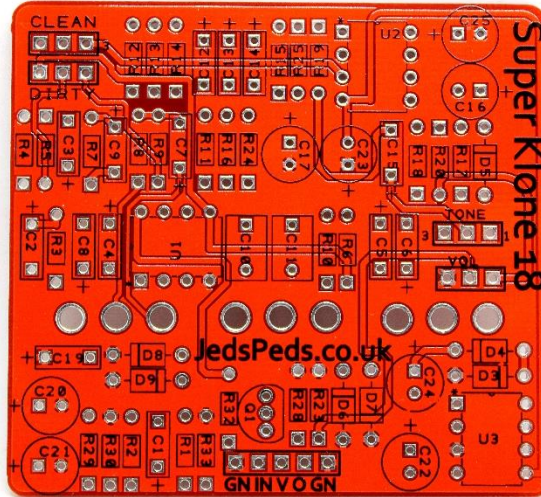


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Super Klone PCB Kit



Please read the guide in full before starting your build. If it is blatantly obvious you haven't read it and contact us for help then don't be surprised if we tell you to read the guide again... harsh I know.

Parts List

R1	10k	R17	4k7	C1	100n	C18	4u7	GAIN	100kb dual
R2	1m	R18	100k	C2	68n	C19	100n	TONE	10kb
R3	5k1	R19	100k	C3	390n	C20	220uf	VOL	10kb
R4	1k5	R20	560R	C4	100n	C21	47uf		
R5	1k	R21	68k	C5	68n	C22	10uf	IC1 + 2	TL072
R6	10k	R22	68k	C6	150n	C23	10uf	IC3	7660s
R7	422k	R23	100k	C7	82n	C24	10uf		
R8	15k	R24	1k5	C8	150n	C25	47uf	SWITCHES	SPDT on on
R9	2k	R25	15k	C9	390pf				
R10	1k	R26	100k	C10	1uf	D1 + 2	empty.		
R11	47k	R27	560r	C11	1uf	D3	1n4742		
R12	22k	R28	1m	C12	2n2	D4	1n4001		
R13	27k	R29	27k	C13	27nf	D5	1n4001		
R14	12k	R30	27k	C14	820pf	D6 + 7	See notes		
R15	392k	R31	3k9	C15	5N6	D8+ 9	See notes		
R16	R16 - 6k8	R32	10r	C16	4u7				
		R33	2M2	C17	1uf	Q1	BS250		

Kit Specific Build Notes

- There will be a small handful of parts in that parts list that do not feature in this version of the PCB. (R21, R22, R27, R33, C18 I believe) They were part of the buffering on V1.
- This is a true bypass version of a kclone with several other mods to make it SUPER.
- The toggles mount directly to the PCB from the rear. The pots wire into place. The board will hang from the toggles.
- D4 and D5 are in the middle of the board, between U1 and U3. The striped side of each diode goes to the square pad on the pcb. The diodes stand up.
- D6, 7, 8, and 9 are the clipping diodes. The kit will include two pairs of diodes on top of those listed. They go here. Put a matching pair in each.
- All the components sit on the side of the pcb above. Add the toggles last by turning the pcb over and they go on that side, so that when its in the case it hangs from them and when the lid is not on you can see all the parts.

General Build Instruction

The first thing you must do is identify your parts from the pack. As a rule, I build from small to big – therefore step one will be to identify the resistors and any diodes inside your kit.

Each kit has a parts list at the top of the guide. So as an example, if R1 is listed as a 1M resistor then you dig out a 1M from the pack and place it on the PCB in the R1 spot. It's your call if you put one in and solder or put a few in or even put them all in and solder. I'll let you decide.

The front of the PCB is the side with the white writing on (the silkscreen)

You then need to follow the same process for all the other parts included. Working in height order mount the rest of the parts to the PCB ensuring that you solder them in place well as you go.

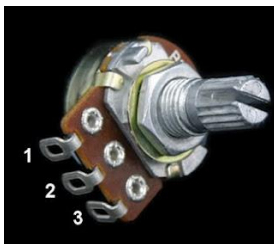
Some parts are quite heat sensitive so you must be careful when soldering them. Diodes, chips and transistors mainly. They can easily burn out by overheating.

I would then add the offboard wires, starting with nice long ones leaving them to be trimmed to length later. Finally, I add the pots either mounting them to the board or wiring them into place.

Useful links

[Resistor calculator](#)

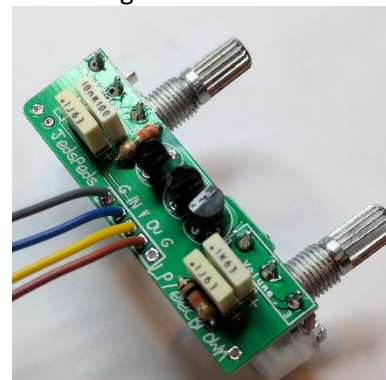
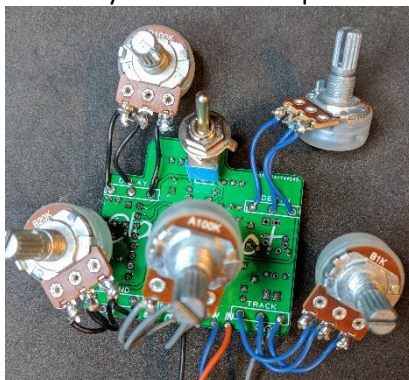
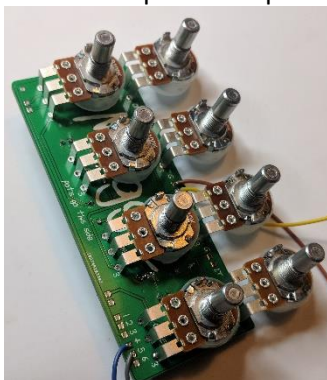
Pots



