



PARK MODEL

BSR's Roll-A-Ball® has simple gameplay for all ages and is the most customizable and electronically advanced derby race game available! Players roll their balls into one of the three speed zones activating their toy to move towards the finish line.

BSR Park Model Games are fully customizable with complete choices of colors, themes, toys, player positions, and layout configurations. Show us your location needs and BSR can place a proven moneymaker into your facility!

Additional Game Features:

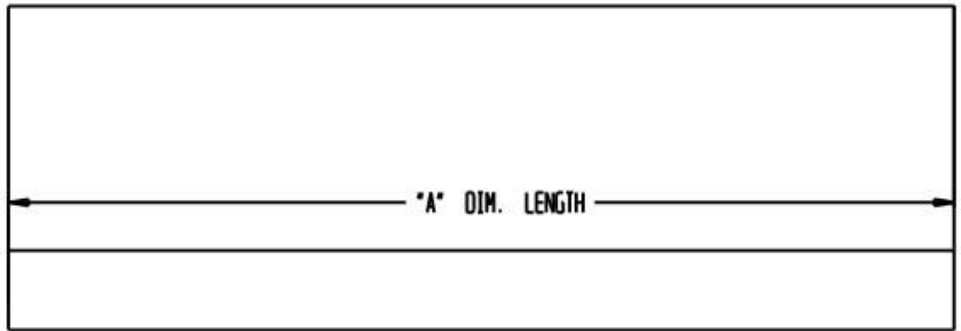
- Complete game Accounting System
- Designed with BSR's most advanced BSR-3000 electronics system for even simpler troubleshooting and repair.

ROLL BALL



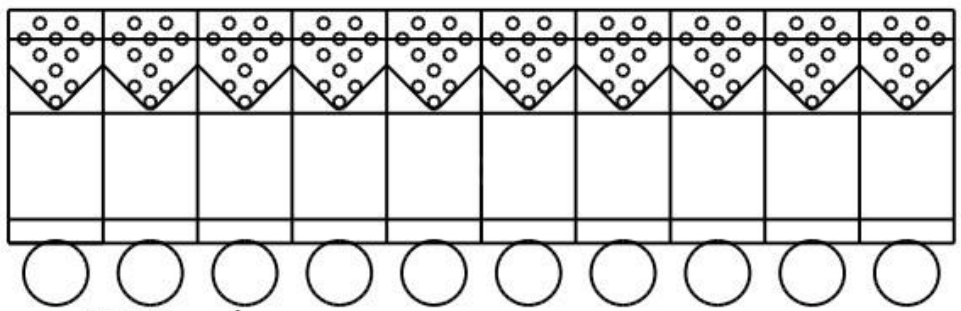
GAME ROLL-A-BALL - PARK - LINE-UP
 DESC B. S. R. ROLL-A-BALL STANDARD
 DATE 10-12-2005 REV. C
 APPROVED SALES DATE 10-12-2005
 B. S. R. SALES STANDARD
 DWG. NO. PART R O A B-T 8 6 - 0 1

GAME SIZE	"A" DIM. LENGTH	"B" DIM. WIDTH	"C" DIM. HEIGHT
8 UNIT	152 5/8	144 1/8	100 3/16
9 UNIT	171 5/8	148 5/16	103 3/16
10 UNIT	190 5/8	152 3/8	105 7/8
11 UNIT	209 5/8	156 11/16	109
12 UNIT	228 5/8	160 3/4	111 11/16
13 UNIT	247 5/8	164 13/16	114 3/8
14 UNIT	266 5/8	168 7/8	117 1/32



OPERATOR WALK WAY

OPERATOR WALK WAY



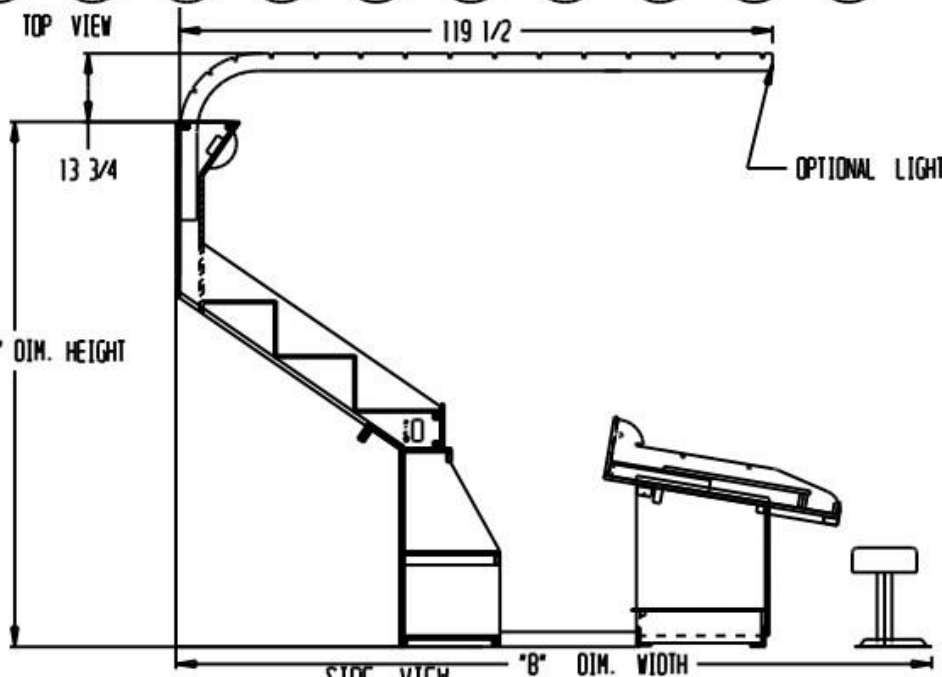
TOP VIEW

119 1/2

OPTIONAL LIGHTS

13 3/4

"C" DIM. HEIGHT



SIDE VIEW

"B" DIM. WIDTH

POWER REQMT. WITH LIGHTS

POWER REQMT. 110 V	GAME SIZE
(3) 15 AMP	8 UNIT
(3) 15 AMP	9 UNIT
(3) 15 AMP	10 UNIT
(3) 15 AMP	11 UNIT
(3) 15 AMP	12 UNIT
(5) 15 AMP	13 UNIT
(5) 15 AMP	14 UNIT

POWER REQMT. WITHOUT LIGHTS

POWER REQMT. 110 V	GAME SIZE
(2) 15 AMP	8 UNIT
(2) 15 AMP	9 UNIT
(2) 15 AMP	10 UNIT
(2) 15 AMP	11 UNIT
(2) 15 AMP	12 UNIT
(2) 15 AMP	13 UNIT
(3) 15 AMP	14 UNIT

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