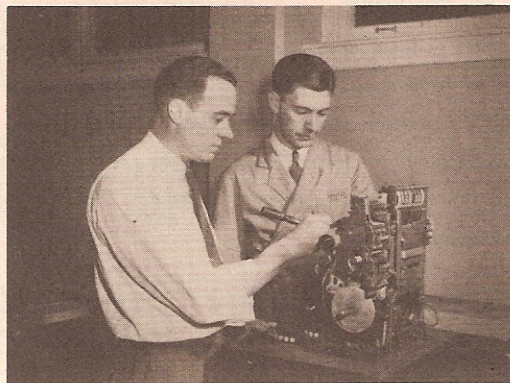


# MECHANICAL PROBLEMS FOR NCR SERVICEMEN



The National Cash Register Company  
Dayton 9, Ohio



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NAME in full \_\_\_\_\_ Date \_\_\_\_\_ 19 \_\_\_\_\_

Home Address \_\_\_\_\_

## The National Cash Register Company

### PLEASE READ INSTRUCTIONS CAREFULLY

In this booklet are a number of practical mechanical problems. It is not necessary to have any special information in order to find the answers to these problems. There are no "catch questions." The answers to these questions may be readily found by clear thinking.

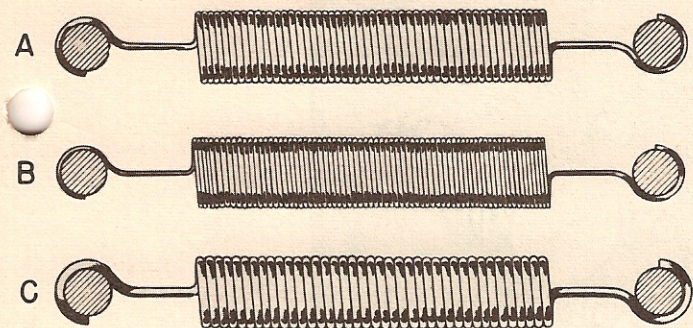
When you are told to begin, look over the entire booklet and decide which problems you can answer most readily. Do these first. Then do the others that seem more difficult, in the order they occur in the booklet.

**DO NOT SPEND MORE THAN 5 MINUTES LOOKING OVER THE BOOKLET.**

You will be allowed ample time to work on the entire booklet. However, it is important to work as quickly as you can.

**READ THESE INSTRUCTIONS OVER AGAIN CAREFULLY**

1. The Core Memory Project



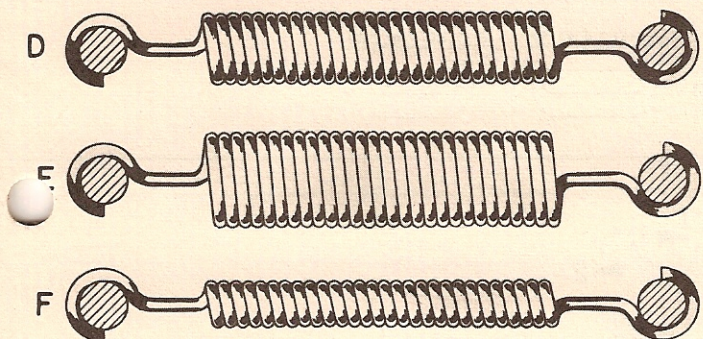
THE THREE SPRINGS A, B & C ARE OF THE SAME LENGTH, SIZE AND MATERIAL BUT OF DIFFERENT WIRE THICKNESS

THE STRONGEST SPRING IS.....

THE MEDIUM STRONG SPRING IS.....

THE WEAKEST SPRING IS.....

2.



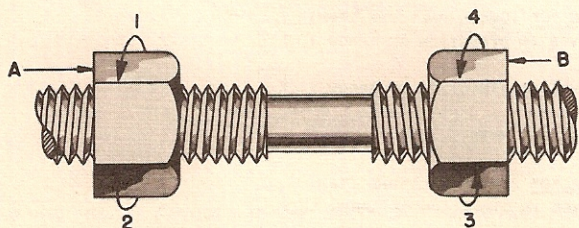
THE THREE SPRINGS D, E & F ARE OF THE SAME LENGTH, MATERIAL AND WIRE THICKNESS.

THE STRONGEST SPRING IS.....

THE MEDIUM STRONG SPRING IS.....

THE WEAKEST SPRING IS.....

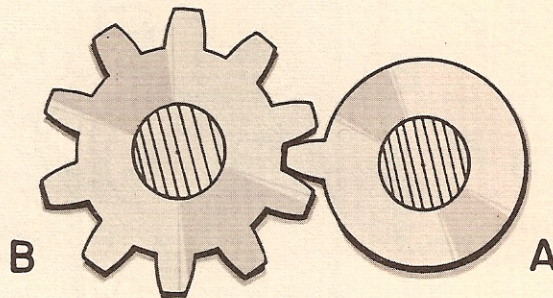
3.



ORDER FOR THE TWO NUTS "A" & "B" TO MOVE CLOSE TOGETHER:

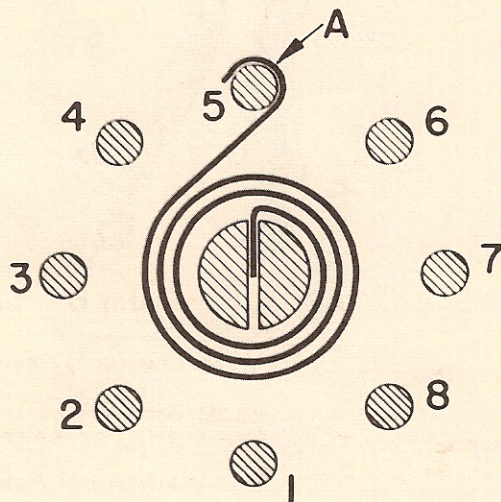
- NUT "A" MUST BE TURNED IN DIRECTION OF: ARROW 1  ARROW 2
- NUT "B" MUST BE TURNED IN DIRECTION OF: ARROW 3  ARROW 4

4.



- HOW MANY REVOLUTIONS MUST PART "A" MAKE TO TURN PART "B" ONE HALF REVOLUTION?.....
- CAN PART "B" DRIVE PART "A" ONE HALF REVOLUTION?....Yes  No
- WHEN PART "A" HAS MADE 20 REVOLUTIONS, HOW MANY REVOLUTIONS HAS PART "B" MADE?.....

5.

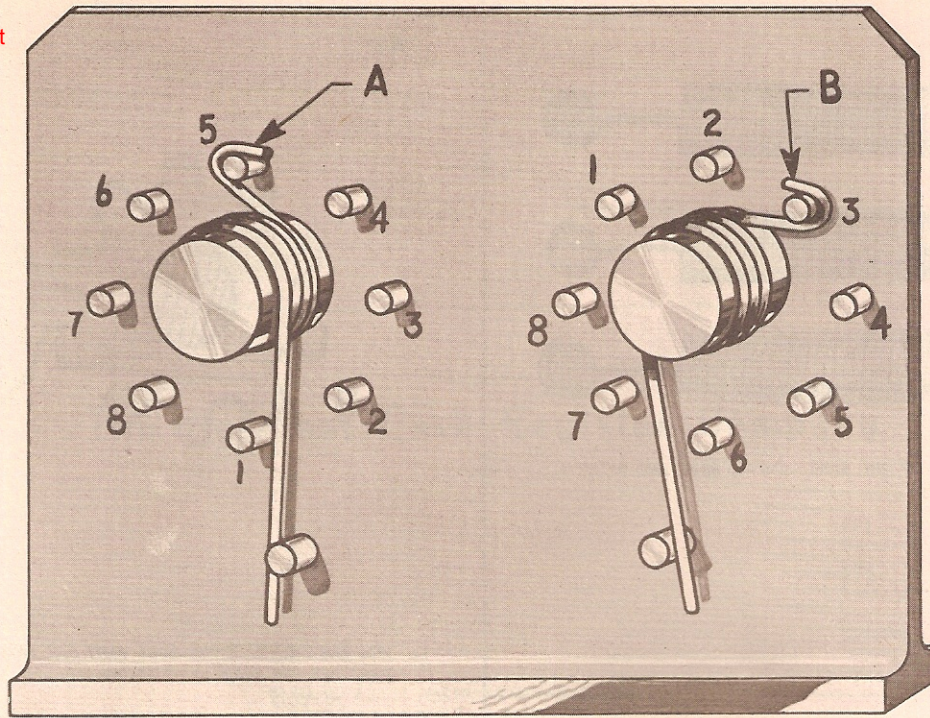


WRITE IN SPACES BELOW THE NUMBER OF THE PIN ON WHICH SPRING END "A" MUST BE HOOKED:

