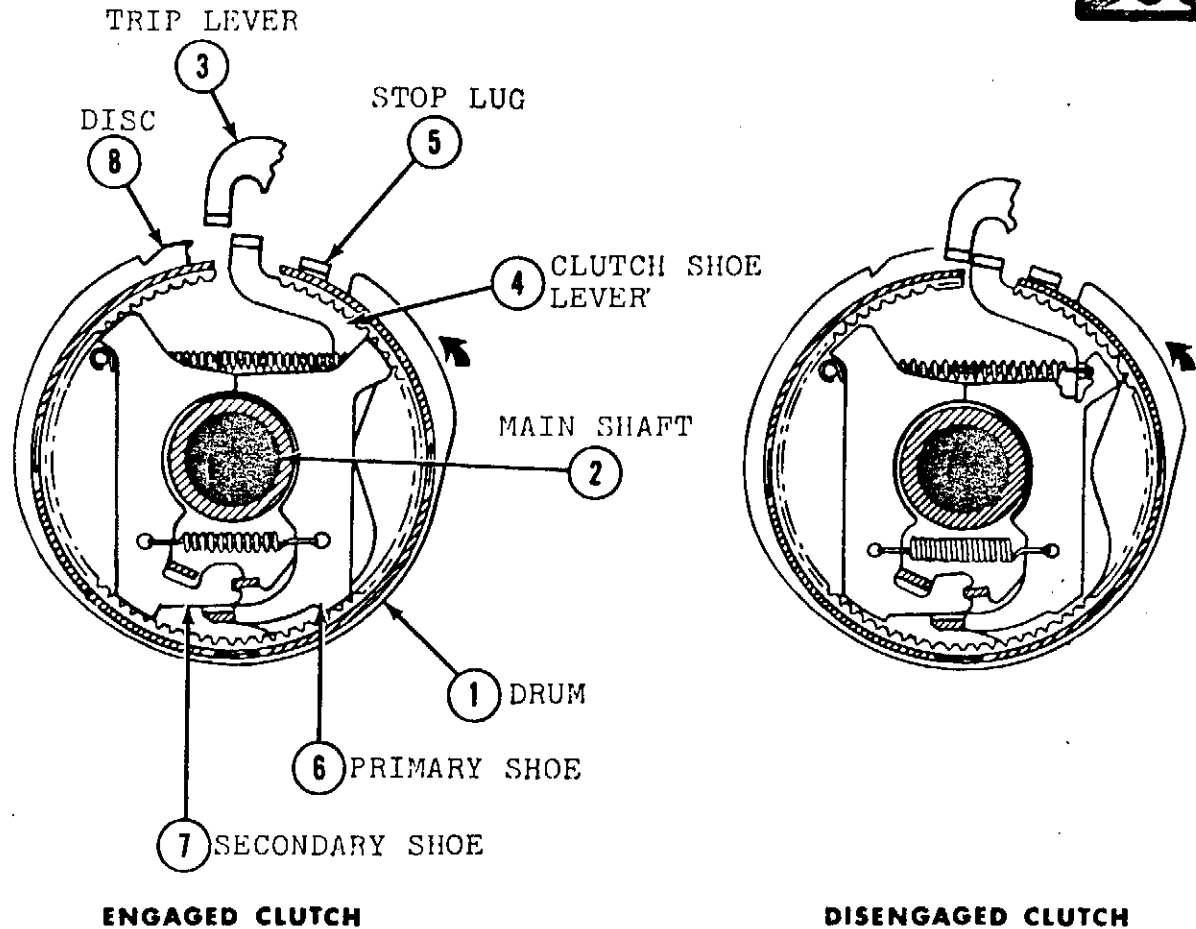


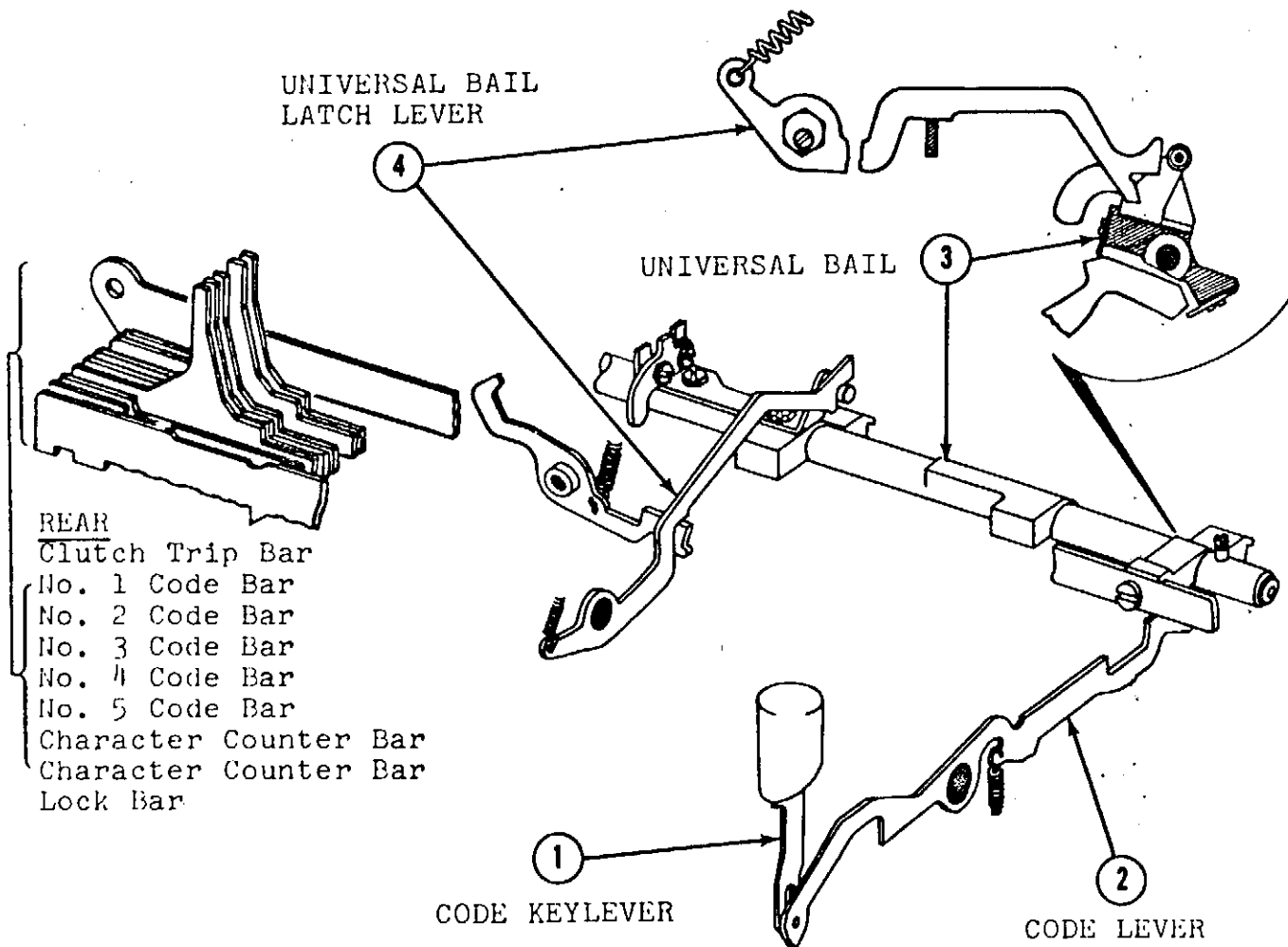
KEYBOARD

**Engage Clutch:**

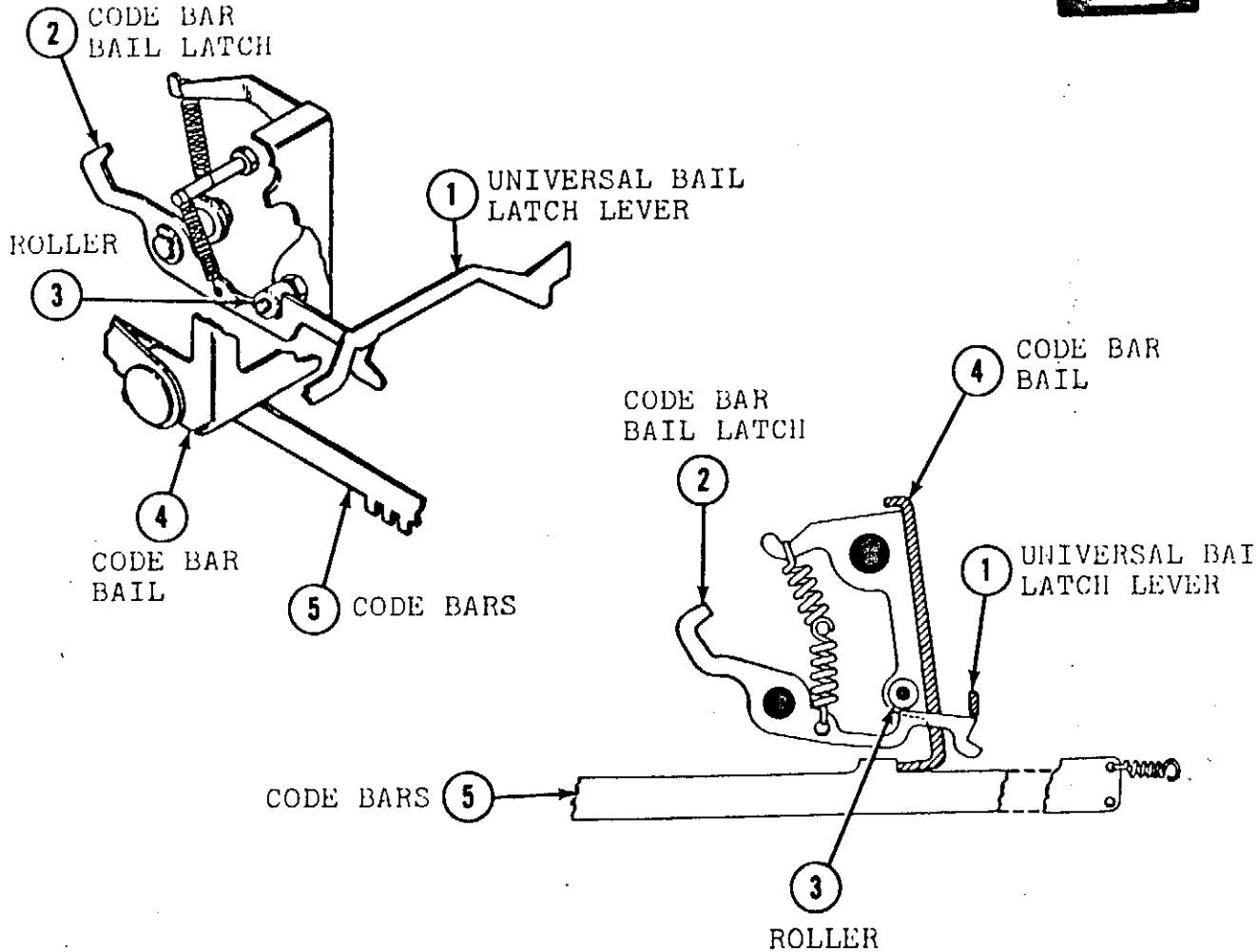
Clutch DRUM (1) is attached to and rotates with MAIN SHAFT (2). TRIP LEVER (3) moves up releasing CLUTCH SHOE LEVER (4). Spring biased CLUTCH SHOE LEVER (4) moves away from STOP LUG (5) permitting PRIMARY SHOE (6) and SECONDARY SHOE (7) to wedge against serrated surface of DRUM (1). PRIMARY SHOE (6), SECONDARY SHOE (7), and DISC (8) now rotate in unison with MAIN SHAFT (2).

Disengage Clutch:

