Subject: Turntable runs at 34 RPM Posted by eogas on Sun, 22 Mar 2009 06:25:39 GMT View Forum Message <> Reply to Message

I've bought a friend's cheap Audio Technica turntable and I noticed that, in comparing the sound to an mp3 or a CD, the turntable is a little higher pitched. I counted off the rotations for a minute and got 34, not 33, so I guess it's running just a smidgen too fast. Does anyone have an easy hack to get it back to 33? It's belt driven and doesn't have a fine speed adjustment. I've already tried adding a thin strip of tape to the drive wheel and the table itself to no avail. It's always 34.

Subject: Re: Turntable runs at 34 RPM Posted by eogas on Mon, 23 Mar 2009 02:36:06 GMT View Forum Message <> Reply to Message

In case anyone was wondering, I got this fixed by my own fiddling. I still don't know why it was running too fast. It could just be because it's such a low end table. I got it running just a little bit over 33.3 by adding strips of duct tape to the underside of the platter where the belt meets it. This changed the gear ratio ever so slightly, and I'm please with the result. I can tell, by comparing it to a digital recording, that it's still running a tiny too fast, but it's good enough for my purposes.

Subject: Re: Turntable runs at 34 RPM Posted by dkelley on Thu, 01 Oct 2009 18:50:23 GMT View Forum Message <> Reply to Message

for anyone reading this in the future, most turntable motors have a recessed screw to adjust the motor speed. or sometimes there is an extra circuit board with a speed adjustment screw on it.

check vinylengine or similar sites for their turntable database in case there is a freely downloadable service manual available for your model, it helps a lot.

And hi by the way, my first post here (and no I'm no expert, but I do know a few things so I'll help where I can).

the duct tape, while clever, could in theory be uneven and creating a fluctuating speed overall, so I'd look into the speed control pot if I were the OP.

can't hurt to look

cheers, Don