NUMBER OF THE PIN

- TO WIND THE SPRING 1/4 TURN TIGHTER..... \_\_\_\_\_
- TO WIND THE SPRING ONE & ONE-EIGHTH TURNS TIGHTER.... \_\_\_\_\_
- TO UNWIND THE SPRING 3/8 TURN..... \_\_\_\_\_
- TO UNWIND THE SPRING 3/4 TURN..... \_\_\_\_\_

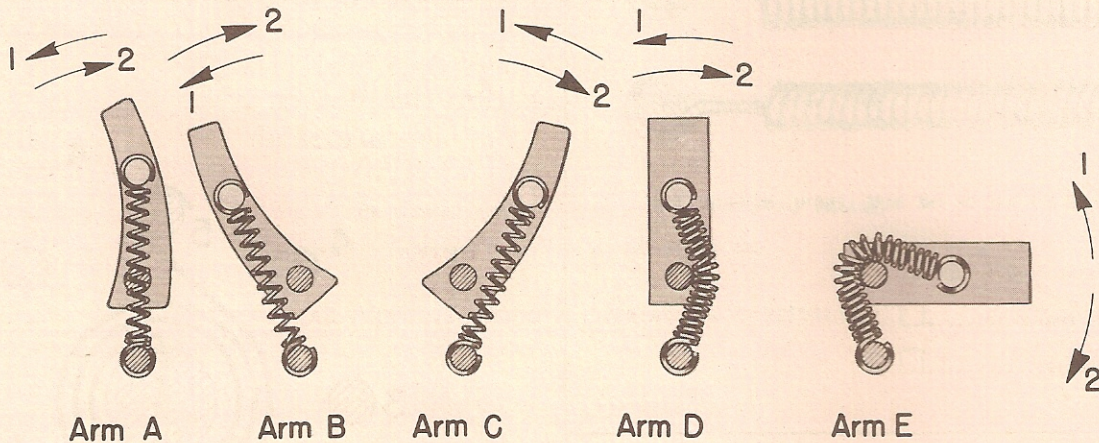
6.



THE PINS NUMBERED 1 TO 7 FOR SPRINGS "A" AND "B" ARE FIRMLY FIXED. WRITE IN THE NUMBER OF THE PIN ON WHICH EACH SPRING-END MUST BE HOOKED IN ORDER TO:

	SPRING END "A"	SPRING END "B"
TIGHTEN EACH SPRING 1/8 TURN.....	_____	_____
LOOSEN EACH SPRING 1/4 TURN.....	_____	_____
LOOSEN EACH SPRING 7/8 TURN.....	_____	_____

7.



CHECK OFF WHAT HAPPENS TO EACH ARM, UNDER THE PULL OF ITS SPRING:

- ARM "A"** (CHECK ONLY ONE ITEM)
- MOVES IN DIRECTION OF ARROW 1..
  - MOVES IN DIRECTION OF ARROW 2..
  - DOES NOT MOVE.....

- ARM "B"** (CHECK ONLY ONE ITEM)
- MOVES IN DIRECTION OF ARROW 1..
  - MOVES IN DIRECTION OF ARROW 2..
  - DOES NOT MOVE.....

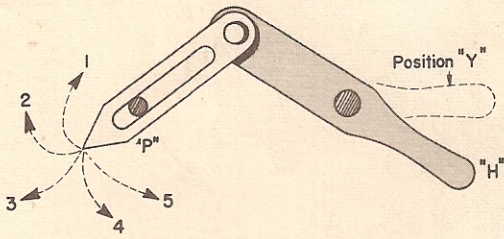
- ARM "C"** (CHECK ONLY ONE ITEM)
- MOVES IN DIRECTION OF ARROW 1..
  - MOVES IN DIRECTION OF ARROW 2..
  - DOES NOT MOVE.....

- ARM "D"** (CHECK ONLY ONE ITEM)
- MOVES IN DIRECTION OF ARROW 1..
  - MOVES IN DIRECTION OF ARROW 2..
  - DOES NOT MOVE.....

- ARM "E"** (CHECK ONLY ONE ITEM)
- MOVES IN DIRECTION OF ARROW 1..
  - MOVES IN DIRECTION OF ARROW 2..
  - DOES NOT MOVE.....

The Core Memory Project

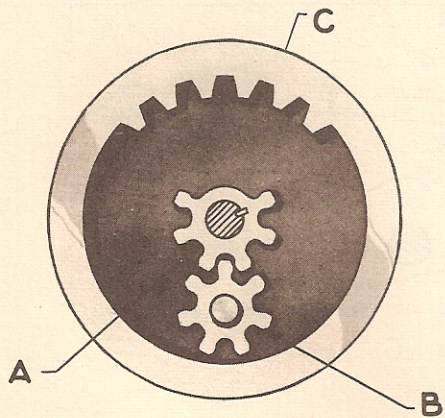
8.



WHEN HANDLE "H" IS MOVED TO POSITION "Y", THE POINTER "P" MOVES IN DIRECTION OF PATH:

- 1  2  3  4  5  (CHECK ONE ITEM ONLY)

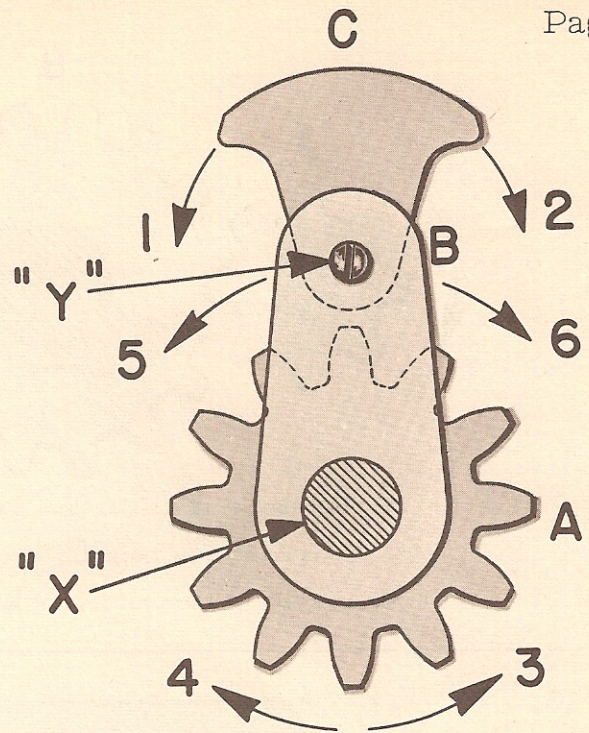
9.



PARTS "A" AND "C" ARE FASTENED TO THE SAME SHAFT. WHEN PART "C" ROTATES AT UNIFORM SPEED:

1. DOES "B" ALWAYS TURN IN THE SAME DIRECTION? YES  NO   
 2. "B" TURNS FASTEST WHEN IT IS IN MESH WITH: PART "A"  PART "C"

10.



LOOK AT THIS MECHANISM, ARM "B" REVOLVES ABOUT CENTER "X" AND PART "C" PIVOTS ABOUT CENTER "Y" IN PART "B".

