

CONNECTIONS

TABLE A
RINGER LEAD CONNECTIONS
TO SILENCE RINGER PERMANENTLY

Tip Party Identifying Ground	Ringer Lead			
ohms	Red	Black	Slate	S-Red
1000	K	G	B	K
2650	B	K	K	G
For all classes of service except those listed above and 1A1 key telephone system: Connect yellow mounting cord lead to same terminal as red mounting cord lead at connecting block. For 1A1 key telephone system connect red and black ringer leads on L2 terminal of 425B network.				

TABLE B
LINE AND RINGER CONNECTIONS

Wire or Lead		Individual or Bridged *	1A1 Key Tel Syst†	Ring Party	No Ident Grd	Tip Party	
						Identifying Ground	
						ohms	
Mounting Cord in Set	R	L2	L2	L2	L2	L2	L2
	G	L1	4	L1	L1	L1	L1
	Y	G	G	G	G	G	G
	BK		L1				
Ringer Leads	R	L2	L2	L2	L2	K	B
	BK	G	4	G	G	G	B
	S	K	K	K	K	B	K
	S-R	A	A	A	A	B	G
Switchhook Leads	S	L2	L2	L2	L2	A	A
	S-W	4	G	4	4	4	4
Mounting Cord at Connecting Block	R	R	R	R	G	G	G
	G	G	G	G	R	R	R
	Y	G	Y	Y	Y	Y	Y
	BK		B				
Line Wire at Connecting Block	RING	R	R	R	R	R	R
	TIP	G	G	G	G	G	G
	GRD or A1	Y	Y	Y	Y	Y	Y
	A	BK		B			

* Not recommended for use with 1A key telephone system on long loops.

† Place 4-conductor mounting cord.

TABLE C
LINE AND RINGER CONNECTIONS

Wire or Lead		Negative (-) Parties		Positive (+) Parties	
		Ring	Tip	Ring	Tip
Mounting Cord in Set	R	L2	L2	L2	L2
	G	L1	L1	L1	L1
	Y	G	G	G	G
Ringer Leads	R	G	G	L2	L2
	BK	G	G	L2	L2
	S	A	A	A	A
	S-R	K	K	K	K
Tube Leads	R	L1	L1	L2	L2
	BK	K	K	K	K
	Y	L2	L2	G	G
Mounting Cord at Connecting Block	R	R	G	R	G
	G	G	R	G	R
	Y	Y	Y	Y	Y
Line Wire at Connecting Block	R	R	R	R	R
	G	G	G	G	G
	Y	Y	Y	Y	Y

* To silence ringer permanently, connect yellow mounting cord lead to same terminal as red mounting cord lead at connecting block.

TABLE D
INDUCTIVE INTERFERENCE REDUCTION
TUBE LEAD CONNECTIONS

Lead		Negative (-) Ring or Tip Parties	Positive (+) Ring or Tip Parties
		Severe Induction	Average or Severe Induction
425A Tube	R	L1	L2
	G	L2	L1
	BK	K	K
	Y	L2	G
426A Tube	R		
	BK		
	Y		

