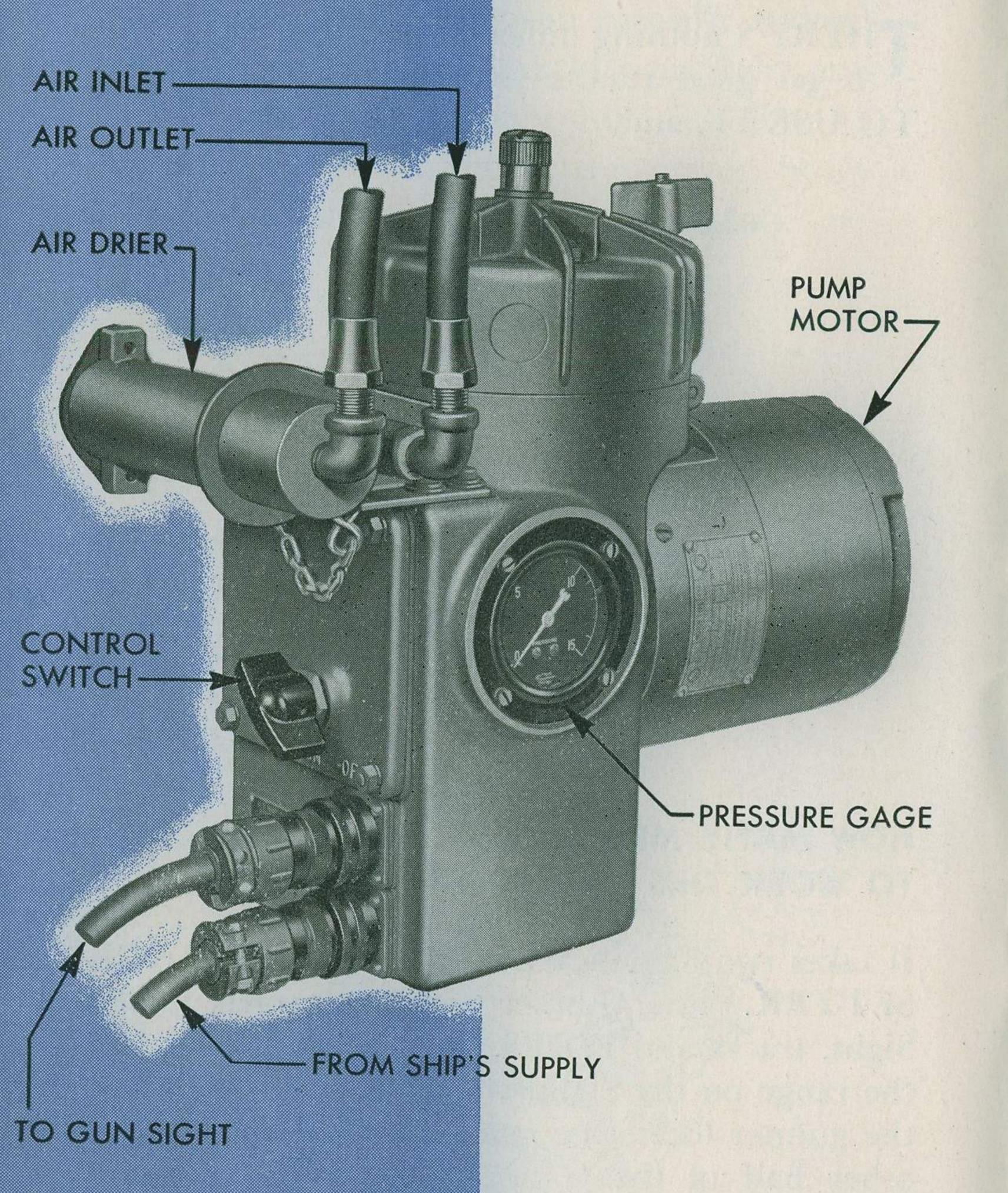
What's the first thing to do?

