



Figure 2

OPERATING INSTRUCTIONS

1. Raise the overarm (1) to its most upward position.
2. Place the spindle (6) in the center of the turntable, the sloping part leaning toward the overarm platform (12), and place the records to be played on the spindle.

3. Lower the overarm, the hole in the free end then holds the spindle in position. Make sure that the overarm is completely lowered on the spindle.

4. Place the knob of the speed selector (107) to the speed corresponding to the type records to be played and verify that the proper needle is used.

NOTE: Standard, fine-groove, and long-play records cannot be intermixed. The motor speed control knob must be reset for each type record.

5. Place the set-down position knob in the position suited to the records being played, either 7" or 10" - 12".

To Play Standard (78 RPM) Records-

1. The motor speed control knob must be in the "78" position.
2. Turn the stop control knob to start. The changer will now play the entire stack of records and on completion of the last record the tone arm will return to its rest position and the changer will automatically stop.

1. The motor speed control knob must be in the "45" position.
2. Most 45 RPM records are manufactured with a 1 1/2" spindle hole. It is essential that an adaptor be used with all large hole records.

To Play Long-Play (33 1/3 RPM) Records-

1. The motor speed control knob must be in the "33" position.

Rejecting-

To reject a record at any time while changer is operating, turn reject-pause control knob to "Reject" and release.

To Pause Between Records-

A pause of 5 minutes maximum duration at 78 RPM can be introduced between two records by placing the reject-pause knob on the desired position. The changer will maintain the pause between records until the control knob is turned away from the "Pause" position. The change cycle may be resumed any time during the pause by turning the control knob away from the "Pause" position.

To Repeat a Record-

Any record may be repeated by turning the repeat control knob to the "Repeat" position. After the record has been repeated, the changer is automatically tripped, starting a new change cycle which drops the next record, unless the record that is repeated is the