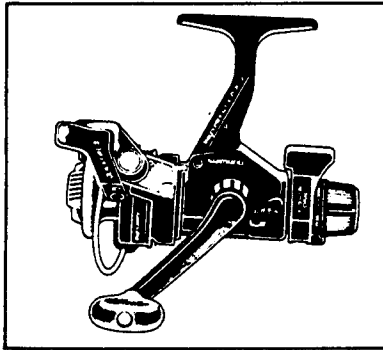


# SHIMANO®

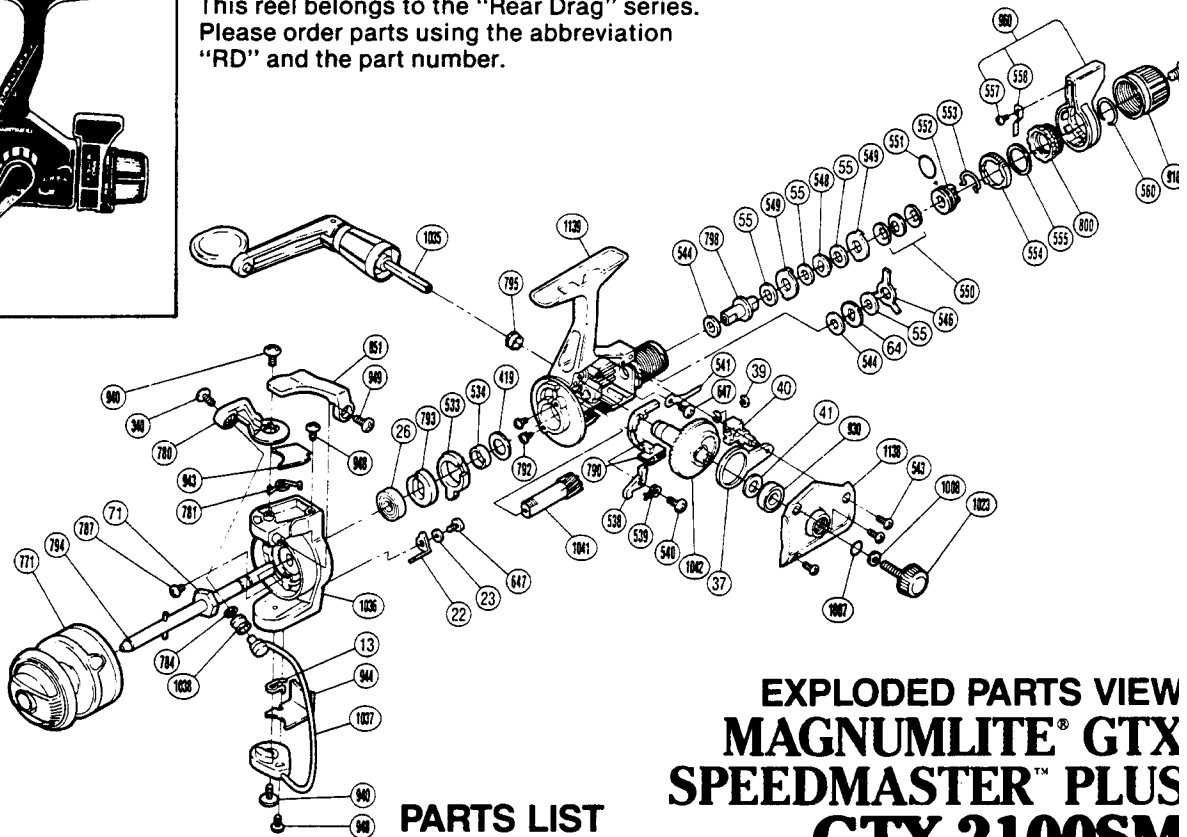
## 1987 REPAIR MANUAL

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.



### PARTS LIST

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

#### 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