Pin Numbers for the pots. Snap the little metal tag off before trying to put it through the holes in the box.

Some of our PCBs are now designed to use right angled mount pcb potentiometers. They mount from the rear as indicated by the pcb. We will provide right angled pots as stocked, this means that you may receive a “normal” pot on occasion and you will have to wire it. It's not that inconvenient now is it.

The other options for pots are that they are wired into place or the PCB hangs from them.

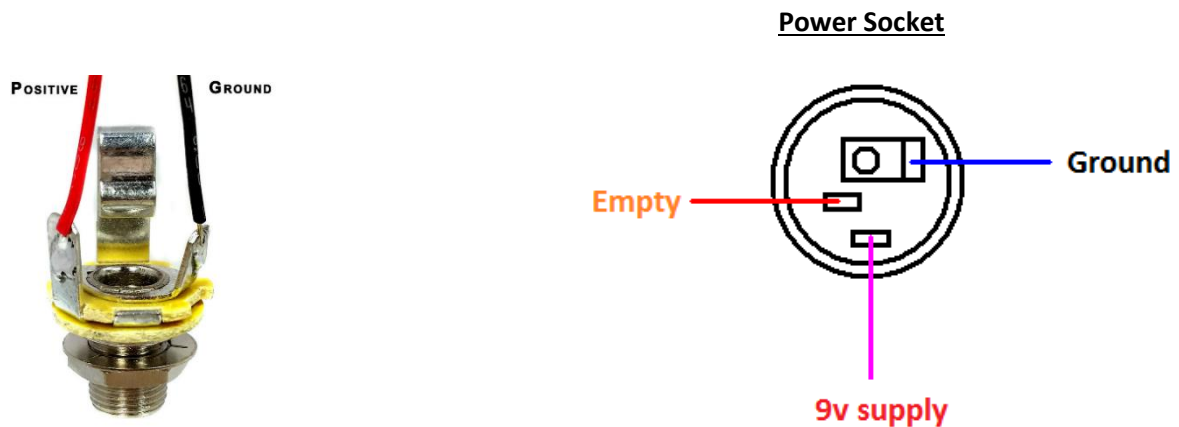


Hooking up the Jacks

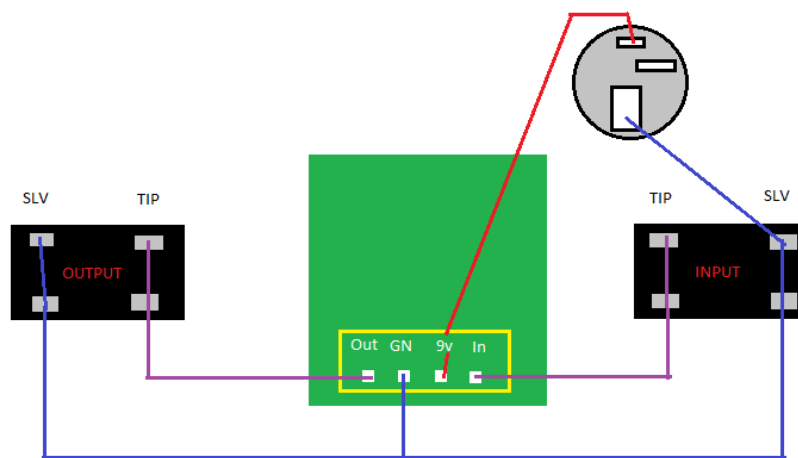
Our kits come with mono jacks. They have two connections, a positive or the tip connection. And a negative, or sleeve connection.

The tip connections will connect to the 3PDT as shown later in the guide unless there are instructions otherwise.

The sleeve connections are ground points, all grounds throughout a build must connect. The Jack socket will then connect to the enclosure and ground the case.



TEST THE BOARD



When you get to the stage with the board and pots wired you need to test the board before you add the foot switch. Firstly, don't put it in the box – I see people building inside a tiny enclosure and I wonder why. Some PCB's are tight enough as it is without reducing your workspace to 6cm wide!

Connect Input pad to TIP of Input jack. Same with output. Then connect the power to the 9v pad. Connect all grounds together (board, jack sleeves and 9v) If your board is working at this point then you can start work on the switch! If not...get double checking! If you email asking me why your pedal isn't working the first thing I will ask is... "did it work without the switch?", so make sure you follow this step.

If your PCB is working you are ready to connect the board to the footswitch! Follow the next stages meticulously and all being well by the end of it you will have a lovely finished pedal!

