

## Unlocking the full speed potential of your Dillon Variable speed case feeder

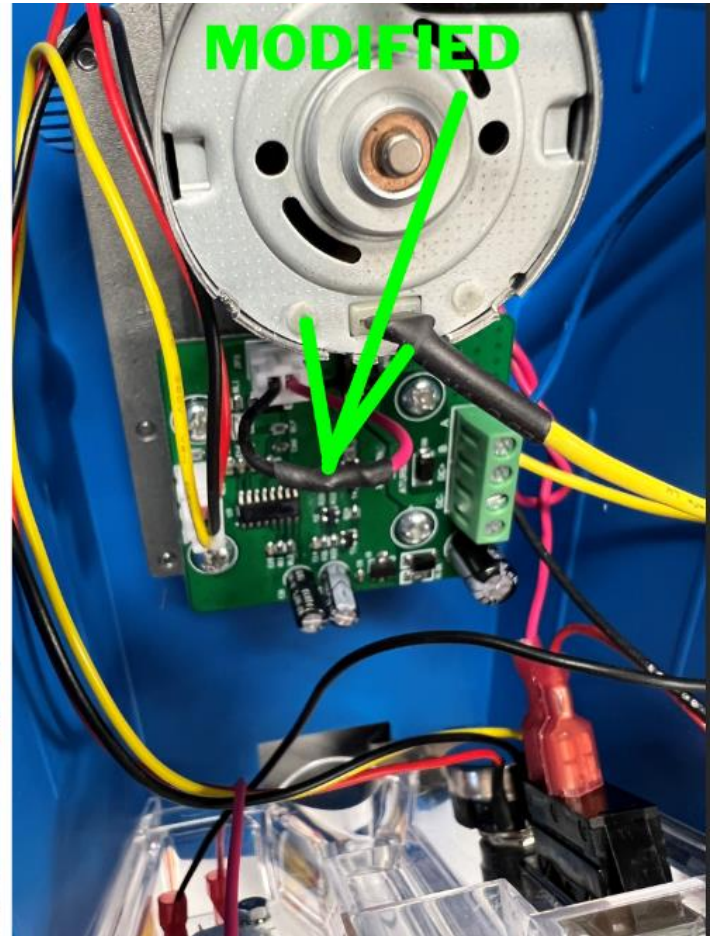
We found that when running the case feeder at full speed, while using our Turbo disc which outputs cases from almost every pocket, the micro switch in the output chute was being triggered so frequently, that it slowed down the RPM of the motor. We realized that the way Dillon wires the stop-switch causes the motor slow down and power up more gradually, which, when happening rapidly, slows the average RPM considerably.

We found the modification below allowed our motors to keep turning at their full speed despite the cases falling down the chute very frequently. And we ran many thousands of cases this way, achieving output speeds of over 12,000 9mm cases per hour!

