

REPAIR HINTSELECTRIC SHUFFLEBOARD SCOREBOARD  
(AMERICAN 51-POINT UNIT)

NOTE: For other than simple maintenance such as push-button cleaning or replacement of bulbs, we recommend that you call your American Shuffleboard distributor or a reliable juke box or pin ball machine operator.

I. IMPORTANT: Before attempting any repairs or adjustments, remove plug from wall so as to eliminate possibility of electric shock.

II. LIGHTS:

1. If any sequence of lights goes out, or if buttons do not actuate score, double check fuses and replace if necessary. When in doubt, replace all fuses with new ones.

2. CAUTION: Fuse block is equipped with one 5-amp., one 10-amp., and one 15-amp. fuse. It is absolutely necessary that each fuse is properly located in fuse block, otherwise fuses will burn out frequently or burned out wiring may result.

3. If any bulbs are out, they can readily be reached by opening door to cabinet on the side where lights are out. Bulbs are bayonet type, so by pressing bulb slightly into socket and turning counter-clockwise, they will automatically spring out. To replace bulb, place into socket, press in and turn clockwise.

III. BUZZING:

1. Check push-button points if buzzing sound comes from one of two large step-up units. Points may be fused together. If so, clean points and spread farther apart. Points are located directly under colored buttons. Also, dirt accumulation may keep buttons from moving properly. When buzzing starts, cut electricity to scoreboard by pulling plug from wall. Doing this will keep coils from burning out.

2. Buzzing may also develop when feelers on large step-up unit stop on numerals and do not reset entirely to zero. When this occurs, more tension is needed on coil spring of shaft on large step-up units, so that ratchet wheel will return fully to its starting position.

IV. IF COIN PLAY DOES NOT REGISTER:  
(i.e. 2-play, 4-play, Horse Collar)

1. Check feelers on small step-up unit in center of board. Clean feelers with "crocus" cloth and wipe contact rivets with crocus cloth. Dirt or dust may be causing poor contact and electricity may not reach bulb.

2. Sometimes a bit more tension is needed on the feelers to make proper contact for lighting the bulb. More tension on the feelers may correct this, but this is tricky to do and if improperly done, proper contact may be lost altogether. Try this adjustment only as a last resort.

#### V. IF EXTRA COINS ARE REQUIRED FOR "PLAY" DESIRED:

1. The teeth on ratchet wheel of the small step-up unit may not be engaging fully. This can be corrected by slight cam adjustment, turning right or left. (The cam is located behind the long spring at top of step-up unit. It is  $3/4$ " long, has a slot at its end and protrudes out of top left corner of the unit.) A very slight adjustment may suffice.

2. If first coin does not completely clear the board, more tension may be required on coil spring on shaft of small step-up unit, so that ratchet wheel will return fully to its starting position.

3. If #1 and #2 seem to be in order, proceed as follows:

- (a) Locate the relay block of four points (located at center of cabinet, right side, next to transformer).
- (b) Close the gap on pair of points located bottom left on four-point relay, so that contact is made faster and of longer duration. Gap should be approximately .025".
- (c) Remaining three pair of points should be gapped so opening is approximately .035".

NOTE: The top pair of points (left side) control "Game Over".

The bottom pair of points (left side) control "Coin Play".

The top and bottom pair of points (right side) work together in cycle and control clearing of red and blue score.

Adjustment of these points as described above will, in most cases, correct difficulty where extra coins are required.

#### VI. NON-SCORING OF NUMERALS:

1. If, upon pressing buttons score is not actuated, check the push-button points, since they may be gapped too much and not making contact.

2. Feelers of "step-up" unit may require adjustment as described in item IV, paragraph 2.....or

3. Cleaning may be needed as described in item IV, paragraph 1.

- (a) However, in both of these instances, it applies to LARGE "step-up" units, one of which is for red numerals and one for blue numerals.

VII. IF DOUBLE SCORING (SKIPPING) OCCURS WHEN BUTTON IS PRESSED ONCE:

1. Ratchet wheel adjustment is required, as follows:

(a) A brass screw is located parallel to horizontal coil on large step-up unit. Adjustment of this screw (to right or left) will shorten or lengthen ratchet stroke. If unit scores twice instead of once, a shorter stroke is required, so that only one tooth is caught. If unit fails to score when button is pushed, a longer stroke is required so that one tooth is caught.

(b) If brass screw does not change travel sufficiently to correct double scoring, more adjustment can be made by loosening screws on horizontal coil and moving coil to the left so as to get suitable adjustment.

VIII. COIN BOX:

1. This type coin box should be practically 100% trouble-free. It has a magnet for slug ejection. If coin sticks in the coin chute, sometimes due to wax particles falling in chute with coin, lift up tension plate flap and wipe or blow chute clean of any particles that may be there.

