



MANUFACTURING NOTES:

- 1—"X" CONTACTS TO MAKE FIRST AND BREAK LAST.
- 2-IF BELLS OF BIASED RINGER TAP WHEN DIALING FROM ANOTHER TELEPHONE ON THE LINE, REVERSE RINGER CONNECTIONS AT TERMINALS 15 AND 16.
- 3-IF NO DIAL IS USED, CONNECT BLUE AND YELLOW DIAL WIRES TO TERMINAL 2; WHITE TO CRADLE SWITCH AND RED TO TERMINAL 4 OF DIAL BLANK.
- 4-WITH STANDARD DIAL, WIRING AT TERMINAL BLOCK SHOWN FOR METALLIC (BRIDGED) RINGING. FOR GROUND (DIVIDED) RINGING:
L1 (-RING) TO GROUND, MOVE YELLOW LINE CORD LEAD AT TERMINAL BLOCK FROM TERMINAL L2 TO TERMINAL 4G.
L2 (+TIP) TO GROUND, MOVE YELLOW LINE CORD LEAD AT TERMINAL BLOCK FROM TERMINAL L2 TO TERMINAL 4G. MOVE RED RINGER LEAD FROM TERMINAL 15 TO TERMINAL 7.
METALLIC (BRIDGED) RINGING, MOVE YELLOW LINE CORD LEAD AT TERMINAL BLOCK FROM TERMINAL L2 TO TERMINAL 4G, AND MOVE BLACK CAPACITOR LEAD FROM TERMINAL 9 TO TERMINAL 7.
DO NOT REVERSE LINE LEADS.
POLARITY OF LINE MUST BE MAINTAINED AS SHOWN.
- 5-WITH SATT DIAL:
L1 (-RING) TO GROUND, MOVE YELLOW LINE CORD LEAD AT TERMINAL BLOCK FROM TERMINAL L2 TO TERMINAL 4G.
L2 (+TIP) TO GROUND, MOVE YELLOW LINE CORD LEAD AT TERMINAL BLOCK FROM TERMINAL L2 TO TERMINAL 4G. MOVE RED RINGER LEAD FROM TERMINAL 15 TO TERMINAL 7.
METALLIC (BRIDGED) RINGING, MOVE YELLOW LINE CORD LEAD AT TERMINAL BLOCK FROM TERMINAL L2 TO TERMINAL 4G, AND MOVE BLACK CAPACITOR LEAD FROM TERMINAL 9 TO TERMINAL 7.
DO NOT REVERSE LINE LEADS.
POLARITY OF LINE MUST BE MAINTAINED AS SHOWN.
- 6-TO CONVERT TO HOOKLATCH:
A-MOVE ORANGE CRADLESWITCH WIRE FROM TERMINAL 6 TO TERMINAL 1.
B-MOVE YELLOW DIAL WIRE FROM TERMINAL 11 TO TERMINAL 8.
C-MOVE BLACK CRADLESWITCH WIRE FROM TERMINAL 10(L1) TO TERMINAL 6.
D-REMOVE GREEN CRADLESWITCH WIRE FROM TERMINAL 13 AND TAPE.
E-STRAP TERMINAL 10 (L1) AND TERMINAL 11.
F-MOVE RED CRADLESWITCH WIRE FROM TERMINAL 2 TO TERMINAL 8 (L2).
G-MOVE WHITE CRADLESWITCH WIRE FROM TERMINAL 8(L2) TO TERMINAL 2.

Schematic and Wiring Diagram, Type 80 Self-Compensating Telephone Set (NB-802 Series) with Printed Wiring Card Transmission Unit.