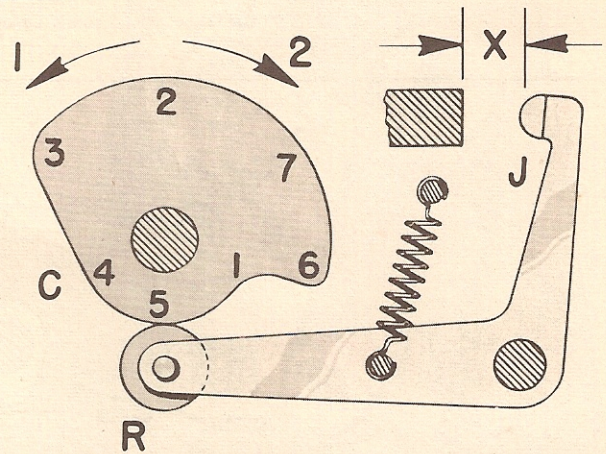
1. WHEN PART "C" IS DROPPED IN DIRECTION OF ARROW 1 AND PART "A" ROTATES IN DIRECTION OF ARROW 4, IN WHAT DIRECTION DOES PART "B" ROTATE? (CHECK ONLY ONE ITEM)

DIRECTION OF ARROW 5  DIRECTION OF ARROW 6  NO DIRECTION

2. IN ORDER THAT ARM "B" MAY MOVE PART "A" IN DIRECTION OF ARROW 3, IN WHAT DIRECTION MUST "C" BE DROPPED? (CHECK ONLY ONE ITEM)

DIRECTION OF ARROW 1  DIRECTION OF ARROW 2  NO DIRECTION

11.



1. WHEN PART "C" MAKES ONE COMPLETE REVOLUTION IN DIRECTION OF ARROW 1, DISTANCE "X" CHANGES FASTEST WHILE ROLLER "R" ROLLS FROM

POINT NUMBER  TO POINT NUMBER

2. DISTANCE "X" CHANGES SLOWEST WHILE ROLLER "R" ROLLS FROM

POINT NUMBER  TO POINT NUMBER

3. WHILE ROLLER "R" ROLLS FROM POINT 2 TO POINT 7, DISTANCE "X" WILL BE:

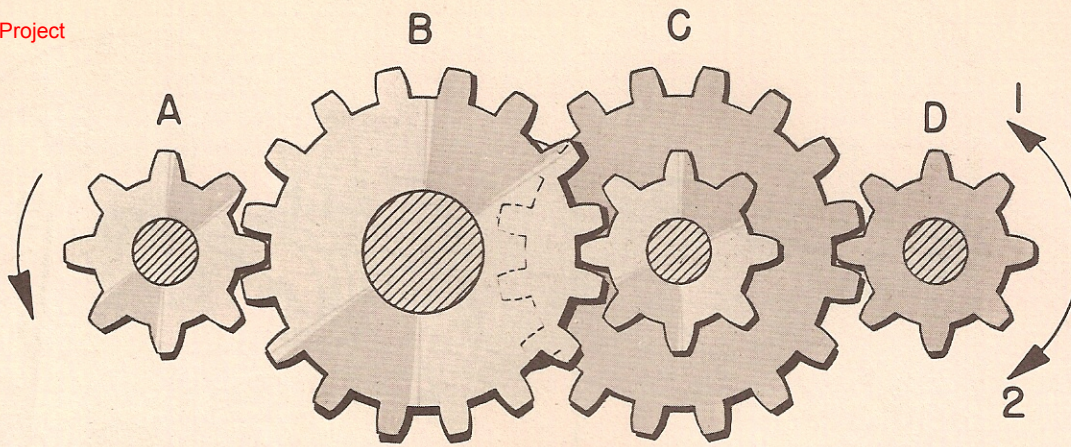
SMALLEST  LARGEST  INTERMEDIATE

4. WHILE ROLLER "R" ROLLS FROM POINT 1 TO POINT 5, DISTANCE "X" WILL BE:

SMALLEST  LARGEST  INTERMEDIATE

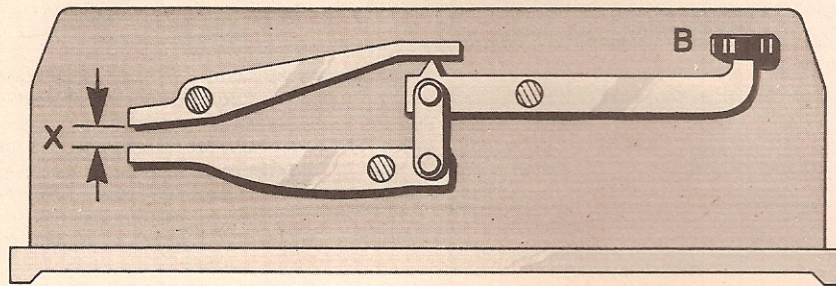
CAN PART "C" ROTATE CONTINUOUSLY IN DIRECTION OF ARROW 1? YES  NO

12.



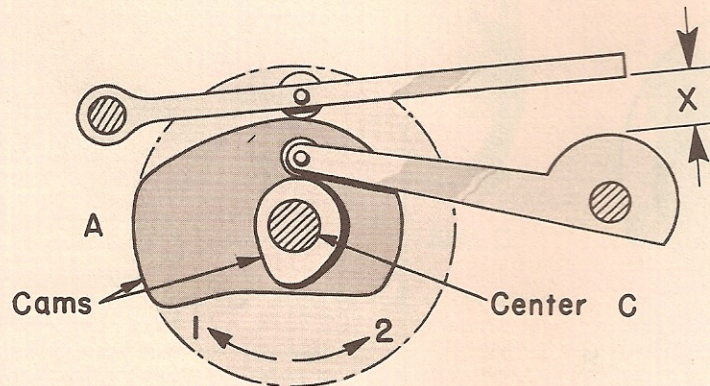
- WHEN PART "A" REVOLVES AS SHOWN, PART "D" REVOLVES:  
 IN DIRECTION OF ARROW 1  IN DIRECTION OF ARROW 2  DOES NOT REVOLVE AT ALL
- WHEN PART "A" MAKES TWO COMPLETE REVOLUTIONS, HOW MANY REVOLUTIONS DOES PART "D" MAKE?

13.



- WHAT HAPPENS WHEN PART "B" IS PUSHED DOWN? (CHECK ONLY ONE ITEM)
- DISTANCE "X" REMAINS THE SAME  DISTANCE "X" BECOMES SHORTER
- DISTANCE "X" BECOMES LONGER

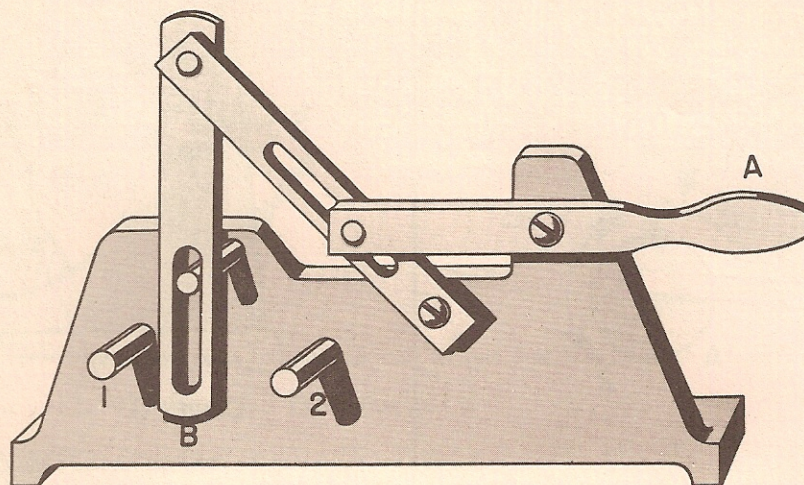
14.



PART "A" CONSISTS OF TWO CAMS MADE AS ONE PIECE, AND REVOLVES ABOUT CENTER "C".

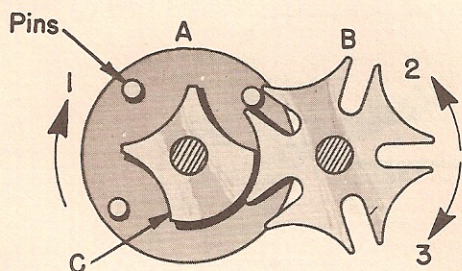
- IF PART "A" IS REVOLVED ONE-QUARTER REVOLUTION IN THE DIRECTION OF ARROW 1,  
 DISTANCE "X" IS: SHORTENED  LENGTHENED  UNCHANGED
- IF PART "A" REVOLVES ONE QUARTER REVOLUTION IN THE DIRECTION OF ARROW 2,  
 DISTANCE "X" IS: SHORTENED  LENGTHENED  UNCHANGED
- IF PART "A" IS REVOLVED ONE-HALF REVOLUTION IN THE DIRECTION OF ARROW 1,  
 DISTANCE "X" IS: SHORTENED  LENGTHENED  UNCHANGED
- IF PART "A" IS REVOLVED ONE-HALF REVOLUTION IN THE DIRECTION OF ARROW 2,  
 DISTANCE "X" IS: SHORTENED  LENGTHENED  UNCHANGED

15.