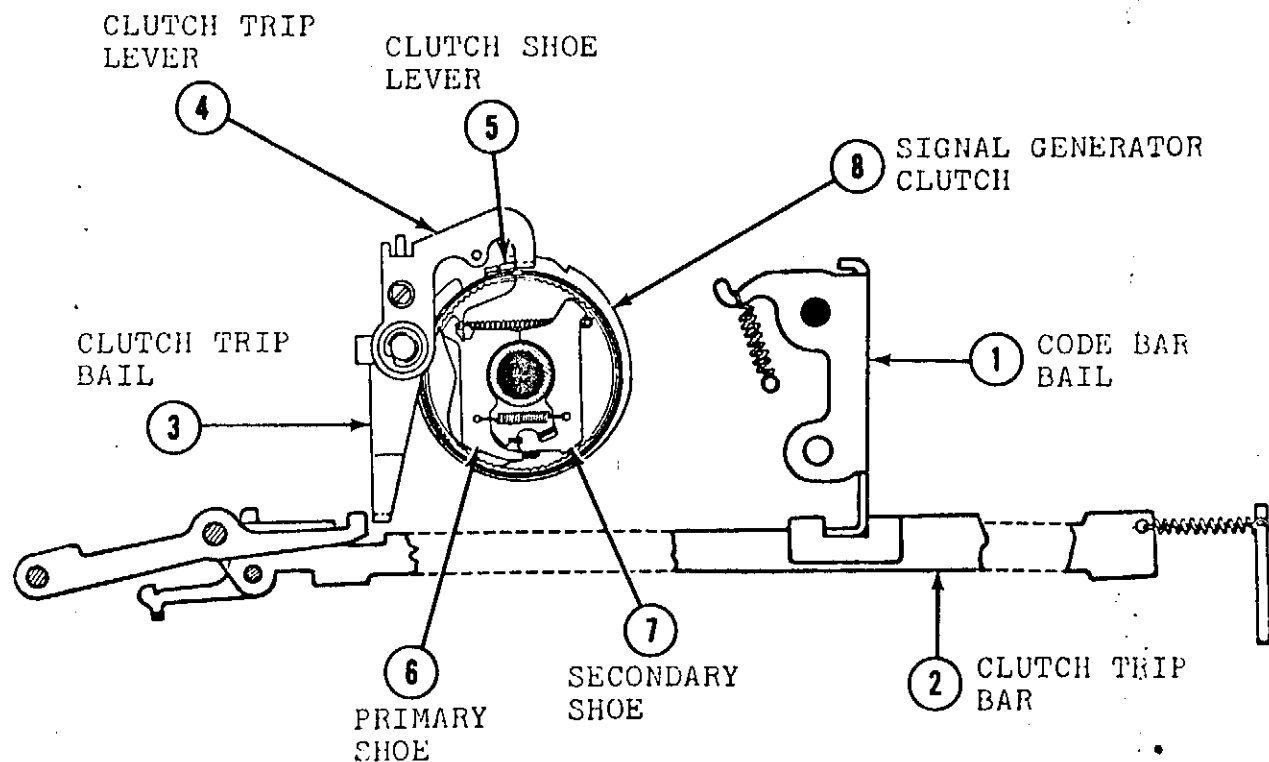
TRIP LEVER (3) moves into path of CLUTCH SHOE LEVER (4). Clutch DISC (8) continues rotation moving CLUTCH SHOE LEVER (4) toward STOP LUG (5), retracting PRIMARY SHOE (6) and SECONDARY SHOE (7) from DRUM (1). Clutch now becomes disengaged.



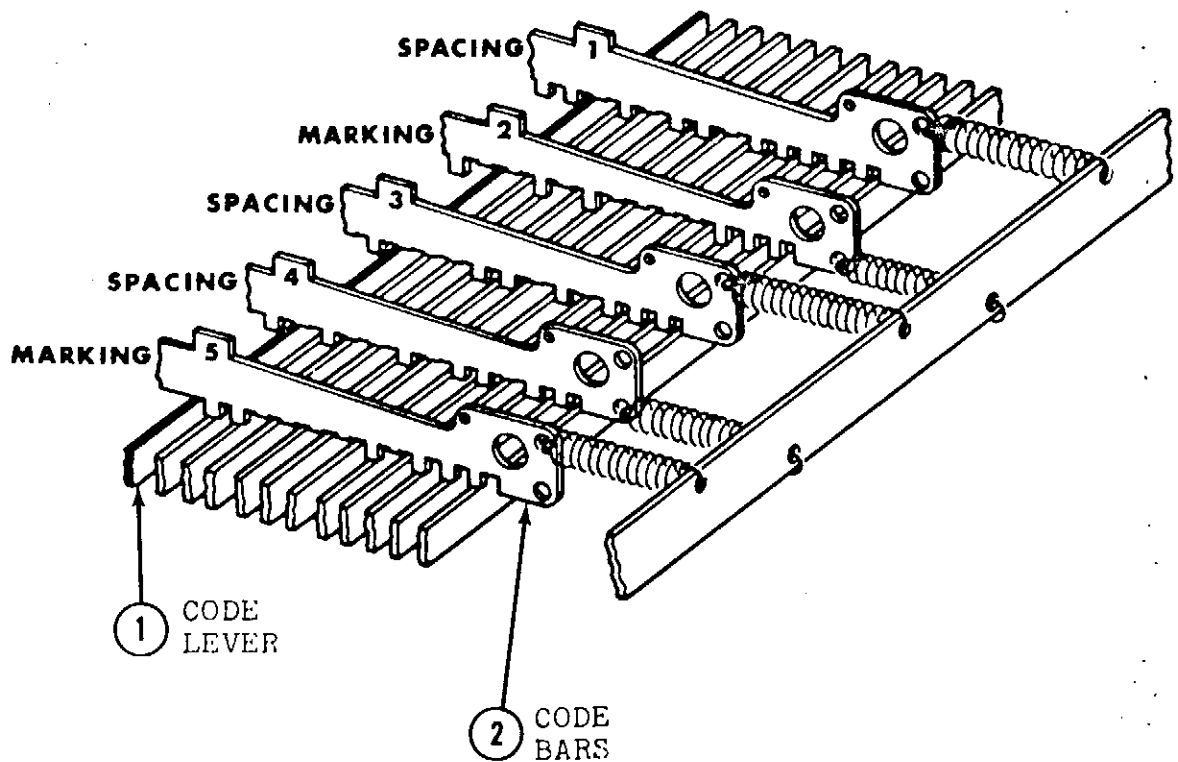
Depression of CODE KEYLEVER (1) pivots CODE LEVER (2) about its pivot point. Rear end of CODE LEVER (2) comes up and rotates UNIVERSAL BAIL (3) rearward. UNIVERSAL BAIL (3) is moved out of engagement with UNIVERSAL BAIL LATCH LEVER (4) allowing it to move downward.