GET YOUR SIGHT



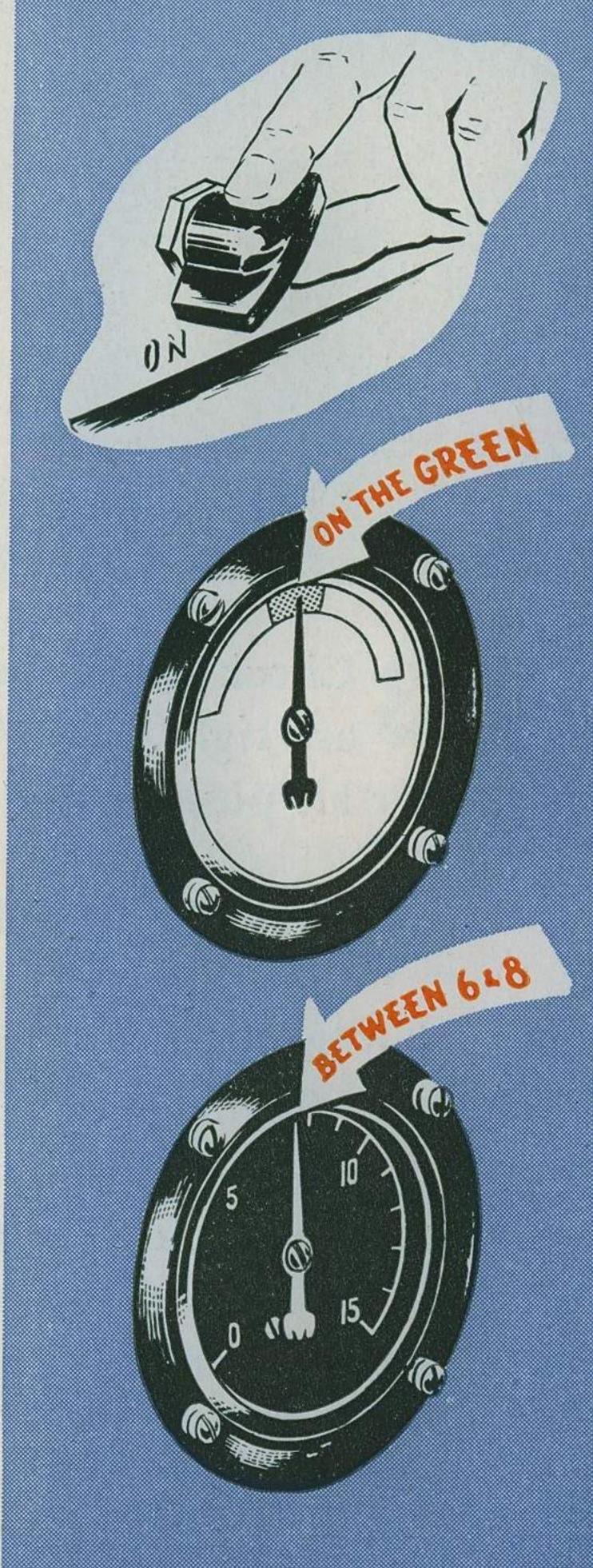
READY FOR ACTION!

.... Like this

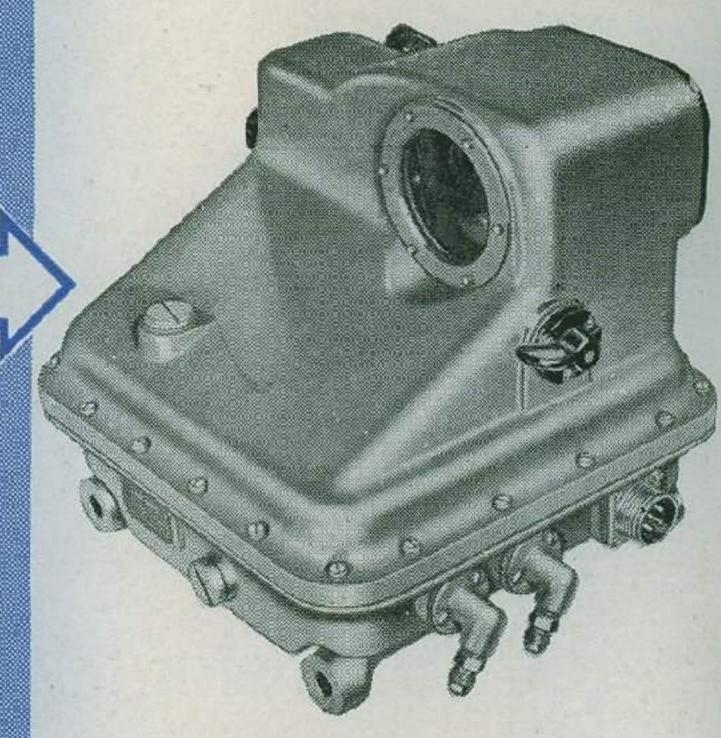
1 Turn the Control Switch on the Power Unit ON.