1. WHEN HANDLE "A" IS PUSHED DOWN, BAR "B" MOVES TOWARD: PIN 1  PIN 2  DOES NOT MOVE
2. WHEN HANDLE "A" IS PUSHED UP, BAR "B" MOVES TOWARD: PIN 1  PIN 2  DOES NOT MOVE

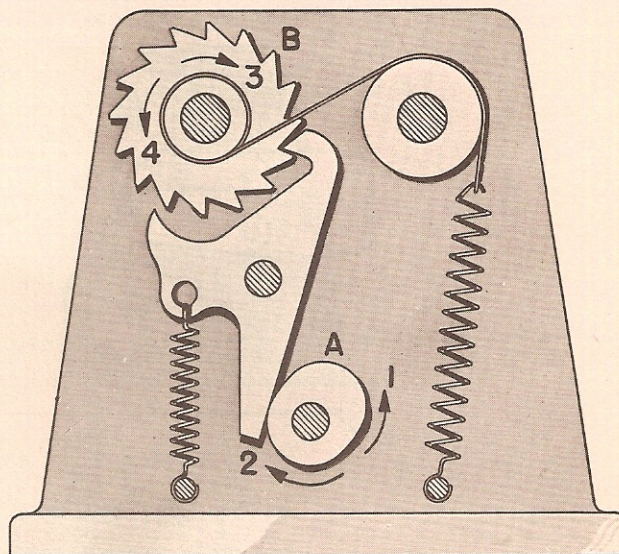
16.



PARTS "A" AND "C" ARE MADE AS ONE PIECE AND ALWAYS MOVE TOGETHER.

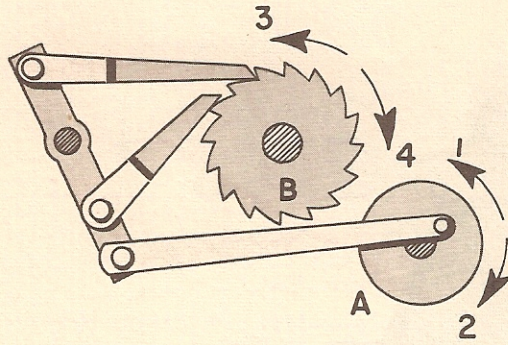
1. WHEN PART "A" REVOLVES IN DIRECTION OF ARROW 1, PART "B" REVOLVES IN DIRECTION OF: ARROW 2  ARROW 3  NEITHER DIRECTION
2. HOW MANY TURNS MUST "B" MAKE TO DRIVE "A" ONE FULL TURN?  
 $3$    $5/3$    $1$    $3/5$   "B" CANNOT DRIVE "A" FULL TURN
3. WHEN "A" MAKES ONE FULL TURN, HOW MANY TURNS DOES "B" MAKE?  
 $3$    $5/3$    $3/5$    $2$    $1$   "A" CANNOT DRIVE "B" AT ALL
4. IF "A" ROTATES CONTINUOUSLY, "B" ROTATES:  
 INTERMITTENTLY  CONTINUOUSLY  NOT AT ALL

17.



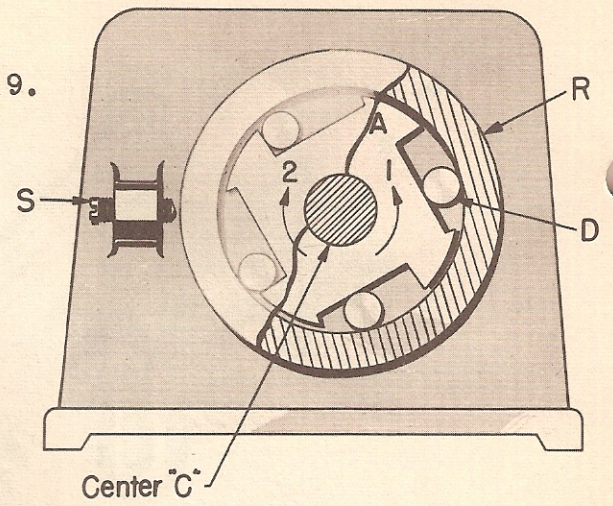
1. WHEN PART "A" ROTATES IN DIRECTION OF ARROW 1, PART "B" ROTATES IN DIRECTION OF: ARROW 3  ARROW 4  DOES NOT ROTATE
2. WHEN PART "A" ROTATES IN DIRECTION OF ARROW 2, PART "B" ROTATES IN DIRECTION OF: ARROW 3  ARROW 4  DOES NOT ROTATE

18.



1. WHEN PART "A" REVOLVES IN DIRECTION OF ARROW 1, PART "B" REVOLVES IN DIRECTION OF: ARROW 3  ARROW 4  DOES NOT REVOLVE
2. WHEN PART "A" REVOLVES IN DIRECTION OF ARROW 2, PART "B" REVOLVES IN DIRECTION OF: ARROW 3  ARROW 4  DOES NOT REVOLVE
3. WHEN PART "A" REVOLVES CONTINUOUSLY, PART "B" REVOLVES: INTERMITTENTLY  NOT AT ALL  CONTINUOUSLY

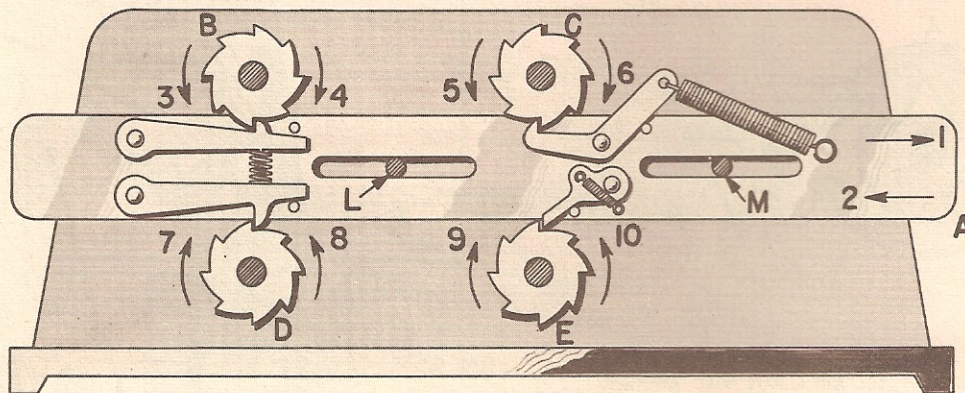
19.



PARTS "A" AND "R" BOTH CONTACT ROLLERS "D", AND CAN ROTATE INDEPENDENTLY OF EACH OTHER ABOUT CENTER "C".

1. WHEN "A" REVOLVES IN DIRECTION OF ARROW "1", PART "R" REVOLVES: IN SAME DIRECTION  IN OPPOSITE DIRECTION  DOES NOT REVOLVE
2. WHEN "A" REVOLVES IN DIRECTION OF ARROW "2", PART "R" REVOLVES: IN SAME DIRECTION  IN OPPOSITE DIRECTION  DOES NOT REVOLVE
3. WHEN PART "R" IS PREVENTED FROM REVOLVING, BY SCREW "S", PART "A" CAN BE REVOLVED: (CHECK ONLY ONE ITEM)  
CONTINUOUSLY, IN DIRECTION OF ARROW 1.....   
CONTINUOUSLY, IN DIRECTION OF ARROW 2.....   
CANNOT BE REVOLVED.....

20.

