

Technical Bulletin

Bulletin Number:	220	Revision Number:	R-03
Release Date:	August 9, 1979	Revision Date: _	

SUBJECT: COIN INSERT SLOT CHANGES

MODELS AFFECTED: All Dixie-Narco Venders.

REASON: A. To provide information on what coin inserts work with the Golden Dollar Coin

released in 2000 and the Susan B. Anthony Dollar Coin.

B. To provide information on the increase in the coin insert slot width in 1979.

1\$ COIN ACCEPTANCE INFORMATION

Includes the \$1 Golden Dollar Coin released in 2000 and the \$1 Susan B. Anthony Coin.

- Coca-Cola Marketing Machines the \$1 coins will fit the insert.
- Dr. Pepper V4 machines the \$1 coins will fit the inserts, starting production 3/9/00 (6600AY and higher).
- Domestic Coca-Cola VRV Coin Inserts with Mounting Geometry Non SII (801,807,20x.x1) \$1 coins will fit the insert starting production on 1/15/1998 (6475AW and higher).
- Domestic Coca-Cola VRV Coin Insert with Mounting Geometry SII (801,807,22x.x1) \$1 coins will fit the insert starting production on 10/10/1997 (6445DV and higher).
- Domestic Pepsi/Generic VRV Coin Inserts with Mounting Geometry Non SII (801,807,69x.x1) \$1 coins will
 fit the insert starting production on 10/21/1997 (6443DV and higher).
- Domestic Pepsi/Generic VRV Coin Inserts with Mounting Geometry SII (801,807,71x.x1) \$1 coins will fit the insert starting production on 10/14/1997 (6444DV and higher).
- Prior to the serial breaks listed above in VRV machines the \$1 coins will not fit. You will need to order and
 install the Coin Insert Mounting Geometry's by part numbers as listed.
- Coin inserts prior to VRV on machines serialized August 1976 (CA) to 0001-6123BR, the corners of the coin
 insert need to be filed to allow the \$1 coin to fit the inserts. Some venders built between 0001-2286BD and
 0001-6123BR the slot was made large enough for the \$1 coins to fit.
- On venders built prior to August 1976 (CA), the coin insert slot is large enough to take a half-dollar (50¢) piece; therefore, \$1 coins will also fit these inserts.