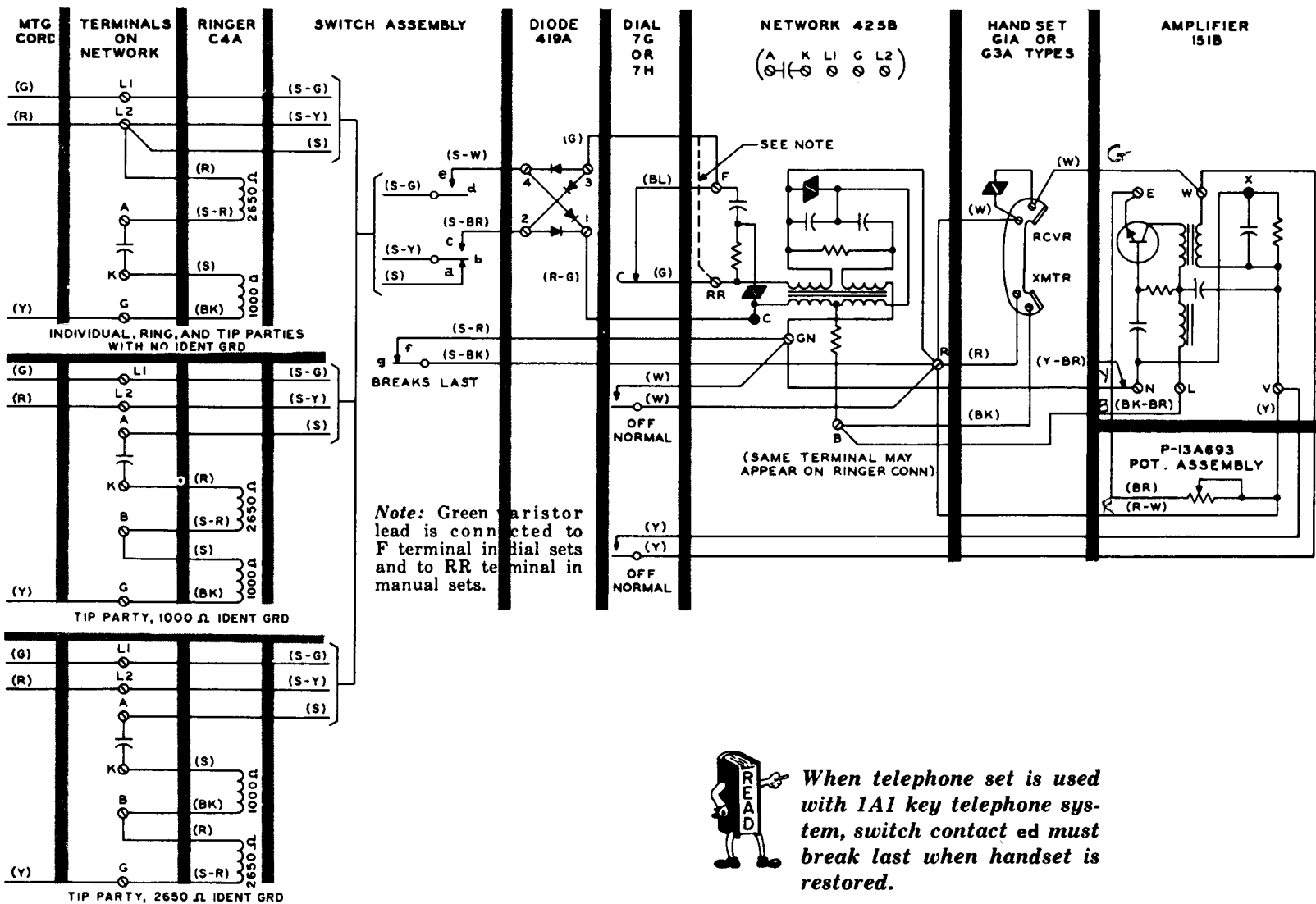


Fig. 1 — 532A, B Telephone Set

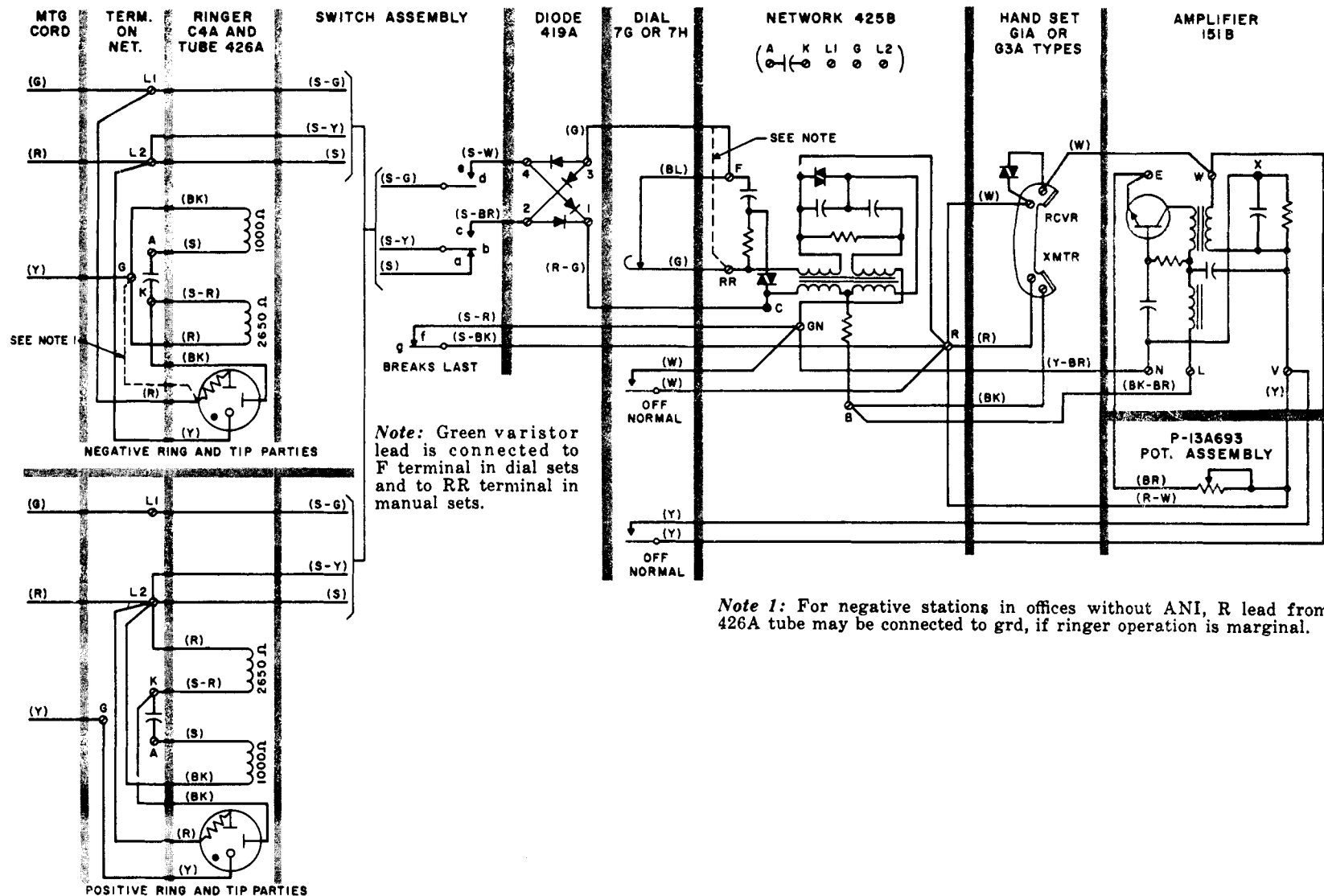


Fig. 2 — 533A, B Telephone Set