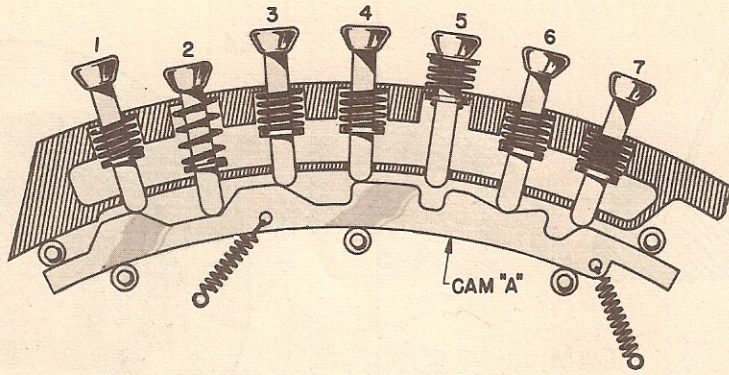


IN THIS MECHANISM BAR "A" MOVES ON PINS "L" AND "M".

1. WHAT HAPPENS WHEN BAR "A" MOVES IN DIRECTION OF ARROW 2?  
PART "B" ROTATES IN DIRECTION OF: ARROW 3  ARROW 4  DOES NOT ROTATE   
PART "C" ROTATES IN DIRECTION OF: ARROW 5  ARROW 6  DOES NOT ROTATE   
PART "D" ROTATES IN DIRECTION OF: ARROW 7  ARROW 8  DOES NOT ROTATE   
PART "E" ROTATES IN DIRECTION OF: ARROW 9  ARROW 10  DOES NOT ROTATE
2. WHAT HAPPENS WHEN BAR "A" MOVES IN DIRECTION OF ARROW 1?  
PART "B" ROTATES IN DIRECTION OF: ARROW 3  ARROW 4  DOES NOT ROTATE   
PART "C" ROTATES IN DIRECTION OF: ARROW 5  ARROW 6  DOES NOT ROTATE   
PART "D" ROTATES IN DIRECTION OF: ARROW 7  ARROW 8  DOES NOT ROTATE   
PART "E" ROTATES IN DIRECTION OF: ARROW 9  ARROW 10  DOES NOT ROTATE



21.



1. WHEN KEY "1" IS PRESSED DOWN TO BOTTOM OF CAM, IN WHAT DIRECTION DOES CAM "A" MOVE:  
 TO THE LEFT  TO THE RIGHT  NO MOVEMENT
  
2. CHECK IN PROPER SPACE BELOW IN WHAT DIRECTION KEYS 2 TO 7 MOVE, WHEN KEY "1" IS PRESSED DOWN TO BOTTOM OF CAM:

	KEY 2	KEY 3	KEY 4	KEY 5	KEY 6	KEY 7
MOVES UP.....	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
MOVES DOWN.....	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
DOES NOT MOVE....	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>

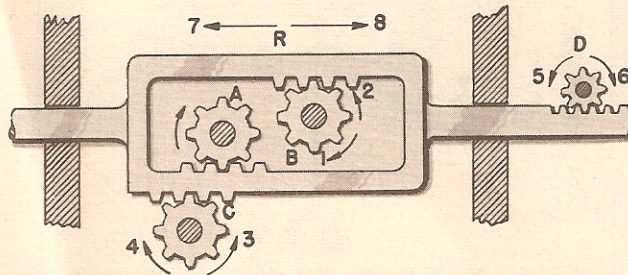
  
3. WHEN KEY 5 IS PRESSED DOWN TO BOTTOM OF CAM, IN WHAT DIRECTION DOES CAM "A" MOVE:  
 TO THE LEFT  TO THE RIGHT  NO MOVEMENT
  
4. CHECK IN PROPER SPACE BELOW IN WHAT DIRECTION KEYS 1, 2, 3, 4, 6, AND 7 MOVE, WHEN KEY "5" IS PRESSED DOWN TO BOTTOM OF CAM:

	KEY 1	KEY 2	KEY 3	KEY 4	KEY 6	KEY 7
MOVES UP.....	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
MOVES DOWN.....	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
DOES NOT MOVE....	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>

  
5. WHEN KEY 7 IS PRESSED DOWN TO BOTTOM OF CAM, IN WHAT DIRECTION DOES CAM "A" MOVE:  
 TO THE LEFT  TO THE RIGHT  NO MOVEMENT
  
6. CHECK IN PROPER SPACE BELOW IN WHAT DIRECTION KEYS 1 TO 6 MOVE, WHEN KEY "7" IS PRESSED DOWN TO BOTTOM OF CAM:

	KEY 1	KEY 2	KEY 3	KEY 4	KEY 5	KEY 6
MOVES UP.....	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
MOVES DOWN.....	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
DOES NOT MOVE....	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>

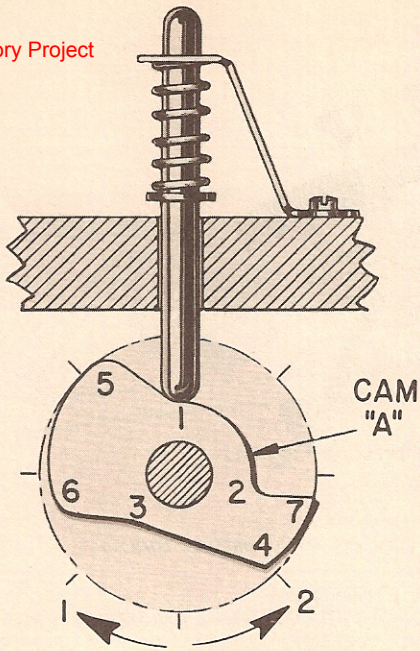
22.



WHAT HAPPENS WHEN GEAR "A" REVOLVES AS SHOWN ABOVE?

1. GEAR "B" TURNS IN DIRECTION OF: ARROW 1  ARROW 2  DOES NOT TURN
2. GEAR "C" TURNS IN DIRECTION OF: ARROW 3  ARROW 4  DOES NOT TURN
3. GEAR "D" TURNS IN DIRECTION OF: ARROW 5  ARROW 6  DOES NOT TURN
4. PART "R" MOVES IN DIRECTION OF: ARROW 7  ARROW 8  DOES NOT MOVE

23.



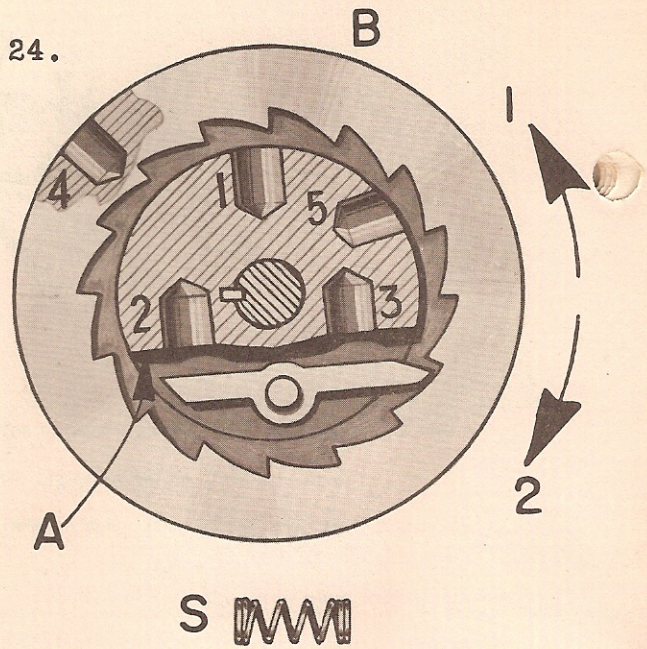
1. WHEN CAM "A" REVOLVES IN THE DIRECTION OF ARROW 1, WHAT HAPPENS TO PART "B" WHEN IT SLIDES FROM POINT TO POINT ON THE CAM SURFACE:

- IT DROPS FASTEST BETWEEN POINT  AND POINT
- IT RISES FASTEST BETWEEN POINT  AND POINT
- IT DROPS SLOWEST BETWEEN POINT  AND POINT
- IT RISES SLOWEST BETWEEN POINT  AND POINT
- IT NEITHER RISES NOR FALLS BETWEEN POINT  AND POINT

