



# Shelti™ Bayside

Coin Operated Pool Table

Model # 8-SP-88-AA

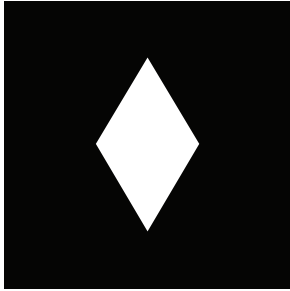
Model # 8-SP-88-CA

Model # 8-SP-93-AA

Model # 8-SP-93-CA

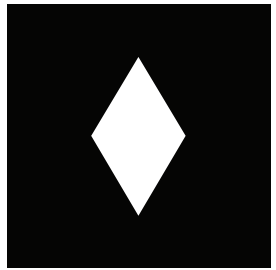
Model # 8-SP-101-AA

Model # 8-SP-101-CA



Also Available In Charcoal  
Matrix Laminate

[gold-standard-games.com](http://gold-standard-games.com)



# Bayside™

Coin Operated Pool Tables

All Shelti Coin Pool Tables Come with:

- Leg Box with 12 Legs Bolts, Warranty Registration
- Accessory Kit: Includes Balls, Cues, Chalk, and Triangle

Assembled Size:

88" — 88"L. x 50½"W. x 32"H.

93" — 93¼"L. x 53¼"W. x 32"H.

101" — 101"L. x 56"W. x 32"H.

Weight:

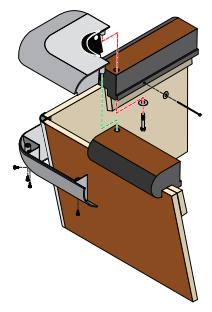
88" — 670 lbs.

93" — 725 lbs.

101" — 875 lbs.

Cabinet Apron Ht: 17½"

2-Year "Top to Bottom" Limited Warranty



**Unitized Table Construction**  
Requires precision fit between the side and end aprons to the top rails and zinc die-cast corners. Adds to the overall cabinet structural integrity and better ball response.

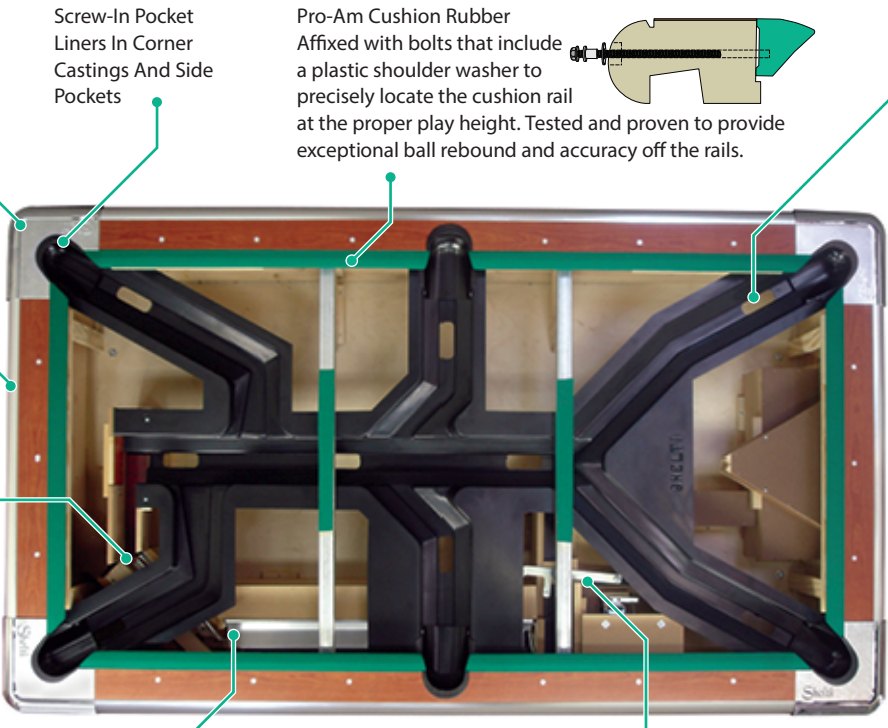
**MDF Top Rails**  
Provide the straightness and density characteristics for accurate and more resilient play.

**Anodized Aluminum Rail Trim**  
Full-coverage with fasteners under the rail to reduce contact and snags with patrons' clothing.

**Tavern-Tested Magnetic And Oversize Cue Separator**  
Works with Aramith's Standard (Cat's Eye) and Tournament (Green Dot/PR) Magnetic Cue Balls, and Magnetic Maroon Dot and "Mud Balls".

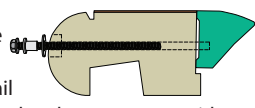
**Interchangeable Parts With Other Major-Manufacturer Tables**  
Including cushion rails, slate, and more.

**High-Impact Molded Legs** Made of plastic resins, reinforced with fiberglass. Legs overlap the aprons, adding to the overall table appearance and strength.



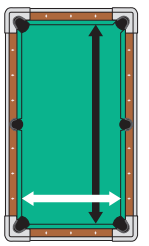
**Screw-In Pocket Liners In Corner Castings And Side Pockets**

**Pro-Am Cushion Rubber**  
Affixed with bolts that include a plastic shoulder washer to precisely locate the cushion rail at the proper play height. Tested and proven to provide exceptional ball rebound and accuracy off the rails.



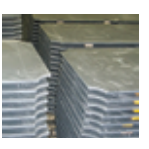
**Ball Return Chutes**  
Enlarged chalk openings in all six (6) arms and three (3) in the center return are wide enough for the chalk to go through on angles, reducing service calls

**Regulation Size Play Areas**  
Twice the "nose-to-nose" length of the width: 44" x 88" (101" table); 40" x 80" (93" table); and 37.25" x 74.5" (88" table). The 2:1, length-to-width play dimensions are critical for bank shots to respond at consistent angles for accurate pocketing.



**19 Ounce; 75% Wool / 25% Nylon Fabric Blend Cloth**  
Shaved and finished to look and play with the speed of a worsted cloth.

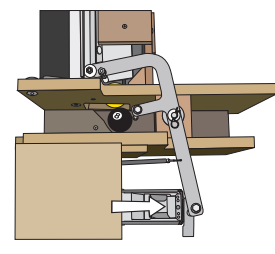
**One-Piece Slate**  
Precision measured and ground as necessary for flatness within 10/1,000ths (0.010") of an inch. Ensures true ball roll.



**Simplified Ball Trap Assembly With Bi-Fold Door Pivots**  
Enables trap assembly repairs and replacement to be performed through the service door without removing the slate.



**Single-Piece Ball Trap Actuator Arm**  
Eliminates the push chute end and functions with less moving parts than other major manufacturers' tables.



333 Morton Street  
Bay City, Michigan 48706  
Phone: 989-893-1739  
Fax: 989-893-1809  
www.gold-standard-games.com  
info@gold-standard-games.com



**High-performance from a new coin pool table? You can bank on it!**

In Bay City, MI—a town that reflects its proximity to the Saginaw Bay in the water and its name—designing finely engineered, yet straightforward coin operated pool tables has been a way of life for nearly 50 years. While the name over the door at 333 Morton Street changed to Shelti, the devotion to improve a table's maintenance, playability, and overall profitability remains the same. Quite simply, we know the less a repairman is called to a table, the more you make while the table is played. And, years of league and tournament experience taught us that pool players in the know will choose the better table. It determines where they line up money for the next game. And, that reflects where we all know it matters most—in the cash box.