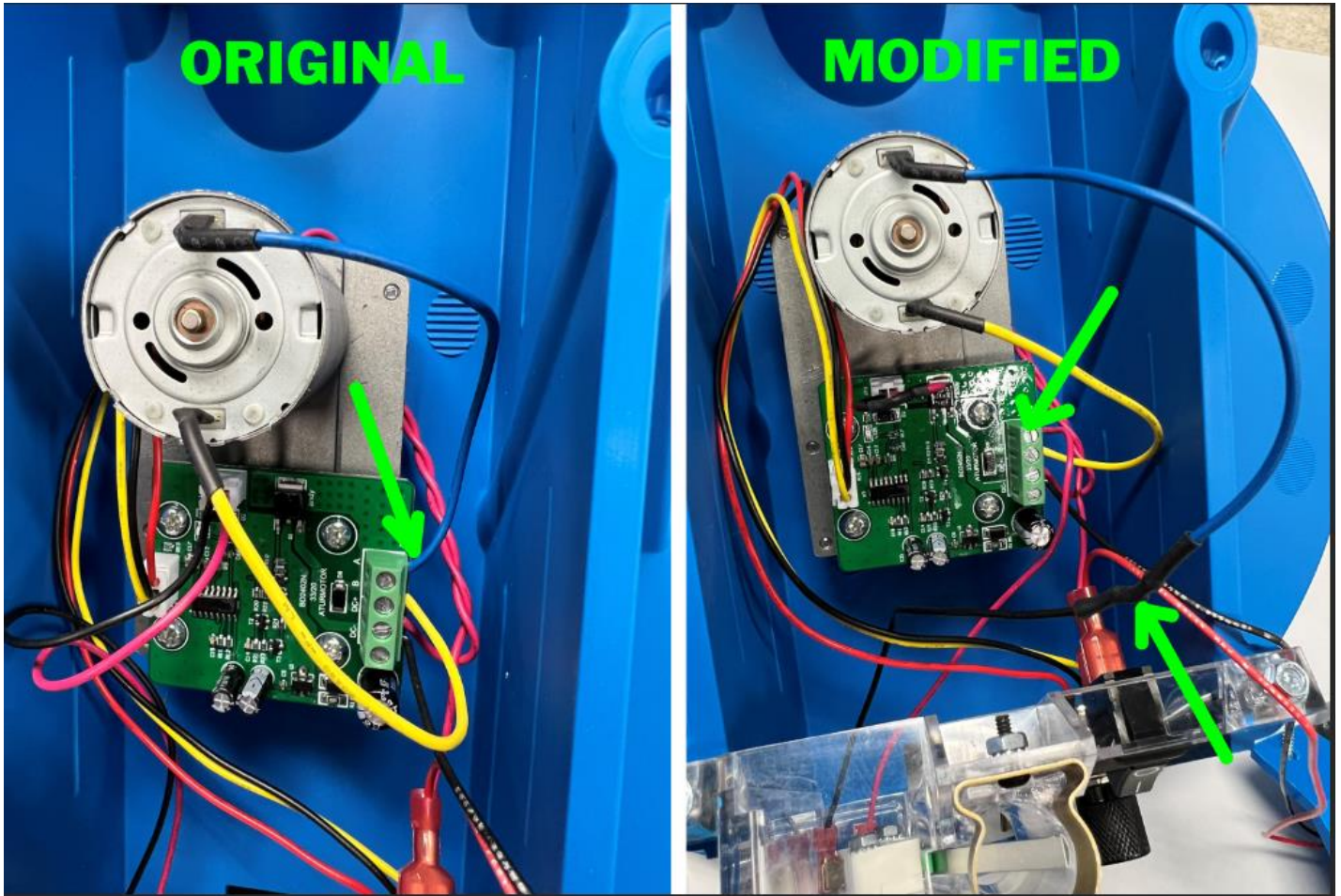
This speed may not be required on a reloading press, but can be useful for RollSizers, Decappers and other case-prep processes. **Note that this modification has not been approved by Dillon.**

**Step 1:** Remove the back cover from the case feeder

**Step 2:** Locate the white connector plug where the two wires from the micro-switch are connected to the PCB board. Pull out that plug for easier access. Cut both leads about an inch or so from the plug and connect (short) them together. Use insulation to cover your connection. Reinsert the white plug into its plug.



**Step 3:** Connect the two leads from the stop switch directly to one of the motor terminals: This can most easily be done by opening the small screw that holds the Blue motor wire lead, and inserting one of the Switch leads into that terminal (expose the wire end first, of course). Then, connect the other Switch lead to the free motor lead which was removed from the screw-in terminal.



**Step 4:** close the back cover.

The micro switch now still functions to stop the motor when it is activated by a full stack of cases in the output tube, but it will not longer slow down the motor as much when triggered frequently and briefly, as cases fall rapidly past the switch.

A video guide of this process, and the resulting performance can be viewed by clicking on [this link](#).