2. HOW FAR CAN CAM "A" REVOLVE IN DIRECTION OF ARROW "2" FROM POSITION SHOWN?

- 1/8 REVOLUTION
- 1/4 REVOLUTION
- 1/2 REVOLUTION
- ONE REVOLUTION

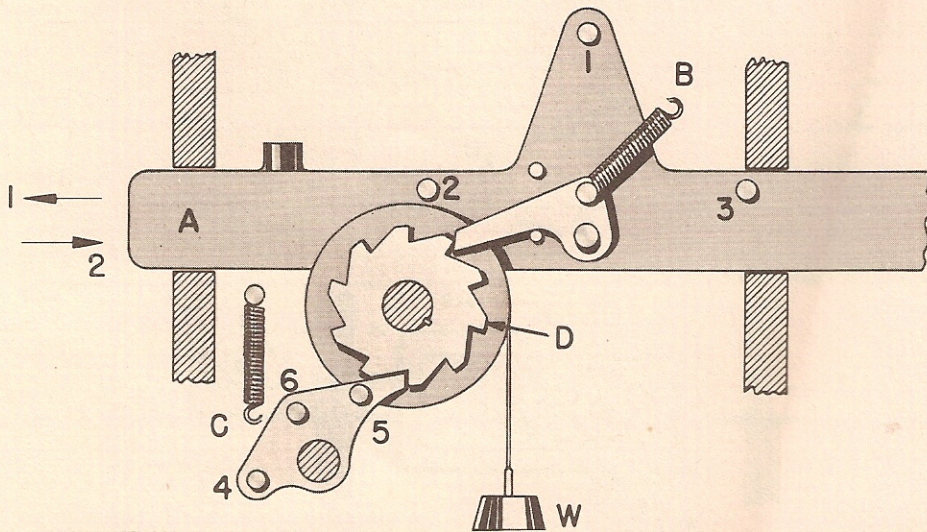
24.



THIS IS A TOP VIEW OF THE MECHANISM. THE PART SHOWN BY CROSS SECTION LINES IS A CUT-AWAY OF THE INSIDE.

1. IN ORDER FOR THIS MECHANISM TO OPERATE PROPERLY: SPRING "S" MUST BE PLACED IN HOLE: 1  2  3  4  5
2. IF PART "A" IS STATIONARY, PART "B" MAY POSSIBLY ROTATE FREELY IN DIRECTION OF: ARROW 1  ARROW 2  EITHER DIRECTION  NO DIRECTION
3. IF PART "A" IS FREE TO ROTATE, IT CAN BE DRIVEN BY PART "B" IN DIRECTION OF: ARROW 1  ARROW 2  EITHER DIRECTION  NEITHER DIRECTION

25.



1. IF THIS MECHANISM IS TO OPERATE PROPERLY, THE LOOSE ENDS OF SPRINGS "B" AND "C" MUST BE HOOKED ON WHICH PINS?

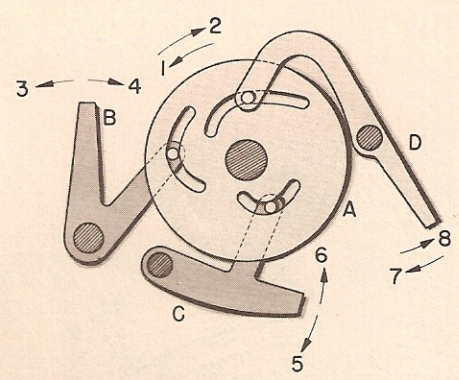
- A. SPRING "B" MUST BE HOOKED ON: PIN 1  PIN 2  PIN 3  PIN 4  PIN 5  PIN 6
- B. SPRING "C" MUST BE HOOKED ON: PIN 1  PIN 2  PIN 3  PIN 4  PIN 5  PIN 6

2. IN WHAT DIRECTION DOES PART "A" MOVE, WHEN WEIGHT "W" IS BEING RAISED?

- IN DIRECTION OF: ARROW 1  ARROW 2  NO DIRECTION

<http://www.thecorememory.com> MANY TIMES MUST PART "A" MOVE "BACK AND FORTH" FOR PART "D" TO BE TURNED TWO FULL REVOLUTIONS?

26.



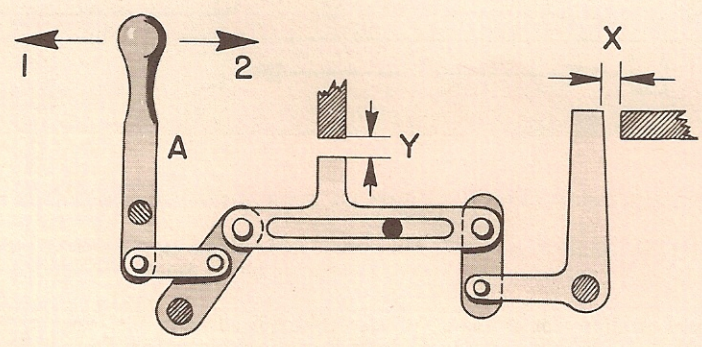
WHAT HAPPENS WHEN: PART "A" ROTATES FROM POSITION SHOWN, IN THE DIRECTION OF ARROW 1?

- 1. ARM "B" MOVES IN DIRECTION OF: ARROW 3  ARROW 4  DOES NOT MOVE
- 2. ARM "C" MOVES IN DIRECTION OF: ARROW 5  ARROW 6  DOES NOT MOVE
- 3. ARM "D" MOVES IN DIRECTION OF: ARROW 7  ARROW 8  DOES NOT MOVE

WHAT WILL HAPPEN WHEN: PART "A" ROTATES FROM POSITION SHOWN, IN DIRECTION OF ARROW 2?

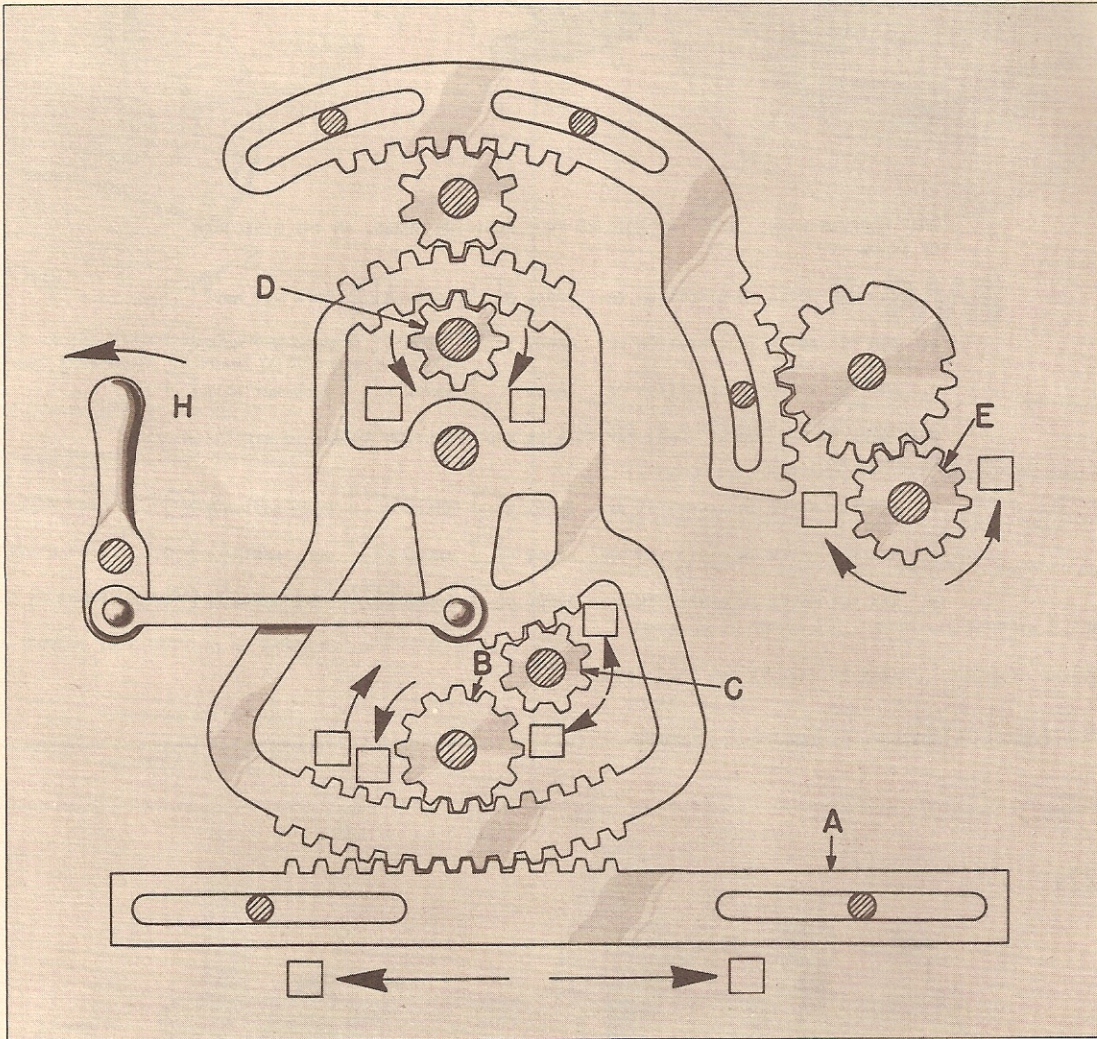
- 1. ARM "B" MOVES IN DIRECTION OF: ARROW 3  ARROW 4  DOES NOT MOVE
- 2. ARM "C" MOVES IN DIRECTION OF: ARROW 5  ARROW 6  DOES NOT MOVE
- 3. ARM "D" MOVES IN DIRECTION OF: ARROW 7  ARROW 8  DOES NOT MOVE