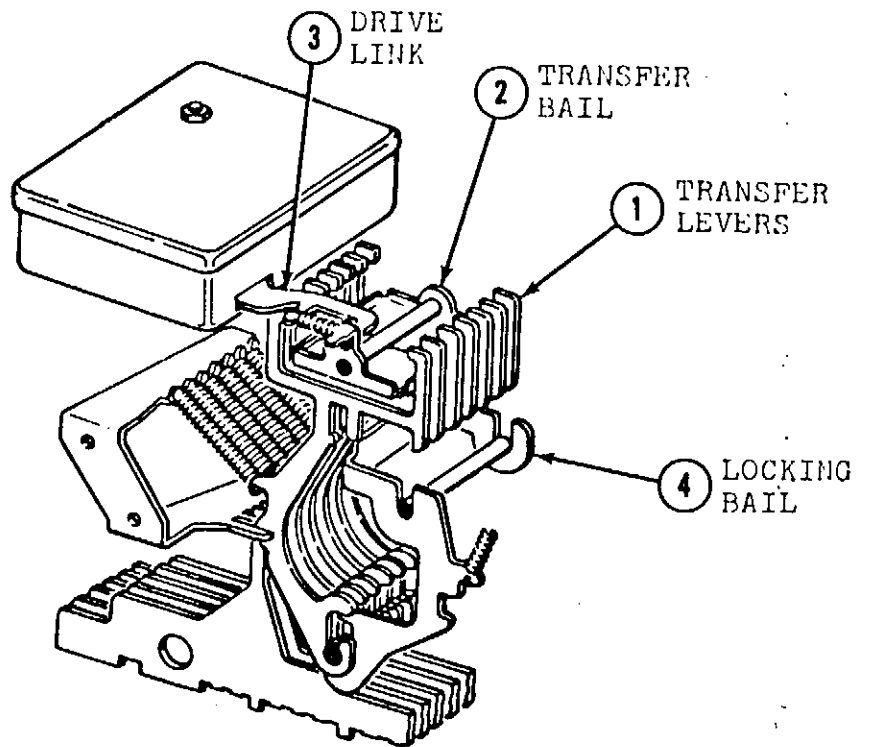
As UNIVERSAL BAIL LATCH LEVER (1) descends it strikes CODE BAR BAIL LATCH (2) and carries it downward. As CODE BAR BAIL LATCH (2) is driven downward it releases a ROLLER (3) mounted on CODE BAR BAIL (4). This allows CODE BAR BAIL (4) to swing to right side of unit. CODE BAR BAIL (4) moving toward right of unit allows CODE BARS (5) to move toward right.



As CODE BAR BAIL (1) swings to right CLUTCH TRIP BAR (2) is allowed to move to right. This movement strikes CLUTCH TRIP BAIL (3), pivoting bail and attached CLUTCH TRIP LEVER (4) in a counterclockwise direction. As CLUTCH TRIP LEVER (4) moves away from CLUTCH SHOE LEVER (5), PRIMARY SHOE (6) and SECONDARY SHOE (7) expand gripping drum at four points engaging SIGNAL GENERATOR CLUTCH (8).

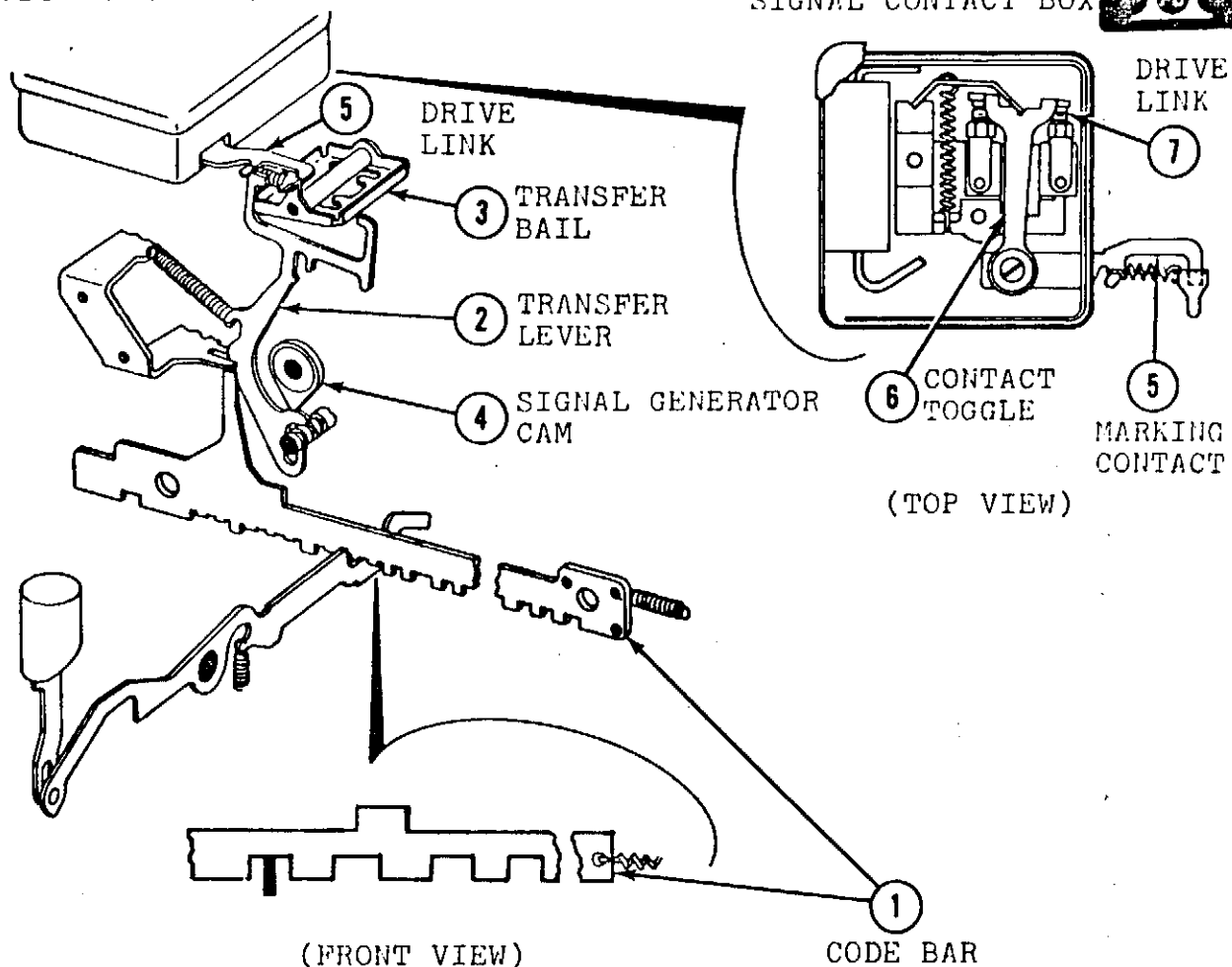


Depressing a keytop allows associated CODE LEVER (1) to pivot in path of released CODE BARS (2). Underside of CODE BARS (2) have projections which will permit selected code combination to be set up in CODE BARS (2). If a CODE BAR (2) is to remain in a spacing condition, its projection will strike selected CODE LEVER (1), retaining CODE BAR (2) to left. Absence of a projection allows CODE BAR (2) to complete its full travel to right for a marking condition.