Sometimes a slightly bent dime will stick also.

2. As a precaution, coin chute should be given the above attention whenever coin box is opened.

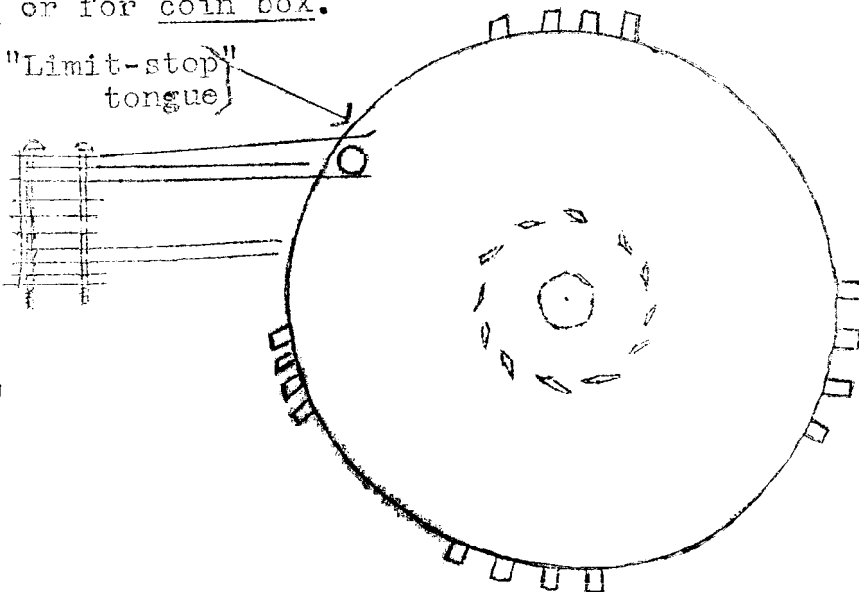
3. A very light application of powdered graphite in the coin chute slot will help prevent sticking of wax particles.

IX. LOCKS:

If keys work hard, lubricate with powdered graphite--never oil. If keys are lost, or extras are desired, order from your distributor, giving serial number of scoreboard and whether for scoreboard box itself or for coin box.

SPECIAL NOTE:

The small Step-Up unit located in center of cabinet is factory-adjusted for 5¢ play. To operate for 10¢ play, bend the "limit stop" tongue up about  $\frac{1}{2}$ " from its present position.

