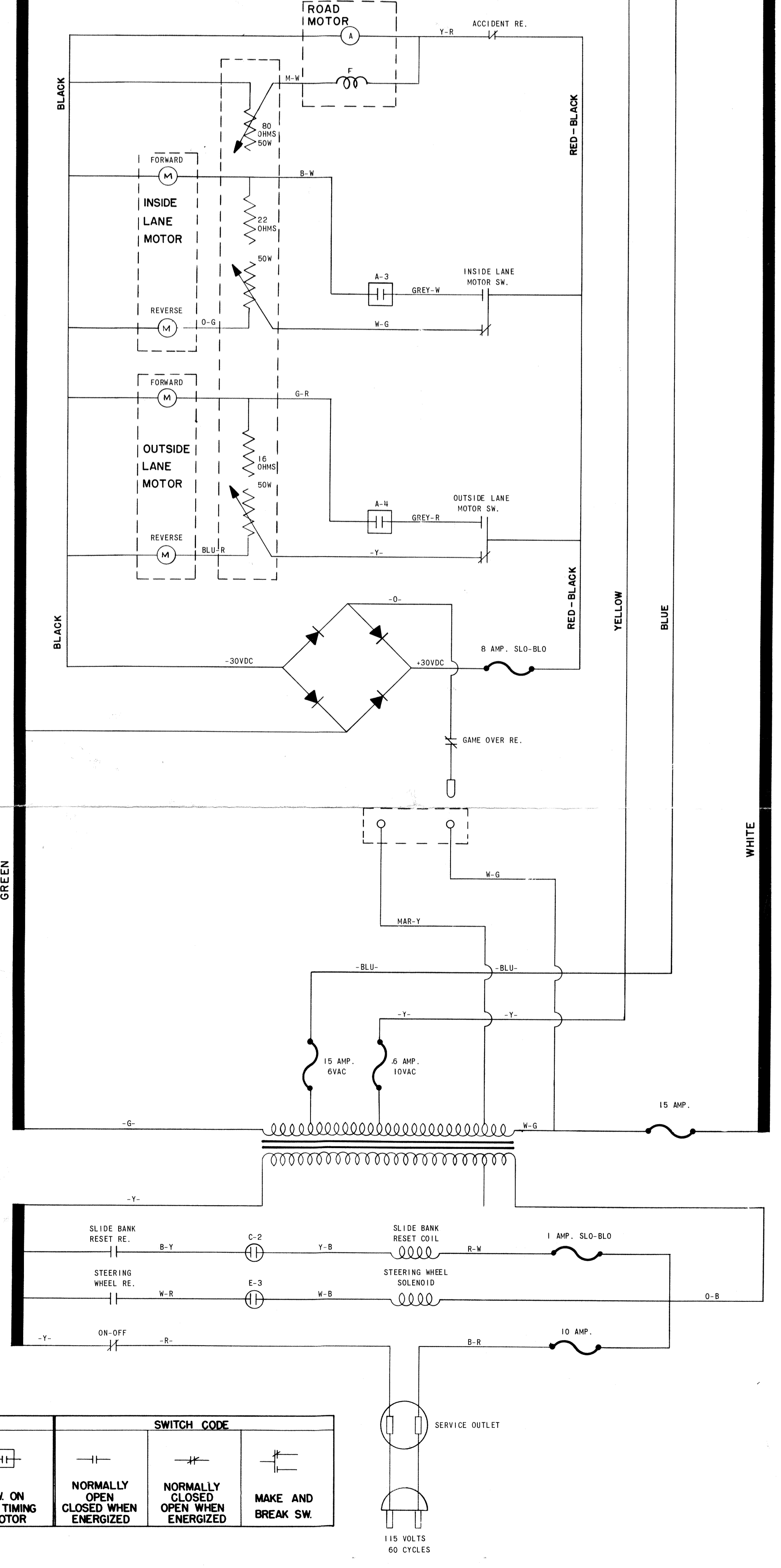
MOTORS	LOCATION	C.D.I. NUMBER
TIMER MOTOR	H-2	5750-103A-A
SCORE RESET MOTOR	H-3	5750-102A (18 R.P.M.)
ROAD MOTOR	F-11	378-306
INSIDE LANE MOTOR	E-10	378-328
OUTSIDE LANE MOTOR	E-13	378-302
METER	B-4	#5707



- A-1 - MOTOR RUN.
A-2 - BREAKS SCORE WHEEL MOTOR RUNS.
A-3 - BREAK TO CREDIT BUTTON WHILE MOTOR RUNS.
B-1 - RESETS CREDIT UNIT THRU CREDIT RESET RELAY.
B-2 - IMPULSE TO CREDIT UNIT THRU COIN RELAY.
C-1 - IMPULSE TO RESET ANTI-CHEAT RELAY.
C-2 - IMPULSE TO SLIDE BANK RESET COIL THRU SLIDE BANK RESET RELAY.
- D-1 - IMPULSE TO CREDIT UNIT THRU COIN RELAY AND ADJ. JACK.
E-1 - BREAK TO ALL RELAYS WITH BLACK-ORANGE COILS.
E-2 - IMPULSES TO RESET SCORE UNITS THRU SCORE RESET RELAY AT START OF GAME.
E-3 - IMPULSE TO STEERING WHEEL SOLENOID THRU STEERING WHEEL RELAY.



- A-1 - MOTOR RUN.
A-2 - TOP CONTACT PART OF SLIDE BANK RESET FL. CIRCUIT. BOTTOM CONTACT IMPULSES GAME OVER.
A-3 - ENERGIZES INSIDE LANE MOTOR.
A-4 - ENERGIZES OUTSIDE LANE MOTOR.
A-5 - LOCK CIRCUIT FOR ACCIDENT RE.
B-1 - LOCK CIRCUIT FOR EXTENDED PLAY RE.



SW ON SCORE RESET MOTOR	SW ON TIMING MOTOR	NORMALLY OPEN CLOSED WHEN ENERGIZED	NORMALLY CLOSED OPEN WHEN ENERGIZED	MAKE AND BREAK SW.

115 VOLTS
60 CYCLES