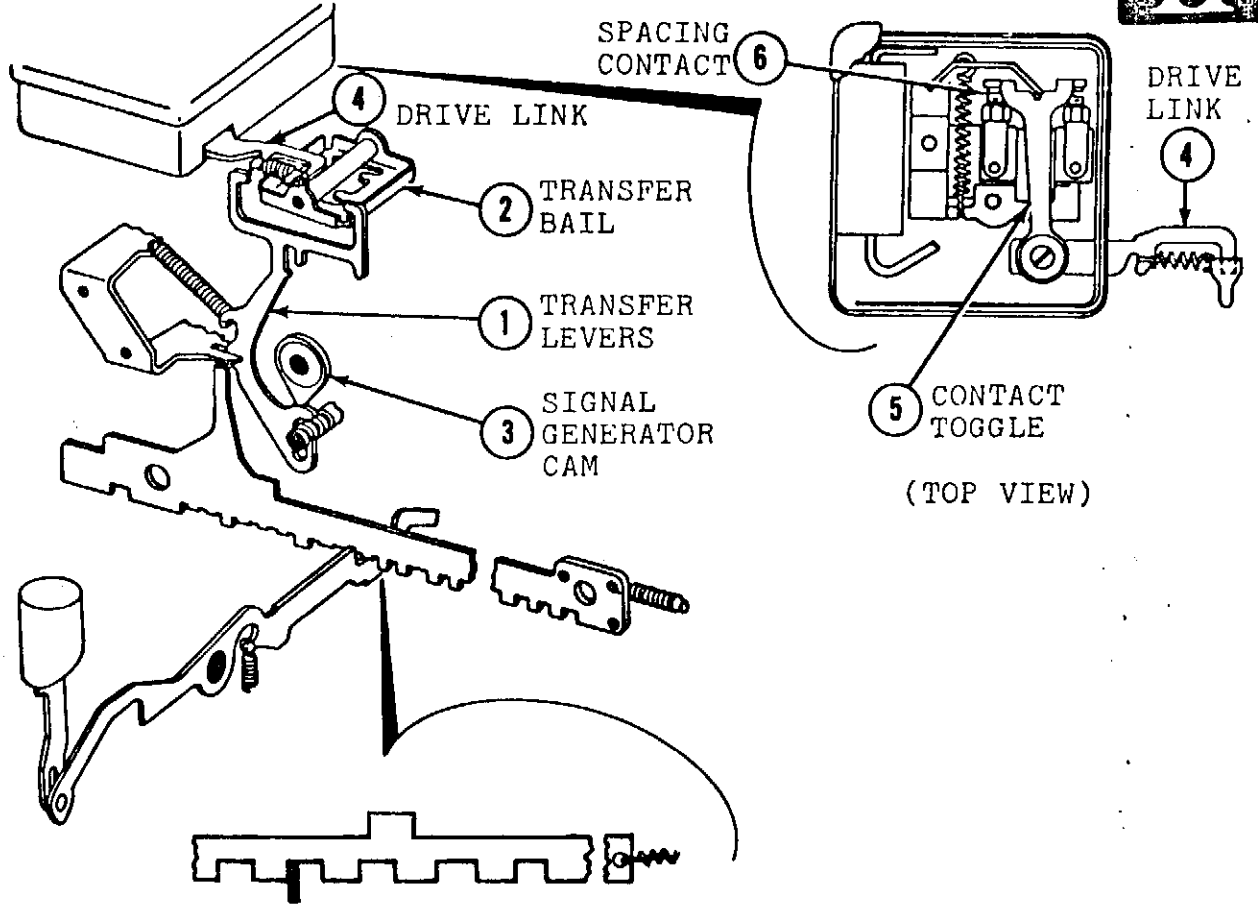


Basic components of Transfer Lever Mechanism are TRANSFER LEVERS ① , TRANSFER BAIL ② , DRIVE LINK ③ , and LOCKING BAIL ④ . TRANSFER LEVERS ① are numbered from rear to front as follows:

No. 1 Transfer Lever
 No. 2 Transfer Lever
 Start Transfer Lever
 No. 3 Transfer Lever
 No. 4 Transfer Lever
 No. 5 Transfer Lever
 Stop Transfer Lever



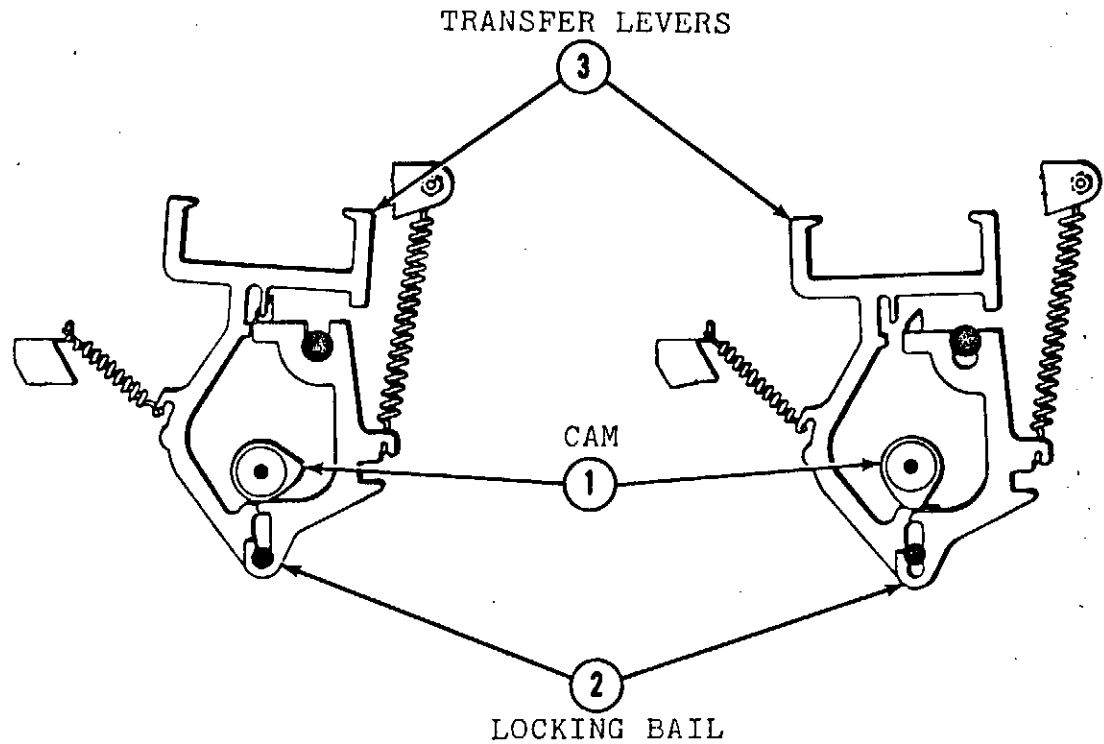
Released Code Bars form a code combination. A marking CODE BAR (1) moves to right, striking its associated TRANSFER LEVER (2). Struck TRANSFER LEVER (2) is carried to right by its CODE BAR (1), where it overtravels left side of TRANSFER BAIL (3). Revolving SIGNAL GENERATOR CAM (4), cams TRANSFER LEVER (2) in a downward direction. This causes TRANSFER BAIL (3) to be rocked in a counterclockwise direction, causing DRIVE LINK (5) to be pushed toward left, pivoting CONTACT TOGGLE (6) and closing MARKING CONTACT (7).