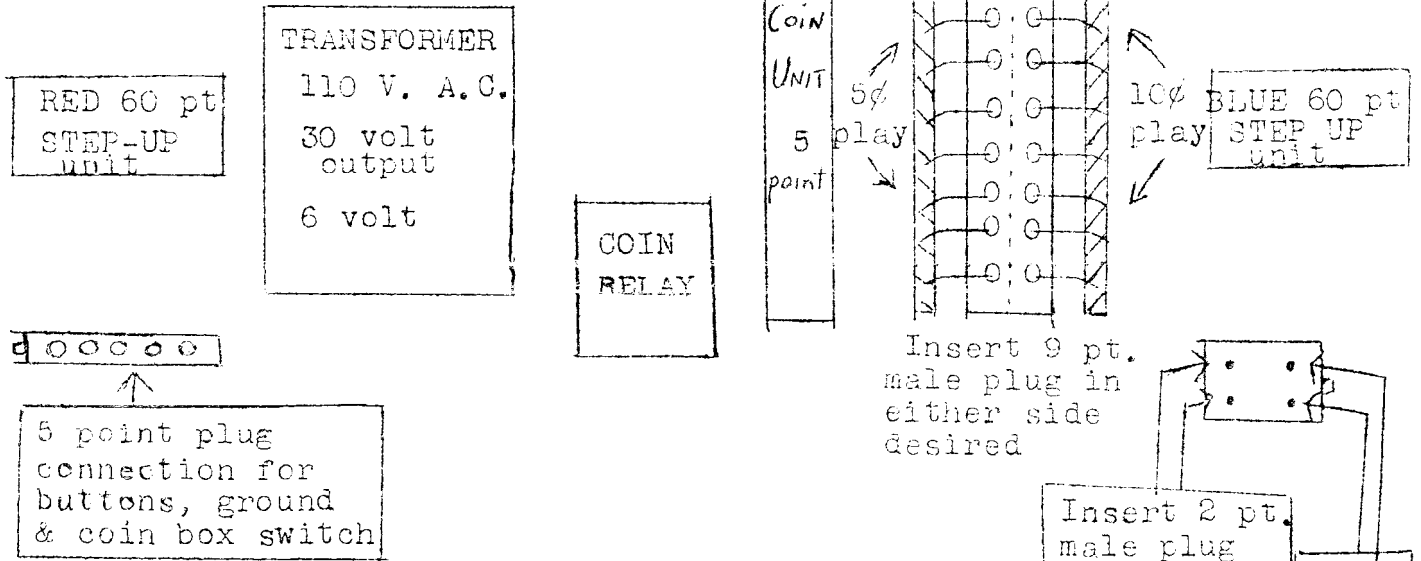


# HORSECOLLAR SCOREBOARD

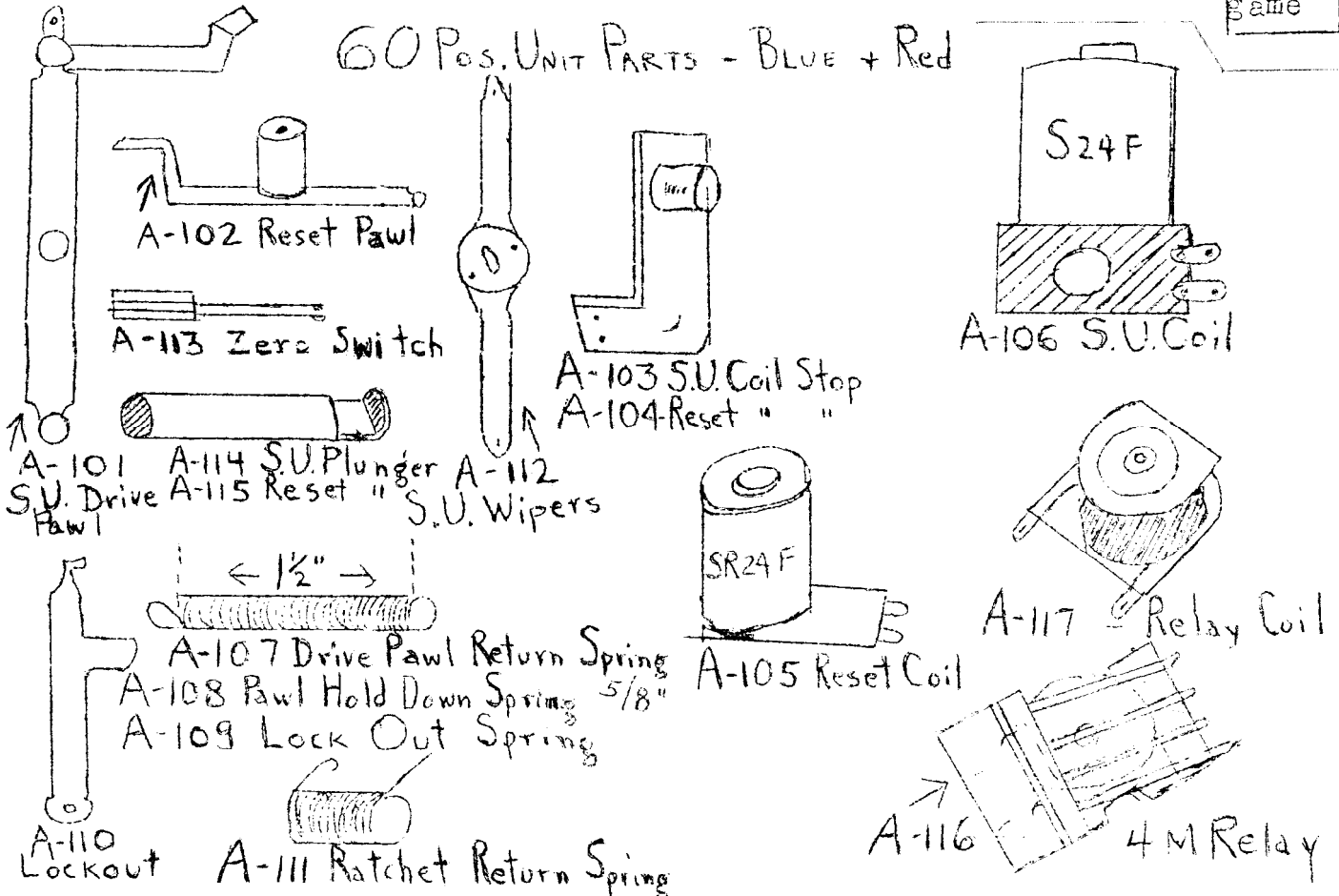
If meter is to be installed, fasten meter leads to solder lugs

Fuses

- 15 amp.
- 10 amp.
- 5 amp.



## 60 Pos. UNIT PARTS - BLUE + Red



NOTE: When ordering parts for small coin unit, use letters "SM" before number. Example: A-101 S.U. Pawl would read SM-101 S.U. Pawl.