27.



- 1. TO REDUCE DISTANCE "X", HANDLE "A" MUST BE MOVED IN DIRECTION OF:  
ARROW 1  ARROW 2
- 2. TO REDUCE DISTANCE "Y" HANDLE "A" MUST BE MOVED IN DIRECTION OF:  
ARROW 1  ARROW 2

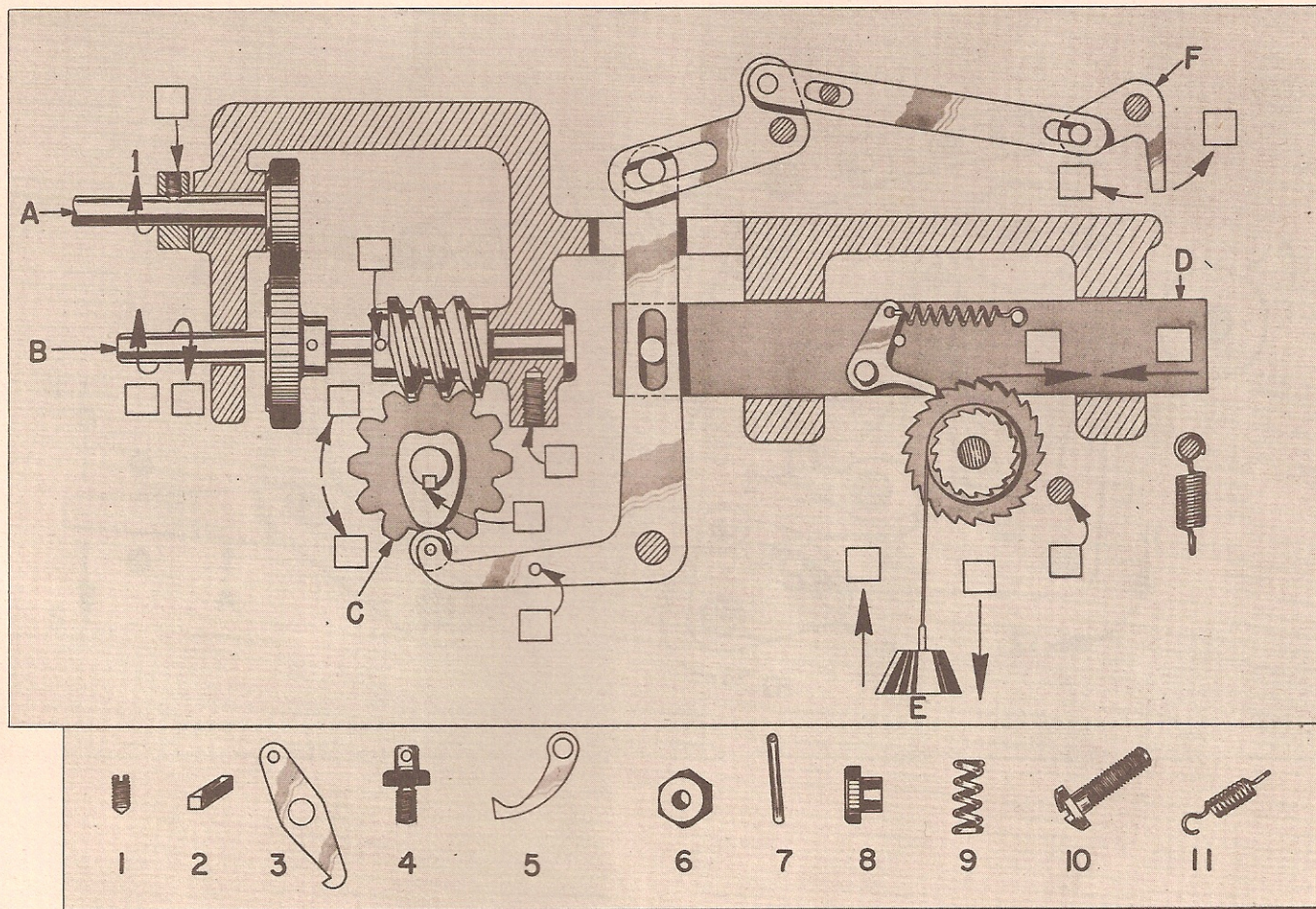
28.



WHEN HANDLE "H" IS PUSHED IN DIRECTION OF ARROW, IN WHAT DIRECTION DO PARTS "A", "B", "C", "D", AND "E" MOVE? CHECK THE DIRECTION OF MOVEMENT FOR EACH OF THESE PARTS IN PROPER SQUARES SHOWN ABOVE.

## The Core Memory Project

29.