2 While you're there, check the air pressure on the power unit pressure gage. There are two types of dials; one has red and green sectors on it; the other is numbered. On the first kind, the pointer should be in the green area. On the second type it should be between 6 and 8.

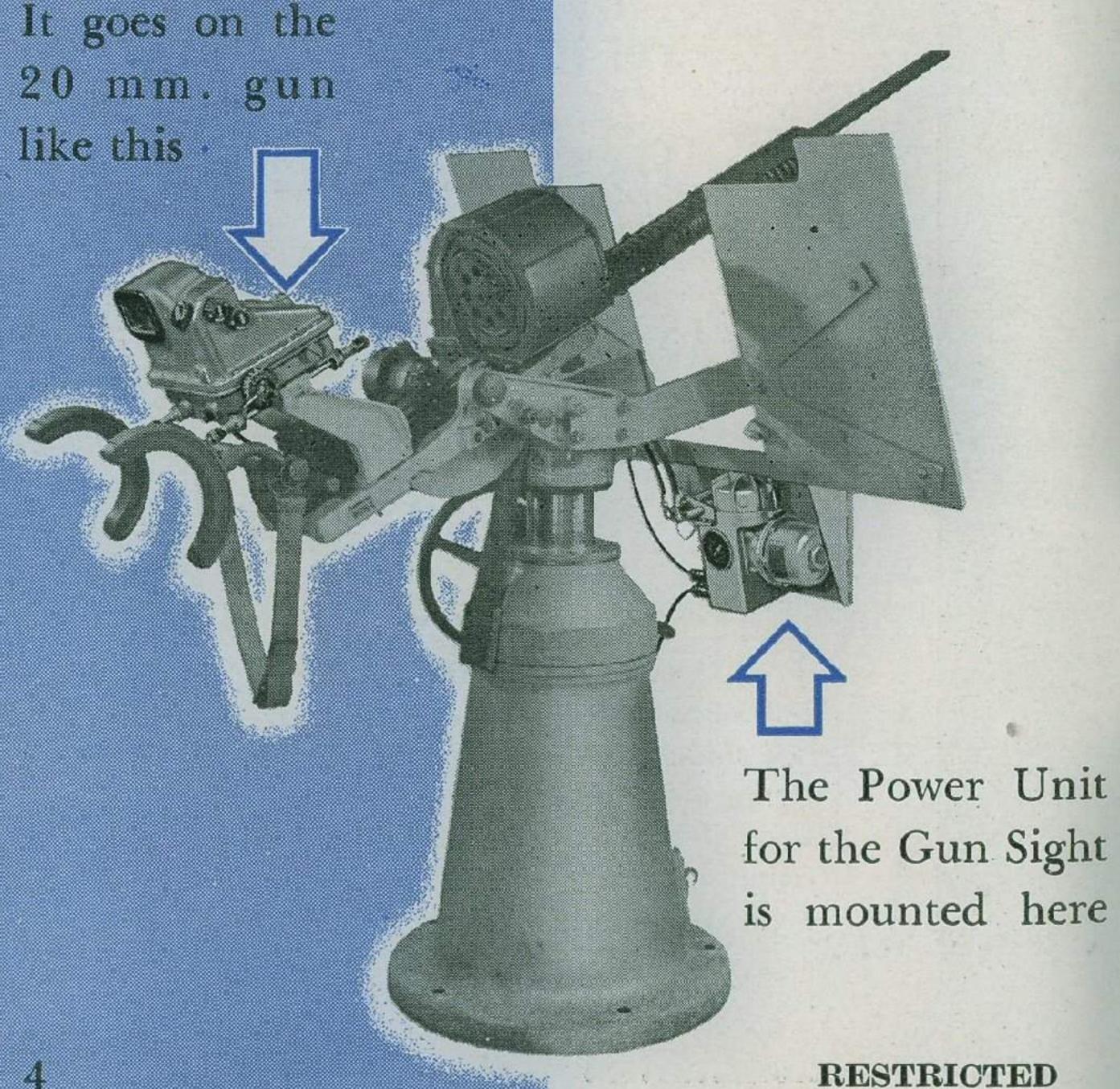
If the pressure needs adjusting, REPORT THE FACT IMMEDIATELY TO THE FIRECONTROLMAN WHO MAINTAINS YOUR GUN SIGHT.