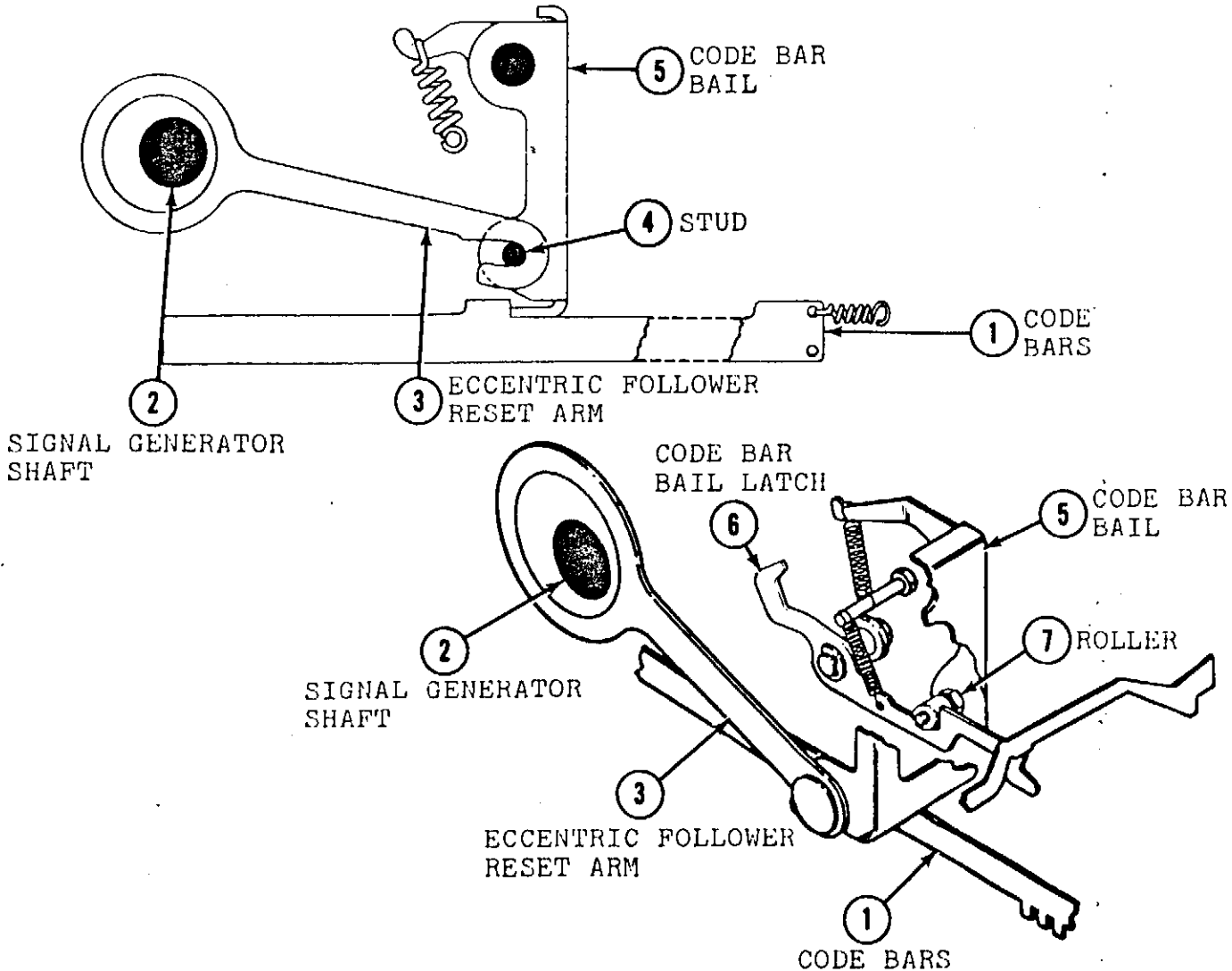
(TOP VIEW)

(FRONT VIEW)