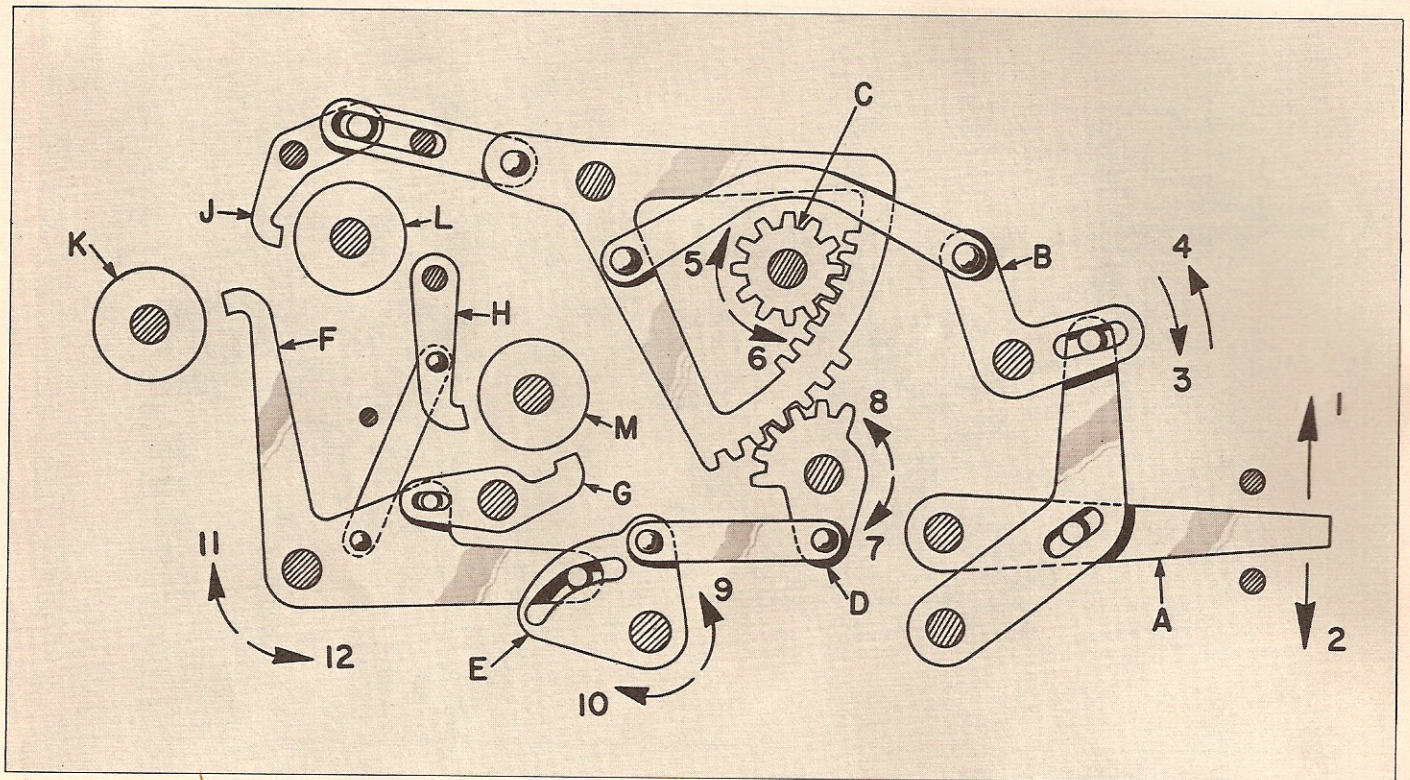


IN THIS MECHANISM SEVERAL OF THE ESSENTIAL PARTS ARE MISSING. WITHOUT THESE PARTS THE MECHANISM CANNOT OPERATE PROPERLY.

UNDER THE MECHANISM ARE SHOWN A NUMBER OF LOOSE PARTS. HERE YOU WILL FIND ALL THE ESSENTIAL MISSING PARTS, AS WELL AS PARTS WHICH DO NOT BELONG TO THE MECHANISM.

1. LOOK AT THE ABOVE MECHANISM AND THE LOOSE PARTS. NOTICE ALSO THE SMALL SQUARES (  ). MARK IN THE PROPER SQUARE THE NUMBER OF THE CORRECT PART, TO SHOW WHERE IT SHOULD BE ASSEMBLED, FOR THE MECHANISM TO OPERATE PROPERLY.
2. NOW LOOK AT THE MECHANISM AND OBSERVE THE OPERATION OF ITS MOVING PARTS. WHAT HAPPENS WHEN PART "A", REVOLVING IN DIRECTION OF ARROW 1, DRIVES PART "B" ONE FULL TURN AROUND? CHECK (  ) IN PROPER SQUARES AT PARTS "B", "C", "D", "E" AND "F", THE DIRECTION OF THEIR ROTATION OR MOVEMENT.
3. HOW MANY FULL TURNS MUST PART "B" MAKE TO TURN PART "C" ONE FULL REVOLUTION?

30.



WHAT HAPPENS WHEN PART "A" MOVES IN DIRECTION OF ARROW 1?

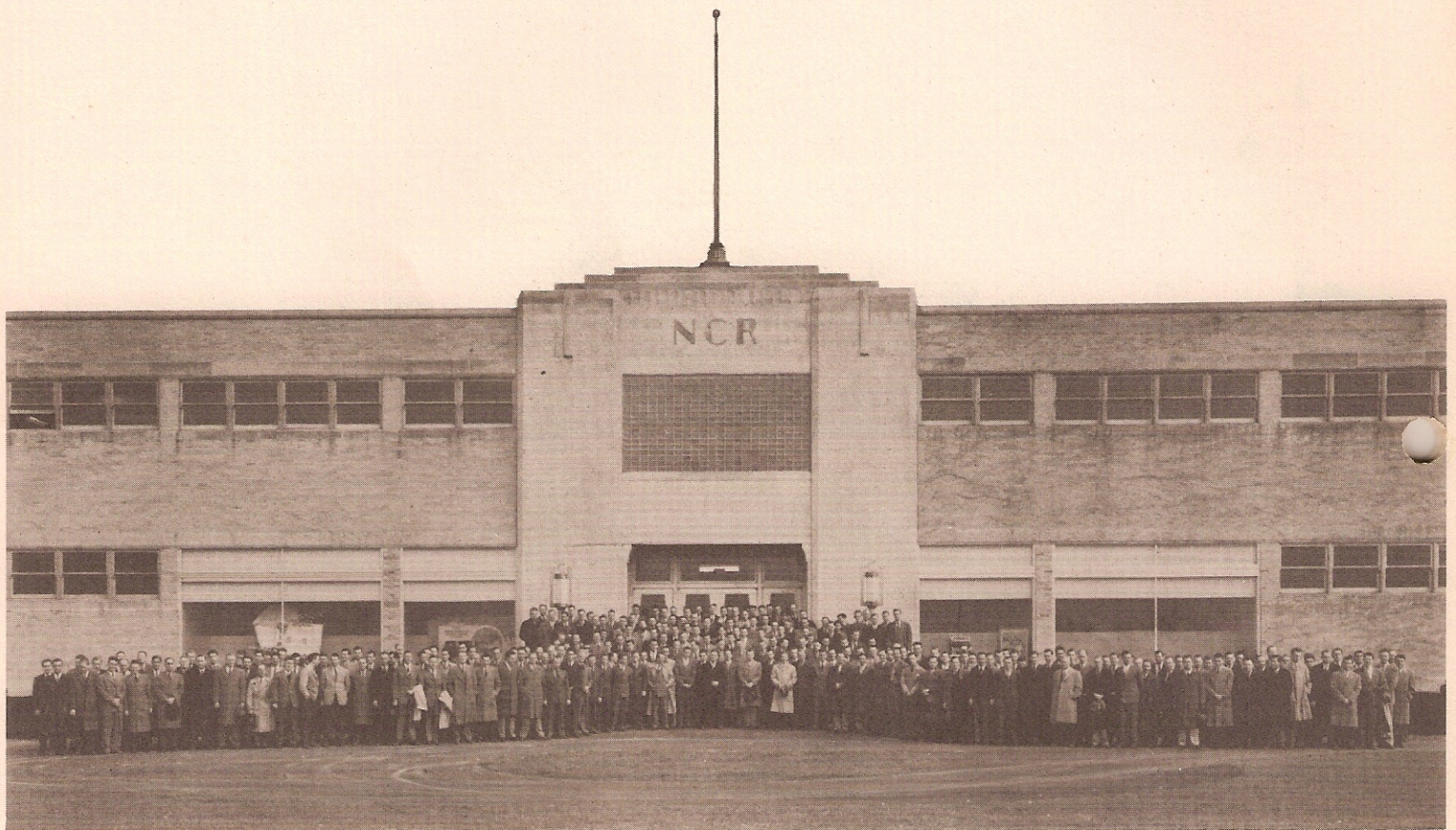
1. PART "B" MOVES IN DIRECTION OF: ARROW 3  ARROW 4  NEITHER DIRECTION
2. PART "C" MOVES IN DIRECTION OF: ARROW 5  ARROW 6  NEITHER DIRECTION
3. PART "D" MOVES IN DIRECTION OF: ARROW 7  ARROW 8  NEITHER DIRECTION
4. PART "E" MOVES IN DIRECTION OF: ARROW 9  ARROW 10  NEITHER DIRECTION
5. PART "F" MOVES IN DIRECTION OF: ARROW 11  ARROW 12  NEITHER DIRECTION

NOW LOOK CAREFULLY AT PARTS "F", "G", "H", "J", "K", "L", AND "M"

1. IN ORDER FOR PART "F" TO CONTACT PART "K", PART "A" MUST BE MOVED IN DIRECTION OF: ARROW 1  ARROW 2
2. IN ORDER FOR PART "G" TO CONTACT PART "M", PART "A" MUST BE MOVED IN DIRECTION OF: ARROW 1  ARROW 2
3. IN ORDER FOR PART "H" TO CONTACT PART "M", PART "A" MUST BE MOVED IN DIRECTION OF: ARROW 1  ARROW 2
4. IN ORDER FOR PART "J" TO CONTACT PART "L", PART "A" MUST BE MOVED IN DIRECTION OF: ARROW 1  ARROW 2

**NOW:** LOOK OVER EVERY PAGE TO BE SURE NO QUESTIONS HAVE BEEN OMITTED.





A class of student and post-graduate servicemen attending the NCR Servicemen's School in Dayton, assembled with their instructors, in front of the building devoted to their training.