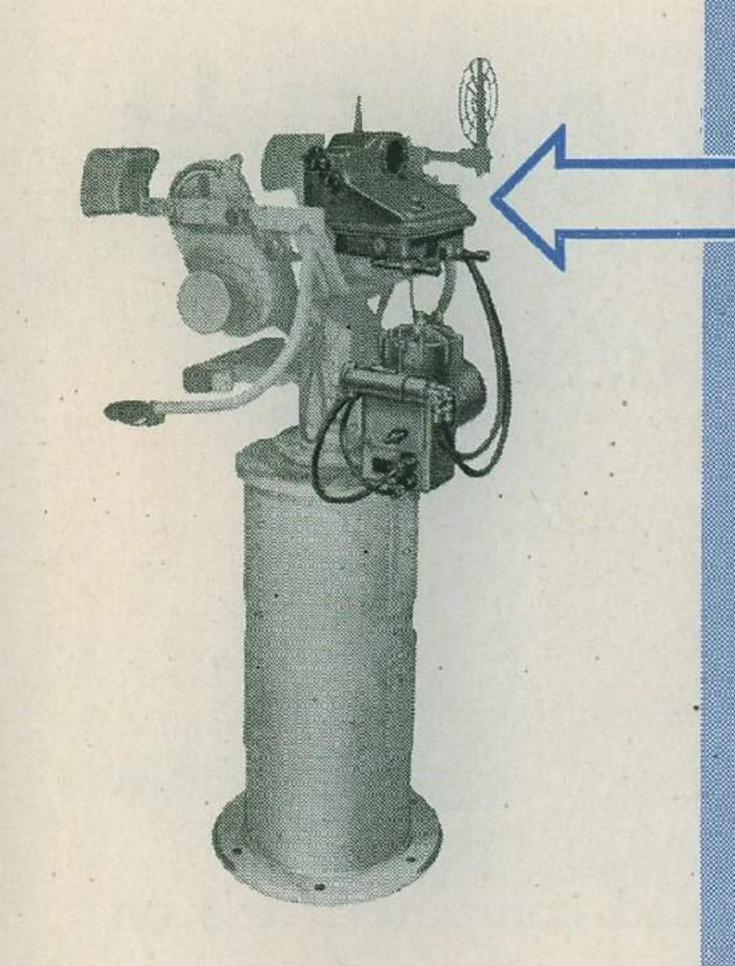


THE Gun Sights you will see in service look like this



Here is the Mark 14, Mods. 6, 7, 8

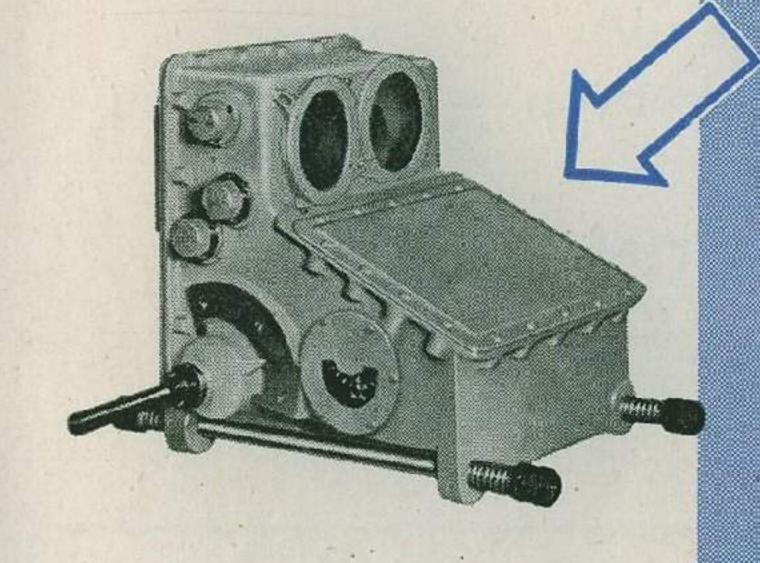




When used with either 1.10 inch or 40 mm. guns the Gun Sight is mounted separately, on the Gun Director, Mark 51.