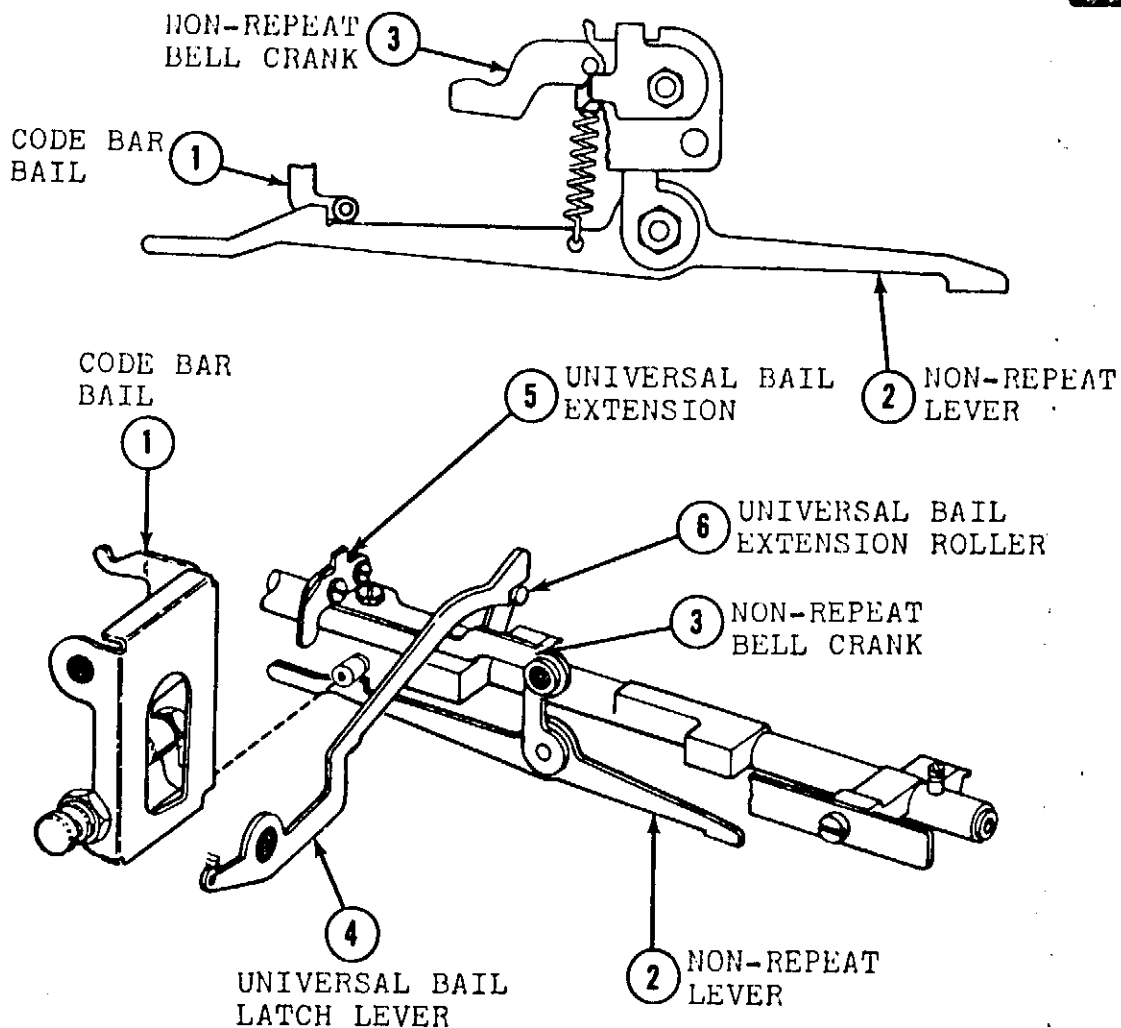
Spacing TRANSFER LEVERS ① remain to left where they overtravel right side of TRANSFER BAIL ② . The revolving SIGNAL GENERATOR CAM ③ , cams TRANSFER LEVER ① in a downward direction. This causes TRANSFER BAIL ② to be rocked in a clockwise direction, causing DRIVE LINK ④ to be pulled toward right, pivoting CONTACT TOGGLE ⑤ and closing SPACING CONTACT ⑥ .



A CAM (1) on the Signal Generator Cam Sleeve operates LOCKING BAIL (2). LOCKING BAIL (2) moves up, locking TRANSFER LEVERS (3) in a marking or spacing position midway through start pulse, and is withdrawn after beginning of 5th pulse.