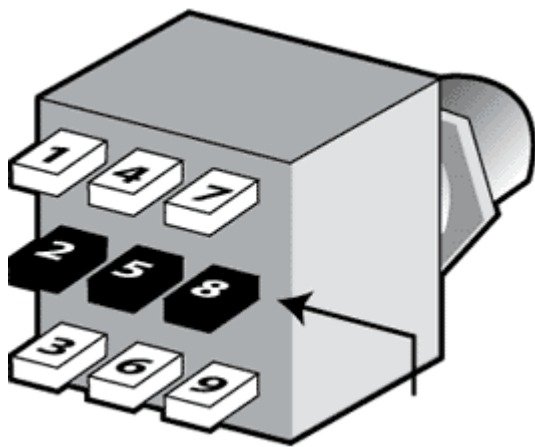
The next step involves undoing the tip wires from the PCB as they will now move to the 3PDT.

If its not working at this stage then you need to find out why. Do not continue beyond this point until you get it working. Adding a footswitch will not magically make a circuit work.

Troubleshooting is a necessary evil at times.

The Footswitch.

Have a look at the footswitch. It has 9 pins. The orientation of the switch is crucial. If you do it wrong your switch will not work, you might ruin it and you will certainly have to un do it.



The pins on the switch must run left to right like this, so the top row of pins would be 1, 4, and 7.

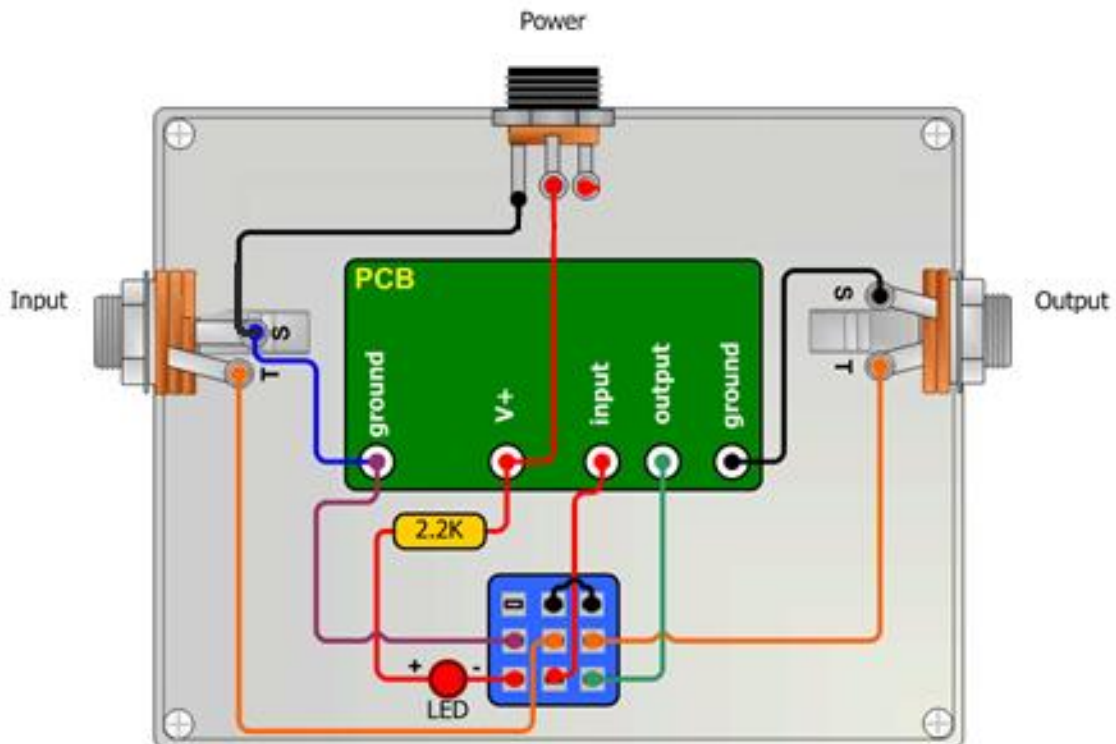
If you put it in with 1, 2, and 3 across the top row you are wrong.

To help you a little further with ensuring the orientation of your switch is correct. To compare both 3PDT images you would have this...

- Pin 1 – Empty
- Pin 2 – Ground
- Pin 3 – LED
- Pin 4 – Pin 7
- Pin 5 – Input Jack tip
- Pin 6 – PCB Input
- Pin 7 – Pin 4
- Pin 8 – Output Jack Tip
- Pin 9 – PCB Output

Please make sure you get the switch the correct way!

There are loads of ways to wire up the footswitch. I use this one, I always have. Its never let me down and is easy to hook up.



The 2k2 resistor can be any value up to 4k7. You will have a spare in the kit to use.

Good luck and happy soldering!

PCB Design Notes



1. All PCBs are designed by ourselves, and tested before sale.
2. Box caps are shown with a + polarity mark on the silk screen, this is irrelevant as the box caps are non-polarised so can go either way.
3. Spare ground points may be provided on the PCB layout, use them if you wish but there is no requirement to.