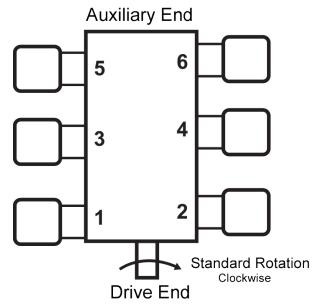
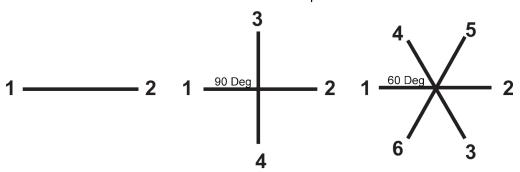
Cylinder Numbering and Phasing

Cylinder Numbering and Frame Rotation



Throw Relationship



Throw Phase Angles (viewed from drive end toward aux end)

| 2 Throw | <u>4 Throw</u> | 6 Throw |
|---------------------|-----------------------|------------------------|
| Lagging | Lagging | Lagging |
| Throw 1&2 0 Degrees | Throw 1&2 0 Degrees | Throw 1&2 0 Degrees |
| | Throw 3&4 270 Degrees | Throw 3&4 120 Degrees |
| | | Throw 5&6t 240 Degrees |
| Leading | Leading | Leading |
| Throw 1&2 0 Degrees | Throw 1&2 0 Degrees | Throw 1&2 0 Degrees |
| | Throw 3&4 90 Degrees | Throw 3&4 240 Degrees |
| | | Throw 5&6 120 Degrees |

^{*} Standard Rotation for the JGI frame is counter-clockwise