

# Taking Throw Cards

1. Securely fasten a pre-printed throw card or 3 x 5 inch blank cards to the screen body. If using the preprinted card, the card can be moved from one corner position to the next, taking motion patterns at each corner. Position the card at approximately the same location on both feed end and discharge end corners.

MACH. \_\_\_\_\_

S/N \_\_\_\_\_ DATE \_\_\_\_\_

LD RD

LF RF





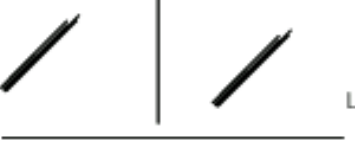

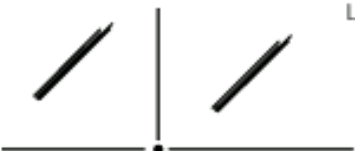



The diagram shows a rectangular card with a grid of four corner motion patterns. Each corner pattern consists of a horizontal line, a vertical line, and a central dot. The patterns are labeled LD (top-left), RD (top-right), LF (bottom-left), and RF (bottom-right). A vertical line runs along the right edge of the card. A central dot is located between the LD and RF patterns.

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2. Draw a **true horizontal line** on the top of card(s) so that the true angle of motion can be determined.
3. Use any support near your hand that enables you to hold a pencil or ball-point pen steadily at a right angle to the side plate, at the same height as the card.
4. With the screen operating at full speed, momentarily touch the card in a series of spots with the pencil or ball-point pen. Be sure the pencil or ball-point pen is held firmly and rigidly to prevent any secondary motion.
5. Fill out test card, noting where card was attached to the screen when marks were made. List the serial number and where, when and by whom the test was conducted.

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6. If stroke is consistent with example below retain throw cards for future comparison.
7. If stroke is inconsistent, refer to Causes of Poor Motion frame.

MACH. _____		DATE _____	
S/N _____		DATE _____	
			
		LD	RD
		LF	RF
			

# Positioning Throw Cards

