DATE DCN# REV. DRAWING TREE # NOTES CONTINUED: SCRIBE, ENGRAVE (A VIBRATORY TOOL MAY BE USED), LASER MARK OR MECHANICALLY STAMP (NO INKS OR DYES) DRAWING PART NUMBER, REVISION (AND VARIANT OR "TYPE" IF APPLICABLE) ON NOTED SURFACE OF PART FOLLOWED ON THE NEXT LINE WITH A THREE DIGIT SERIAL NUMBER. SERIAL NUMBERS START AT 001 FOR THE FIRST ARTICLE AND PROCEED CONSECUTIVELY. USE MINIMUM 0.12" HIGH CHARACTERS, UNLESS THE SIZE OF THE PART DICTATES SMALLER CHARACTERS. EXAMPLE: DXXXXXXXX-VY, TYPE-XX, S/N XXX E1000822-v2 22 JUN 2011 6. ELECTRO POLISH TO REMOVE .0005 TO .001 PER SIDE. 7. ALL PARTS SHALL BE MANUFACTURED IN ACCORDANCE WITH LIGO SPECIFICATION E0900364. 8. ALL MATERIAL IS TO BE VIRGIN MATERIAL (i.e. NO WELD REPAIRS, PLUGS OR RECYCLED MATERIAL). NO REPAIRS SHALL BE MADE UNLESS APPROVED IN ADVANCE, AND IN WRITING, BY LIGO LABORATORY. REFER TO LIGO-E0900364. 2X ∅ .266 THRU− ⊕ .014 B C A VIEW D-D SCALE 1:2 - R30.00 2X DRILL THRU 1.00 — 10-32 UNF - 2B  $\sqrt{\phantom{0}}$  .50 .300 43° +.005 OVERSIZE TAP 1.4° ⊕ .014 A B C 36.5° 44° 2X R 29.75 C — 3X DRILL THRU 10-32 UNF - 2B  $\sqrt{\phantom{0}}$  .50-(R29.50) +.005 OVERSIZE TAP ( .300 )— ⊕ .014 A B C DETAIL B SCALE 1 : 1 \_\_\_\_\_\_ -( 21.14 )*-*SECTION A-A SECTION C-C SCALE 1 : 1 5 PLACES NOTES AND TOLERANCES: (UNLESS OTHERWISE SPECIFIED) PART NAME CALIFORNIA INSTITUTE OF TECHNOLOGY MASSACHUSETTS INSTITUTE OF TECHNOLOGY 1. INTERPRET DRAWING PER ASME Y14.5-1994.
2. REMOVE ALL SHARP EDGES, .005-.015. FOR MACHINED PARTS. ROUND ALL EDGES APPROXIMATLEY R.02 FOR SHEET METAL PARTS.
3. DO NOT SCALE FROM DRAWING. INNER UPPER RIGHT BRACE, MCA3 DIMENSIONS ARE IN INCHES SYSTEM TOLERANCES: .XX ± .02 .XXX ± .005 SUB-SYSTEM DESIGNER TQ. NGUYEN 17 JUN 2011 | **SIZE** | **DWG. NO.** 4. ALL MACHINING FLUIDS MUST BE FULLY SYNTHETIC, FULLY WATER SOLUBLE AND FREE OF SULFUR, SILICONE, AND CHLORINE. ADVANCED LIGO AOS DRAFTER TQ. NGUYEN 22 JUN 2011 **NEXT ASSY** CHECKER M. SMITH D1002864 ANGULAR ± 0.5° 6061-T6 Al 63 µinch APPROVAL D. COYNE SCALE: 1:6 PROJECTION: SHEET 1 OF 1