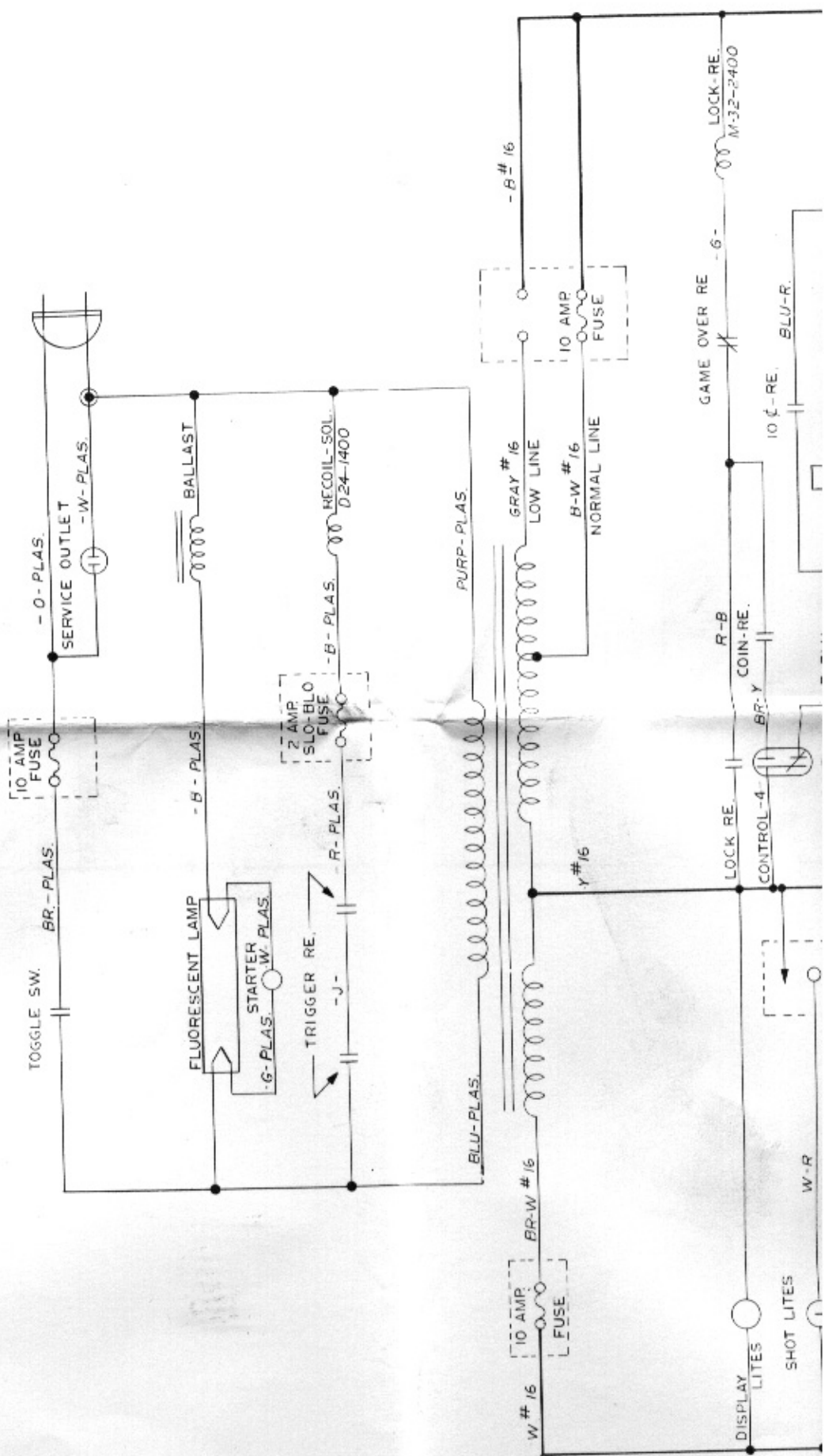
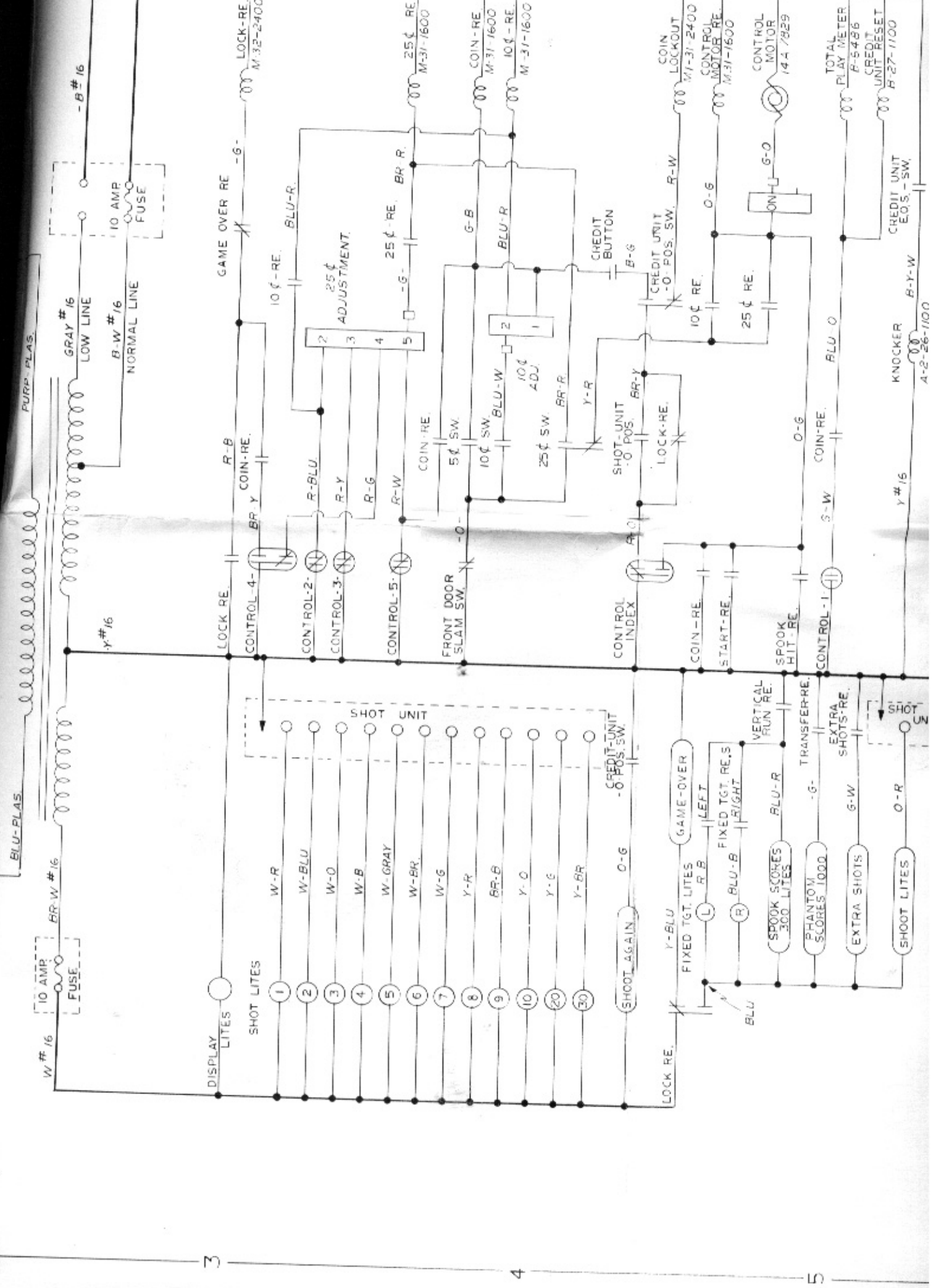


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# PHANTOM - GUN

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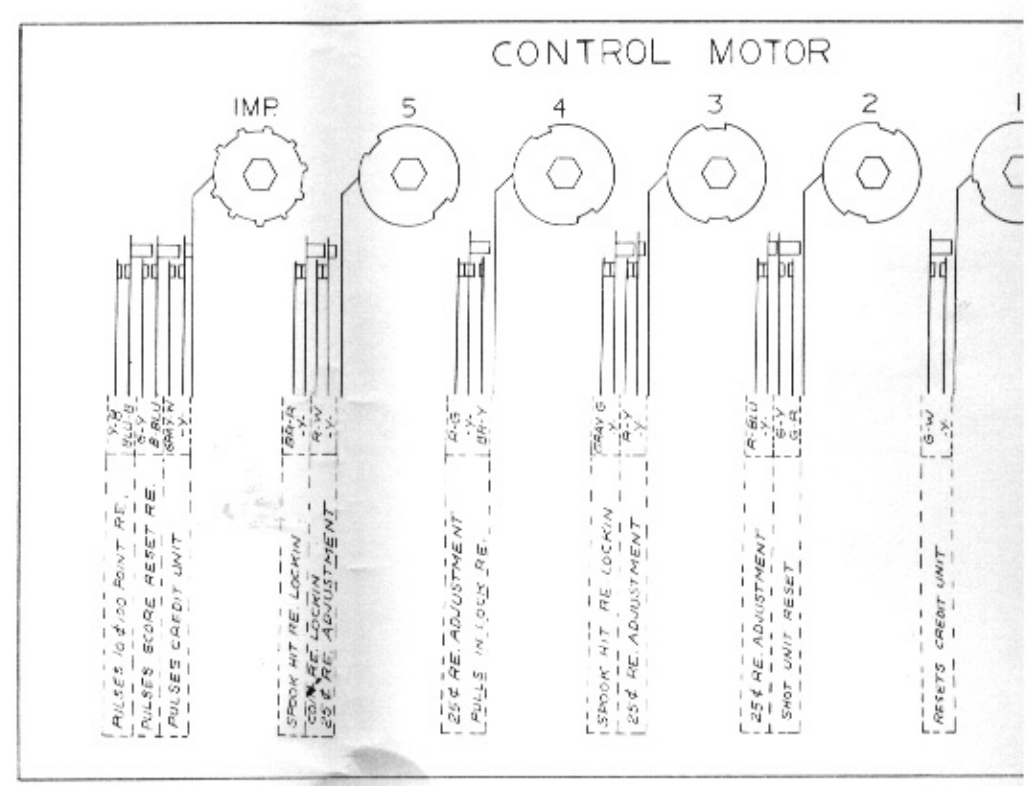
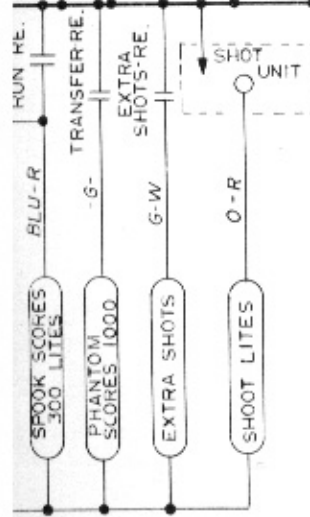
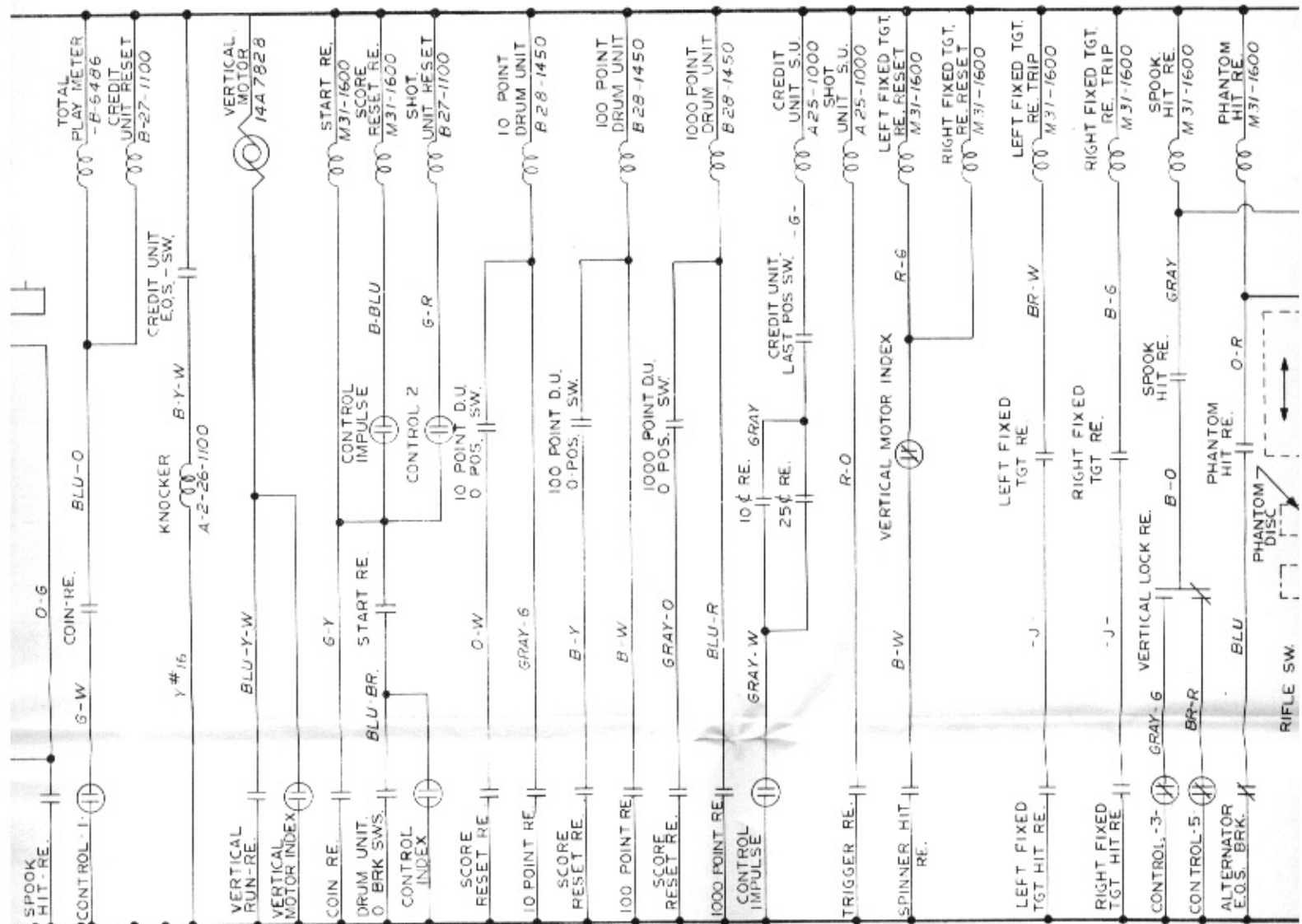


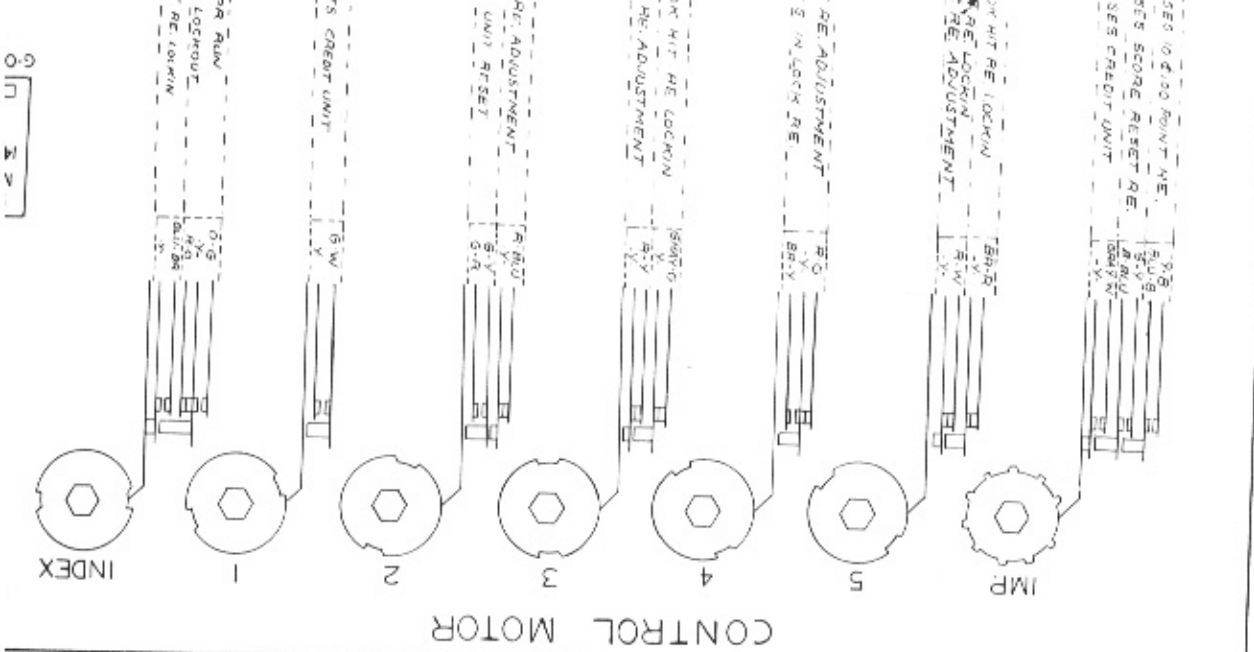


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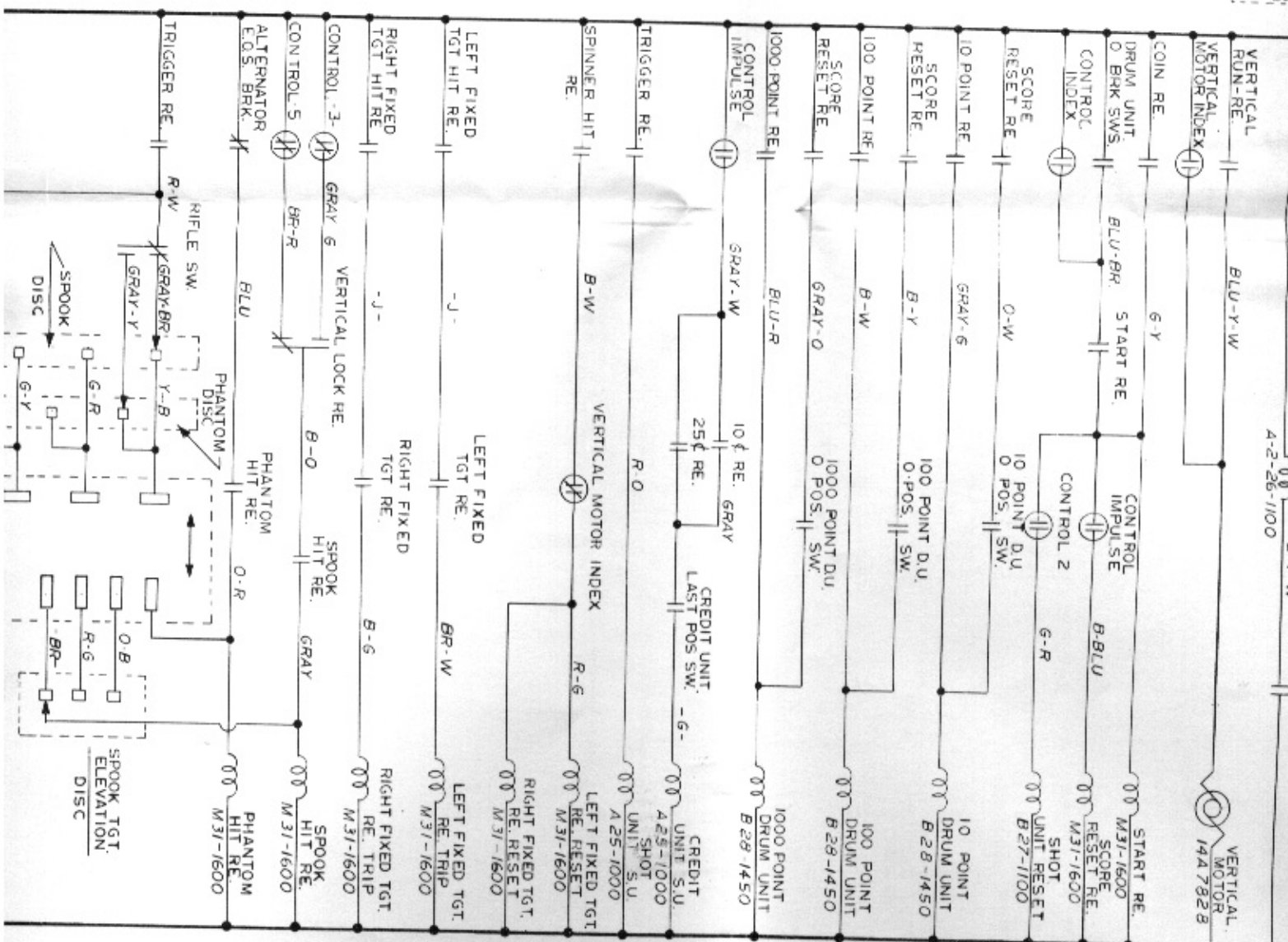
