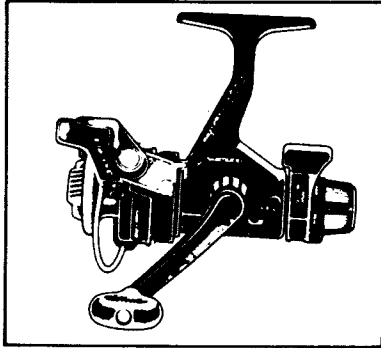


# SHIMANO®

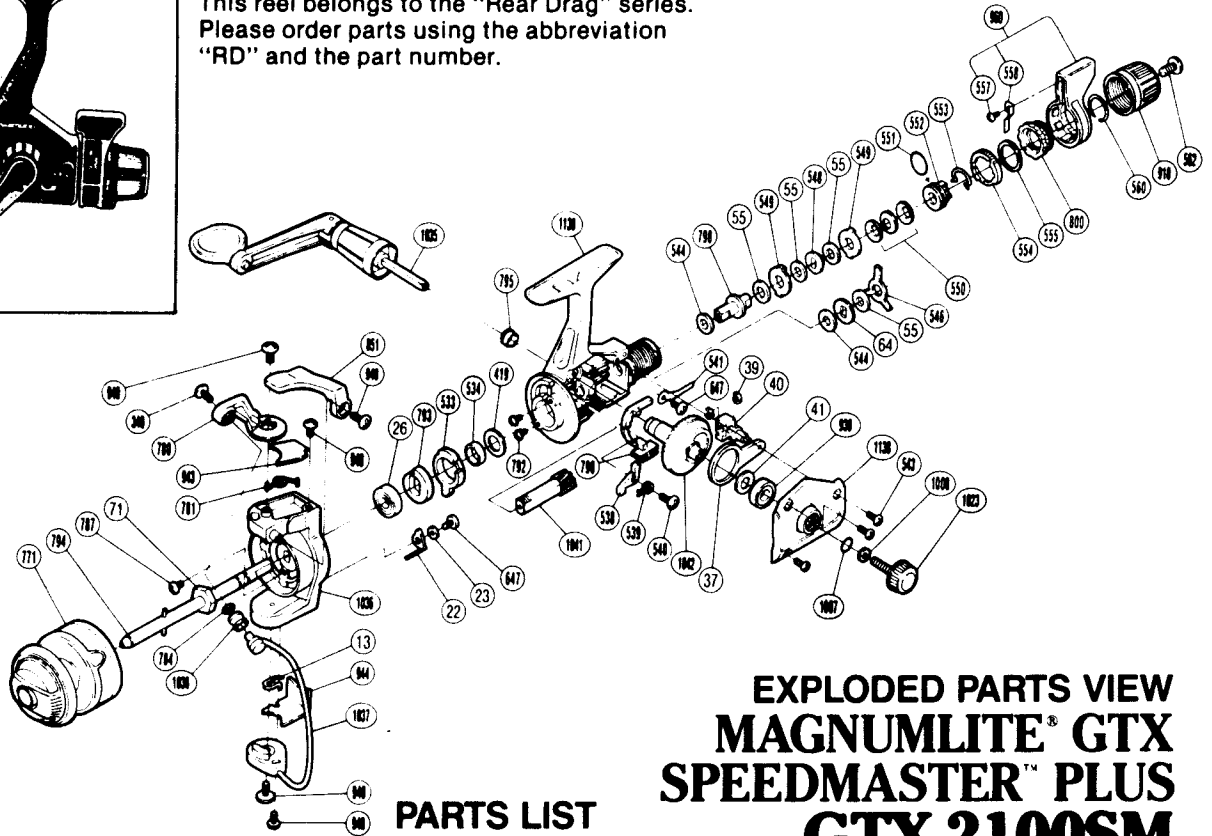
## 1987 REPAIR MANUAL

Shimano American Corporation, One Shimano Dr.  
Irvine, CA 92718



### TO ORDER:

This reel belongs to the "Rear Drag" series.  
Please order parts using the abbreviation  
"RD" and the part number.



## EXPLODED PARTS VIEW MAGNUMLITE® GTX SPEEDMASTER™ PLUS GTX 2100SM

### PARTS LIST

#### PART # DESCRIPTION

- 13. (Trip) Lever Spring
- 22. (Bail) Trip Lever
- 23. Trip Lever Spacer
- 26. Ball Bearing
- 37. Oscillating Arm
- 39. "C" Lock
- 40. Oscillating Block
- 41. Drive Gear Washer
- 55. Drag Washer "C(1)" (Black)
- 64. Click Gear
- 71. Rotor Nut
- 340. Line Roller Screw
- 419. Bushing Washer (B)
- 533. Anti-Reverse Lock Out
- 534. Pinion Spacer
- 538. Anti-Reverse Pawl
- 539. Anti-Reverse Pawl Spring
- 540. Anti-Reverse Pawl Screw
- 541. Drag Click
- 543. Side Cover Screw (B)
- 544. Drag Washer "C2" (White)
- 546. Eared Washer "BF"
- 548. Key Washer "A"

#### PART # DESCRIPTION

- 549. Eared Washer "B"
- 550. Coned Disc Spring
- 551. "O" Ring
- 552. Pressure Screw
- 553. Hold Click Spring
- 554. Lever Click Gear
- 555. Fightin' Pressure Screw Washer
- 557. Fightin' Lever Click Screw
- 558. Fightin' Lever Click
- 560. Lever Hold Spring
- 562. Drag Programmer Screw
- 647. Nut Lock Screw
- 771. Spool Assembly (Universal)
- 780. Bail Arm
- 781. Bail Spring
- 784. Line Roller Washer
- 787. Nut Lock Screw
- 790. Anti-Reverse Switch
- 792. Bearing Retainer Screw
- 793. Anti-Reverse Ratchet
- 794. Main Shaft

#### PART # DESCRIPTION

- 795. Bushing B
- 798. Drag Shaft
- 800. Fightin' Pressure Screw
- 851. Quick-Fire II Trigger
- 910. Drag Programmer
- 930. Ball Bearing
- 940. Bail Trip Cam Screw
- 943. Bail Spring Cover
- 944. Bail Trip Cover
- 948. Bail Trip Cover Screw
- 949. Trigger Screw
- 960. Fightin' Drag Lever
- 1007. Lock Washer Retainer
- 1008. Handle Lock Washer
- 1023. Handle Screw Cap
- 1035. Handle Assembly
- 1036. Rotor
- 1037. Bail Assembly
- 1038. Sic Ceramic Roller
- 1041. Pinion Gear
- 1042. Drive Gear
- 1138. Side Cover
- 1139. Body