You may be using the earlier Gun Sight, Mark 14, Mods. 2, 3, 4 which looks like this

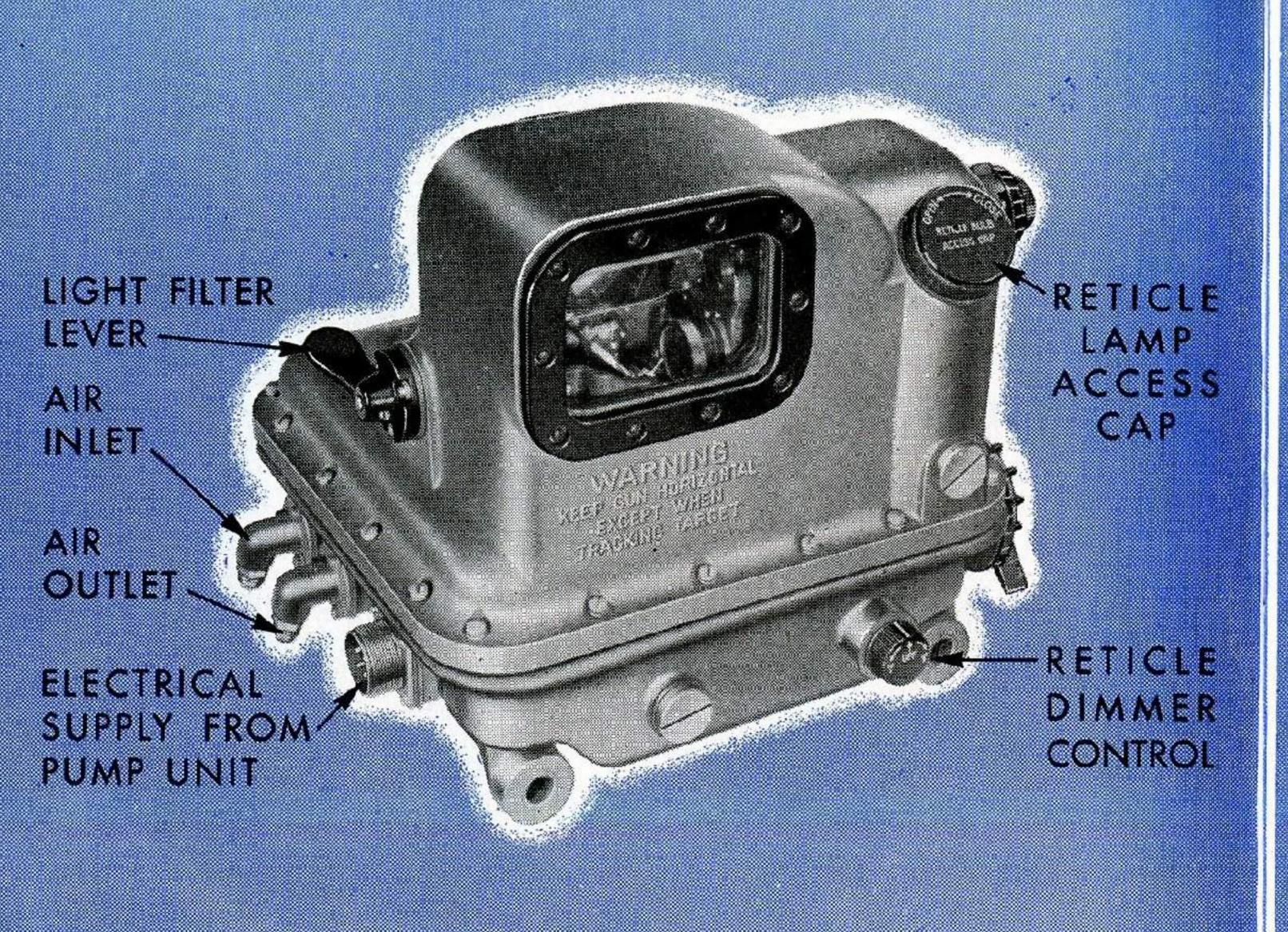
but don't let that bother you — these instructions cover all of the Mark 14 series Gun Sights.