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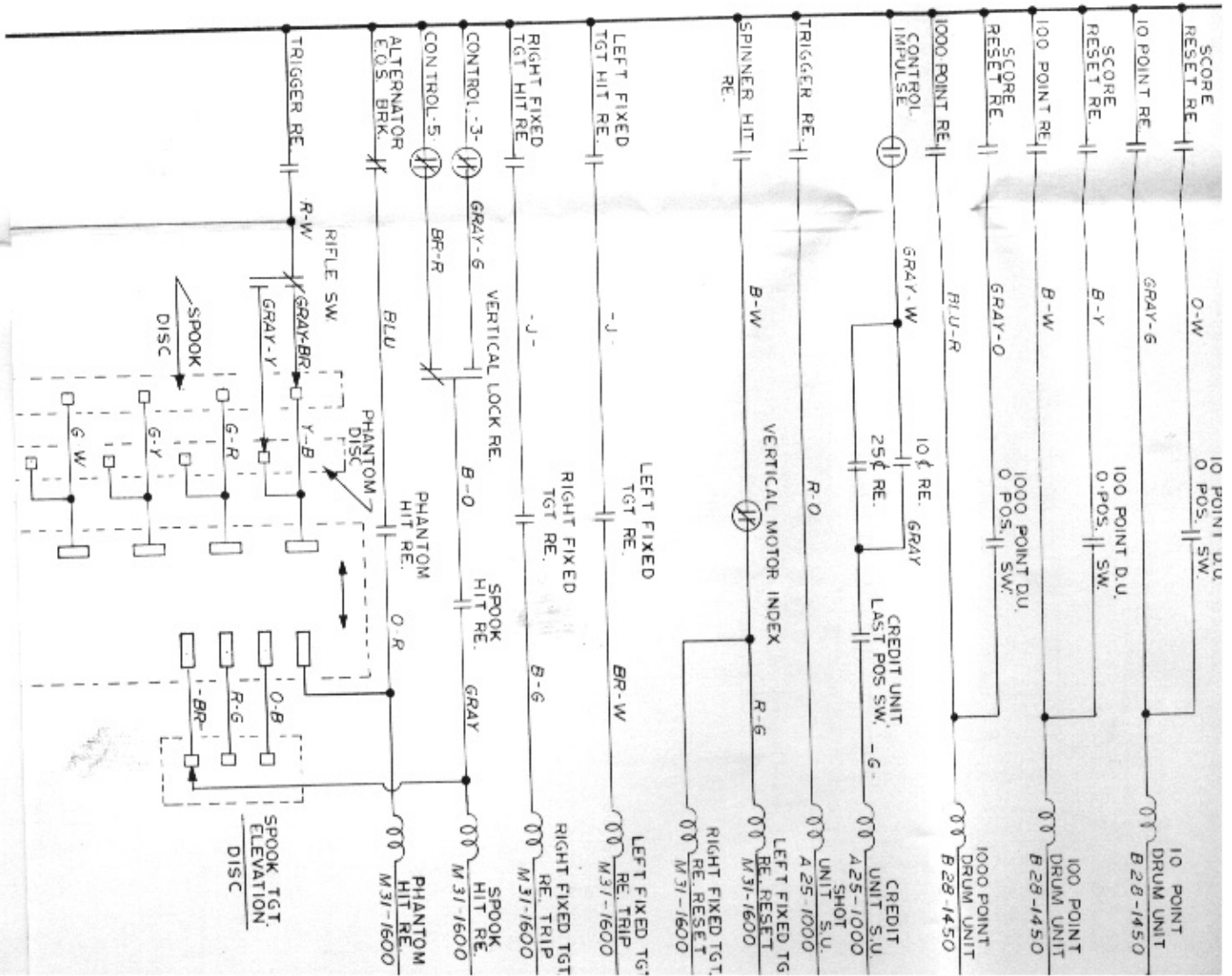
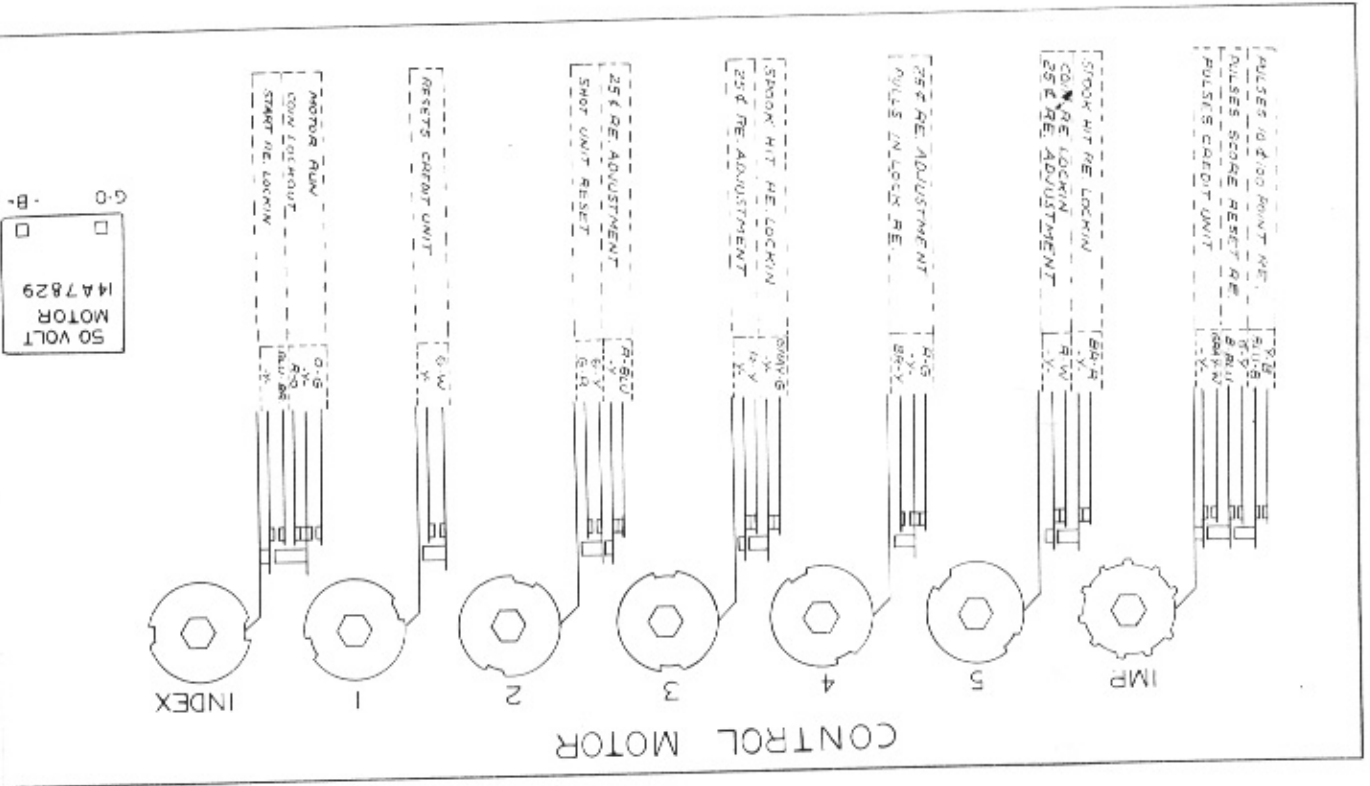




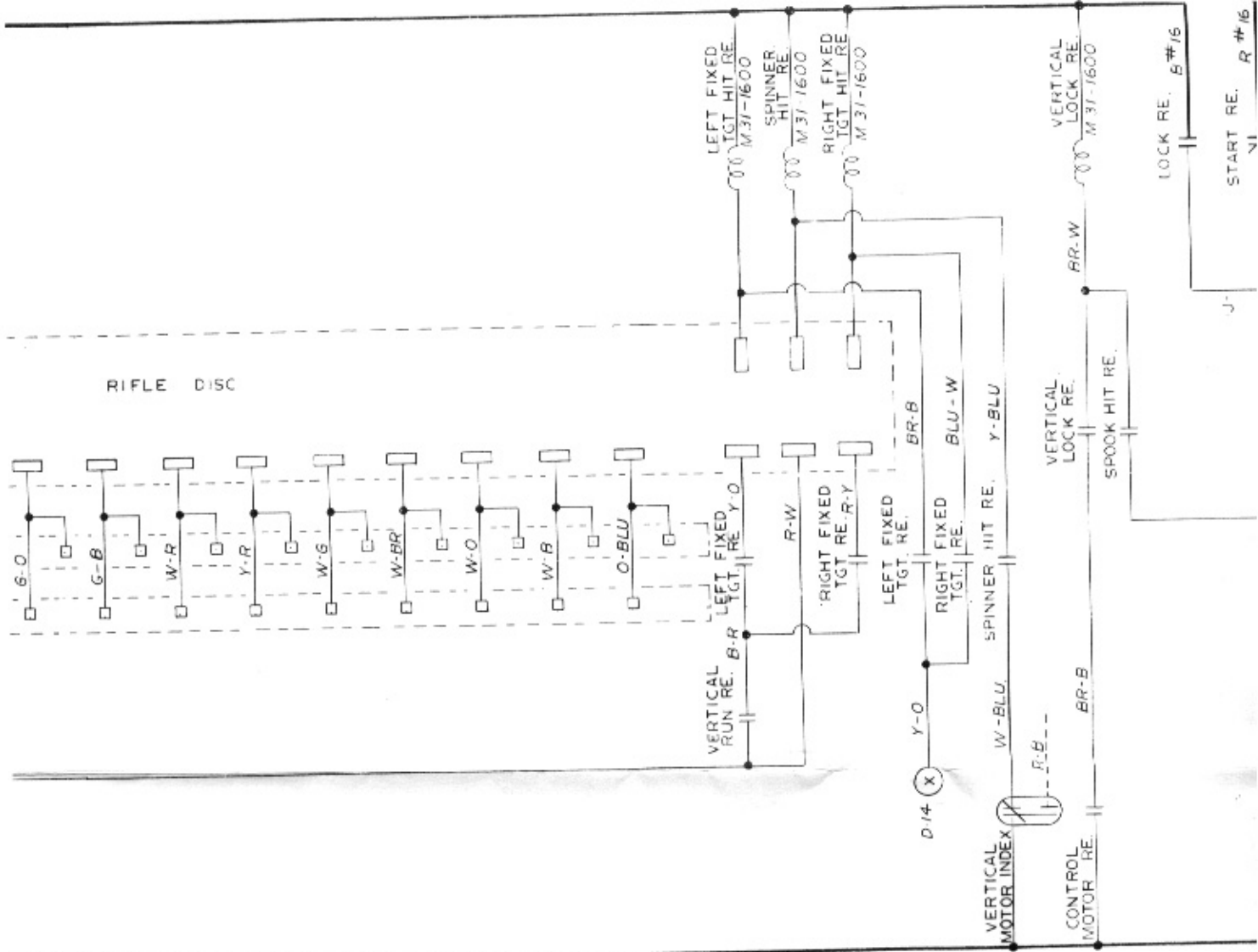
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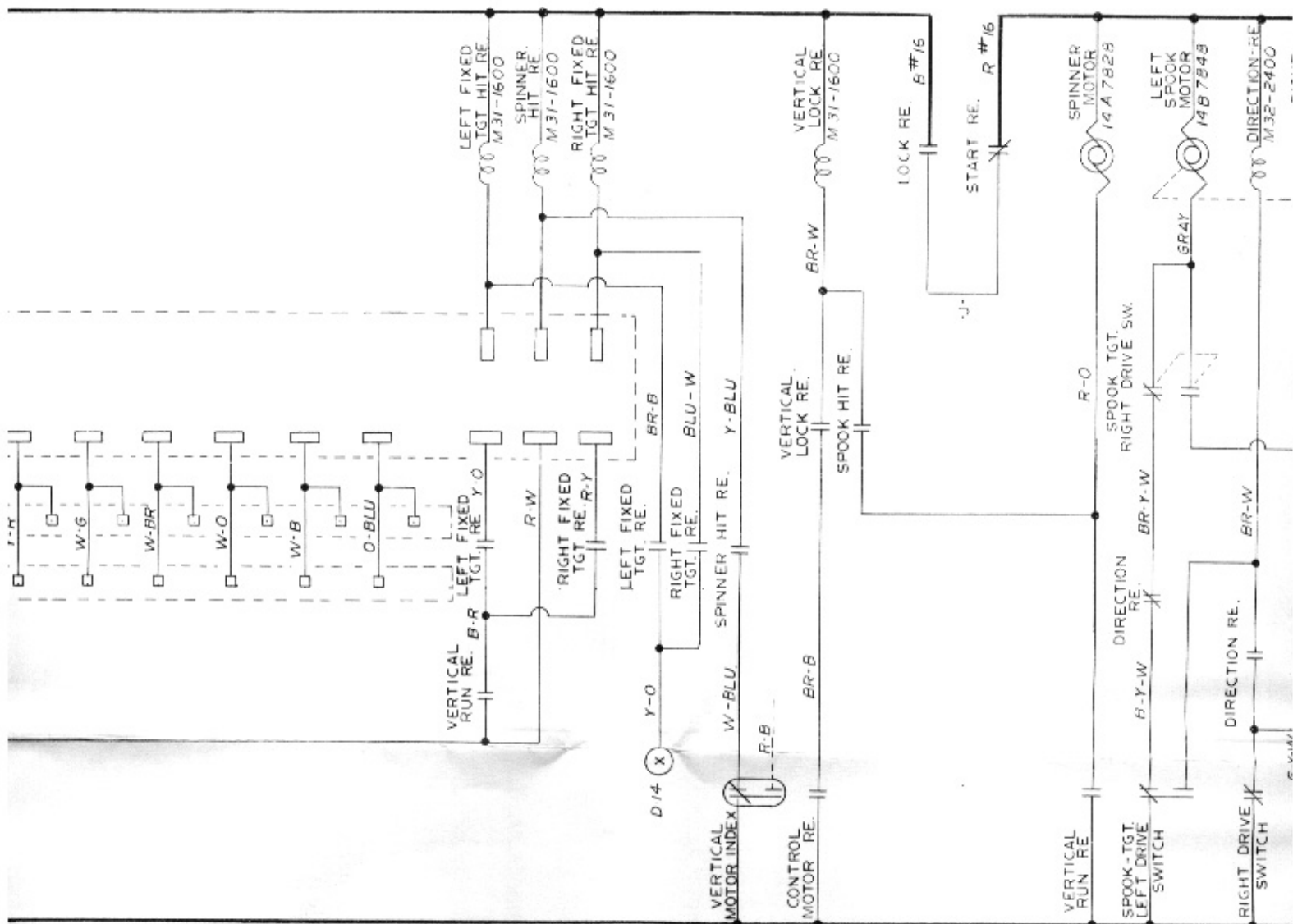
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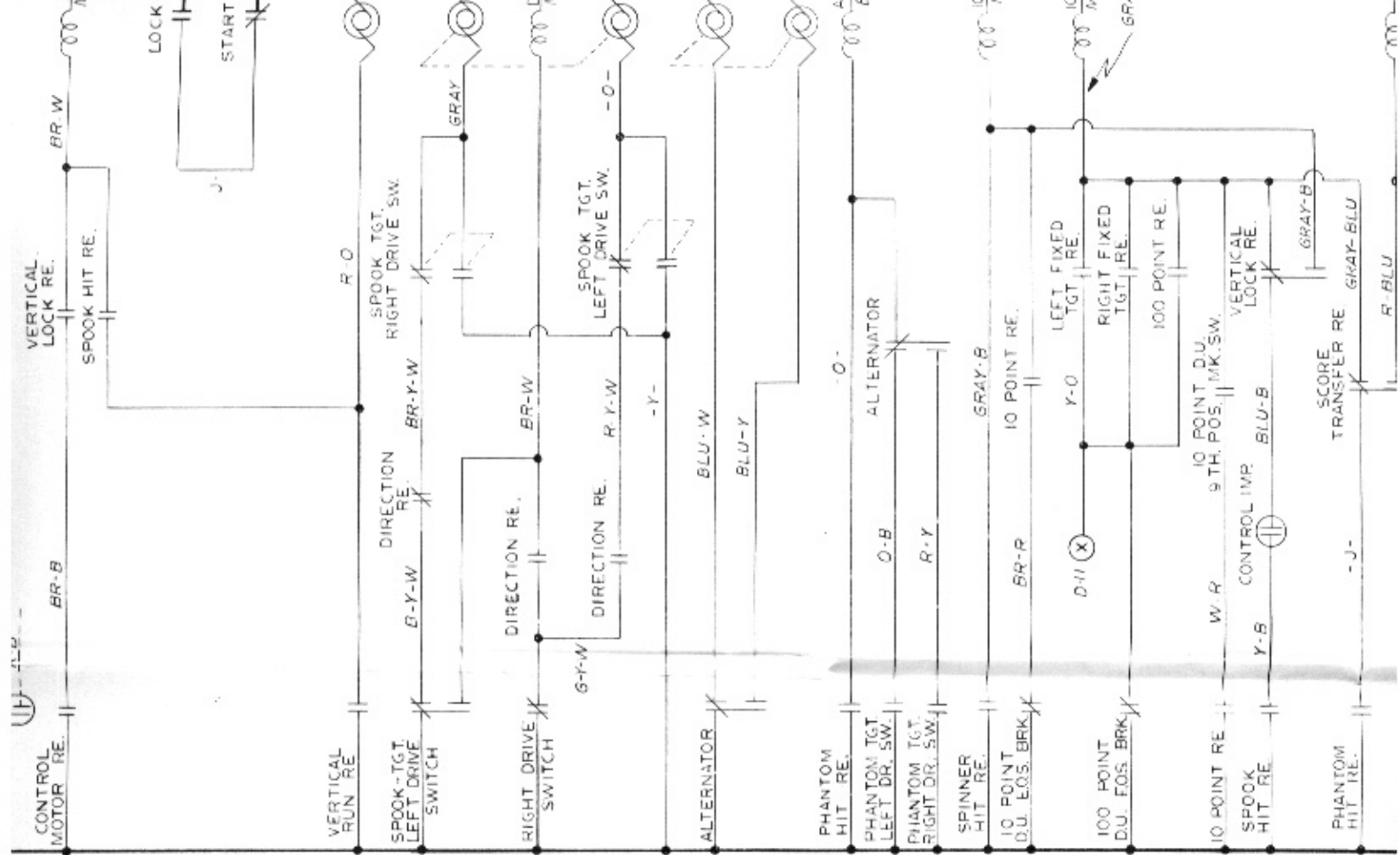




| ABBREVIATIONS  |                 |                 | SWITCH SY                         |