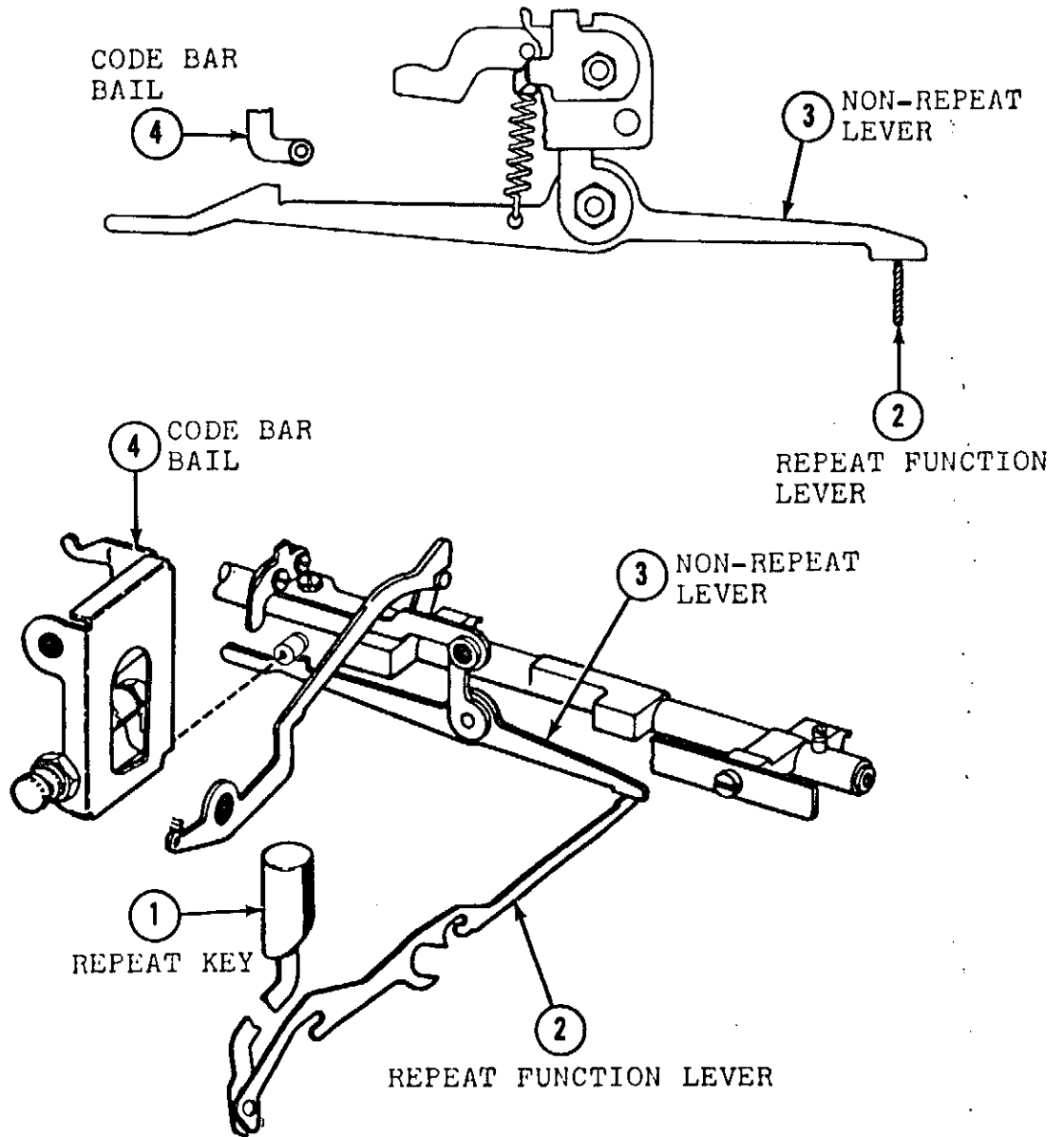


Reset of CODE BARS (1) is accomplished by means of an eccentric on front of SIGNAL GENERATOR SHAFT (2), which drives an ECCENTRIC FOLLOWER RESET ARM (3). This arm engages a STUD (4) on side of CODE BAR BAIL (5) and pulls CODE BAR BAIL (5) to left. As CODE BAR BAIL (5) moves to extreme left, CODE BAR BAIL LATCH (6) latches a ROLLER (7) attached to CODE BAR BAIL (5). During this reset action CODE BAR BAIL (5) engages CODE BARS (1) and pulls them back to left.



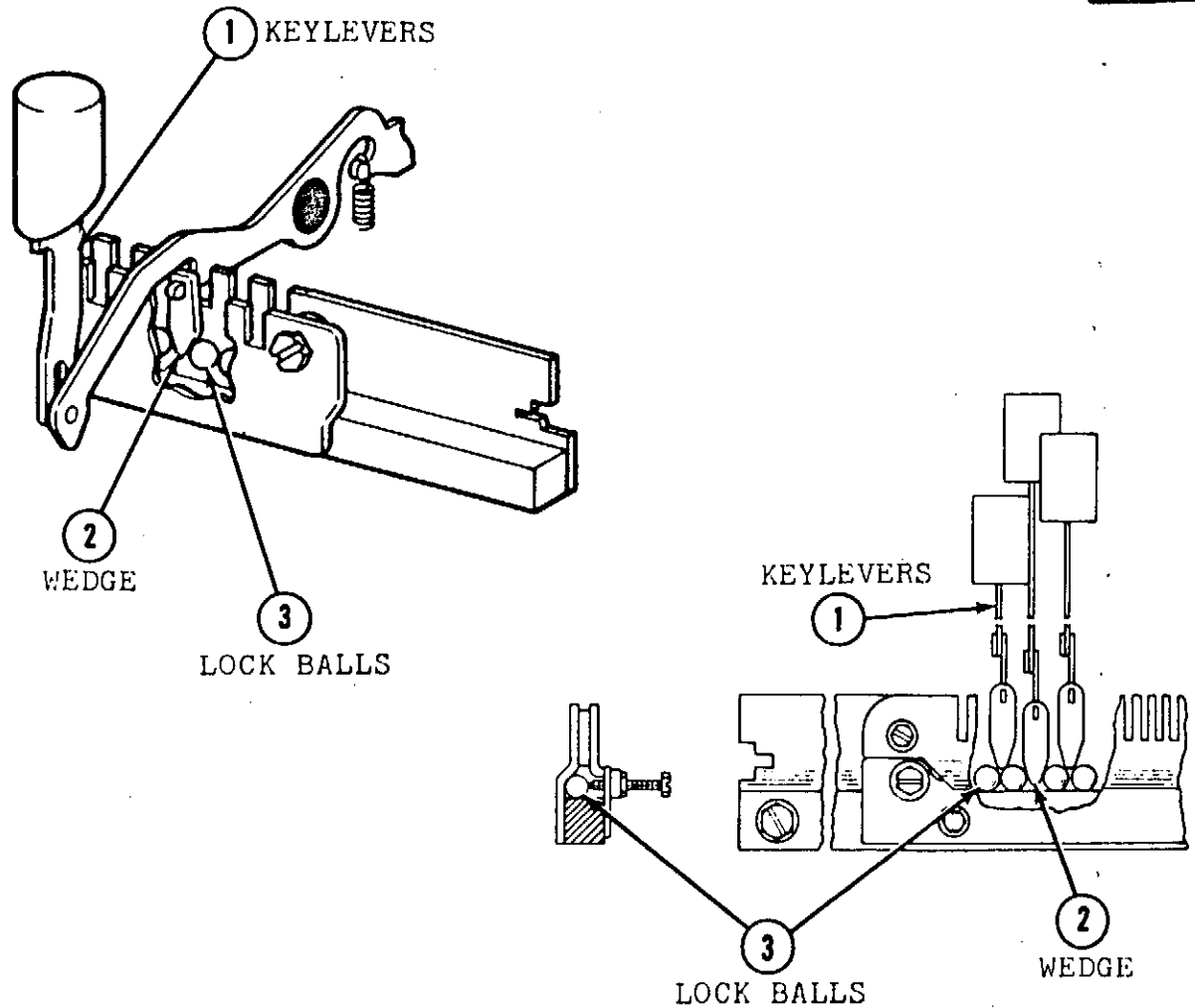
Resetting CODE BAR BAIL (1) moves NON-REPEAT LEVER (2) to left. This initiates a bell crank action raising NON-REPEAT BELL CRANK (3) which lifts UNIVERSAL BAIL LATCH LEVER (4). Raising of UNIVERSAL BAIL LATCH LEVER (4) allows UNIVERSAL BAIL EXTENSION (5) to pivot forward striking and disengaging NON-REPEAT LEVER (2) from CODE BAR BAIL (1). At this point, UNIVERSAL BAIL LATCH LEVER (4) will drop to rest on UNIVERSAL BAIL EXTENSION ROLLER (6).

FOR INSTRUCTIONAL PURPOSES ONLY



Repeat Condition:

To obtain a repeat condition, depress REPEAT KEY (1) in conjunction with a character key. REPEAT KEY (1) pivots REPEAT FUNCTION LEVER (2) upward to strike right end of NON-REPEAT LEVER (3) causing left end to pivot down. In this condition, CODE BAR BAIL (4) is unable to latch onto NON-REPEAT LEVER (3), preventing keyboard from resetting and permitting continuous operation of clutch.



The Wedglock mechanism is mounted under Keylever Panel. Its purpose is to prevent depressing of two KEYLEVERS (1) simultaneously. Depressing a KEYLEVER (1) forces attached WEDGE (2) between two LOCK BALLS (3), moving all LOCK BALLS (3) sideways against their stop. Sideways movement is limited, by adjustment, to permit only one WEDGE (2) to enter LOCK BALLS (3).