|--|-----------------|-----------------|-----------------------------------|
| ADJ. = ADJUSTMENT                                      | IMR = IMPULSE   | SOL. = SOLENOID | NORMAL CLOSURE                    |
| AMP. = AMPERE  | J = JUMPER      | SW. = SWITCH    | NORMAL OPEN                       |
| BRK. = BREAK   | MK. = MAKE      | TGT. = TARGET   | MAKE AN SW                        |
| D.U. = DRUM UNIT                                       | POS. = POSITION |                 |                                   |
| E.O.S. = END OF STROKE                                 | RE. = RELAY     |                 |                                   |
| WIRE COLOR CODE  |                 |                 | A SWITCH CONTAINING A CIRCLE      |
| R = RED  | G = GREEN       | O = ORANGE      | INDICATES OPERATED BY A MOTOR CAM |
| BLU = BLUE   | W = WHITE       | B = BLACK       |                                   |
| Y = YELLOW   | BR. = BROWN     | PLAS. = PLASTIC |                                   |
| EXAMPLE - W-R INDICATES A WHITE WIRE WITH A RED TRACER |                 |                 |                                   |



| ABBREVIATIONS                                    |                 | SWITCH SYMBOLS                     |                       |
|--|-----------------|------------------------------------|-----------------------|
| ADJUSTMENT                                       | IMP = IMPULSE   | SOL. = SOLENOID                    | NORMALLY OPEN         |
| IMPERE   | J = JUMPER      | SW. = SWITCH                       | NORMALLY CLOSED       |
| BREAK  | MK. = MAKE      | TGT. = TARGET                      | OPEN WHEN ENERGIZED   |
| DRUM UNIT  | POS. = POSITION |                                    | MAKE AND BREAK SWITCH |
| END OF STROKE                                    | RE. = RELAY     |                                    |                       |
| WIRE COLOR CODE                                  |                 | A SWITCH CONTAINED WITHIN A CIRCLE |                       |
| D  | G = GREEN       | O = ORANGE                         |                       |
| LUE  | W = WHITE       | B = BLACK                          |                       |
| LLOW   | BR. = BROWN     | PLAS. = PLASTIC                    |                       |
| E - W-R INDICATES A WHITE WIRE WITH A RED TRACER |                 | INDICATES OPERATION BY A MOTOR CAM |                       |



| SWITCH SYMBOLS |   |
|----------------|---|
|                | NORMALLY OPEN<br>CLOSED WHEN<br>ENERGIZED |
|                | NORMALLY CLOSED<br>OPEN WHEN<br>ENERGIZED |
|                | MAKE AND BREAK<br>SWITCH                  |
|                | A SWITCH CONTAINED WITHIN<br>A CIRCLE     |
|                | INDICATES OPERATION<br>BY A MOTOR CAM     |