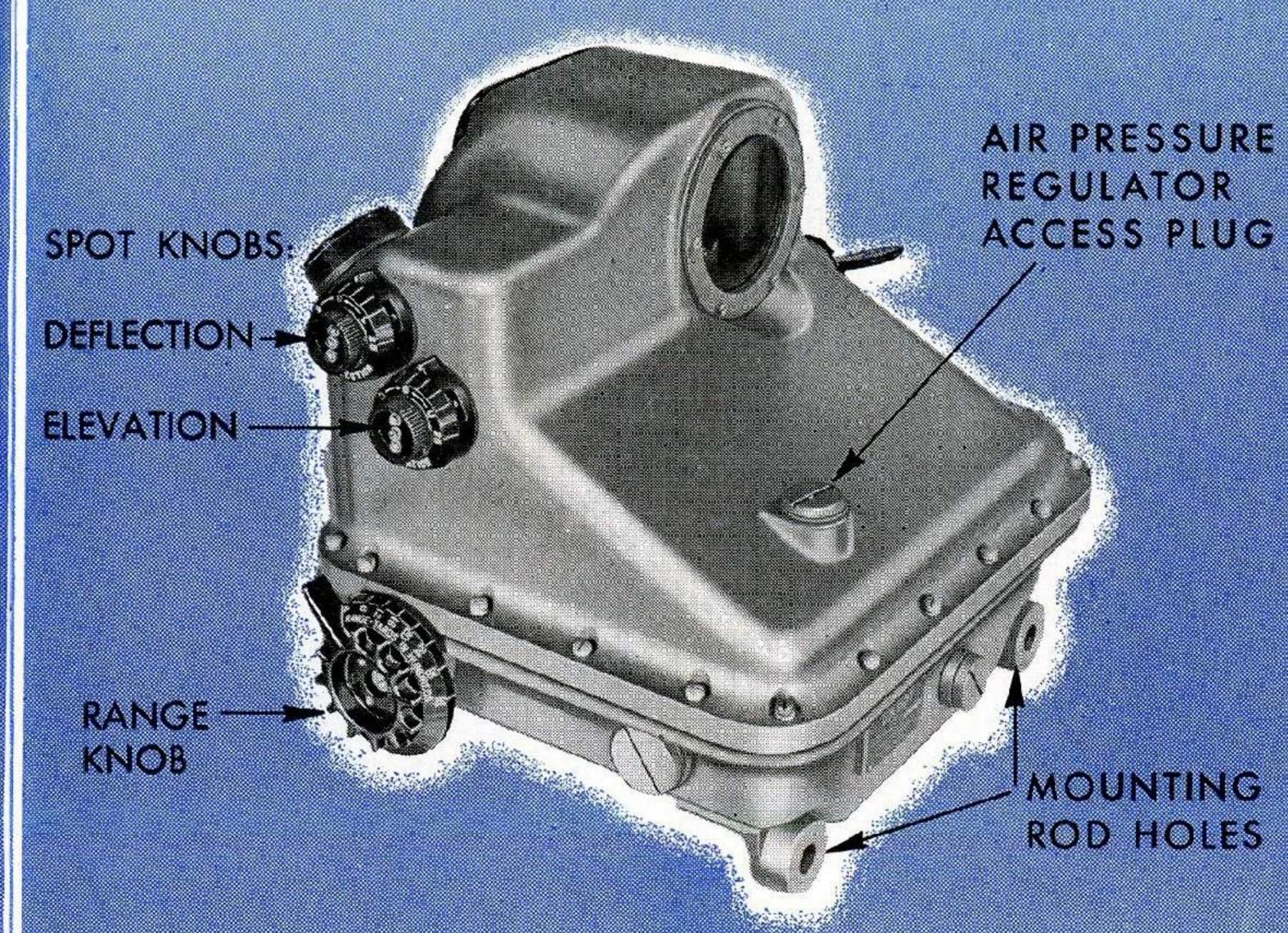


Here is a table of guns and ranges for the different Sight modifications

SIGHT MOD.	USED WITH	MAXIMUM SIGHT RANGE
2 or 6	20 mm Gun	2000 yards
3 or 7	1.10 inch Gun	2800 yards
4 or 8	40 mm Gun	3200 yards

RESTRICTED





3 Check to be sure that the hose connections are tight. The hoses must be free from kinks for all positions of the gun or director.

Test the reticle bulb and reticle dimmer control. The reticle dimmer knob controls the brightness of the reticle bulb. This bulb has two filaments, one of which is for emergency. Turning the knob to the right lights one filament, turning it to the left lights the other. If either of the filaments has burned out, the bulb should be replaced as soon as possible.

To make the bulb last longer, always be sure that the dimmer knob is in the "OFF" position when your Sight is not in use.

TIMES UP!

Let the Sight warm up. The warm-up time is ½ hour (30 minutes). To get the best operation from your Sight, be certain that it has the full warm-up period. This means, of course, that when your ship is in a ne, you will let your Sight run con-

combat zone, you will let your Sight run continuously. In an emergency (and then only!) the Sight can be used after a 10-minute warm-up, but remember—its accuracy will be reduced considerably.

When you are warming up your Sight, be sure the gun is in its **Horizontal Locked Position**. If it is necessary to elevate the gun at all during this time, don't leave it up for more than 2 minutes. This precaution assures that the damping fluid is in the correct position.

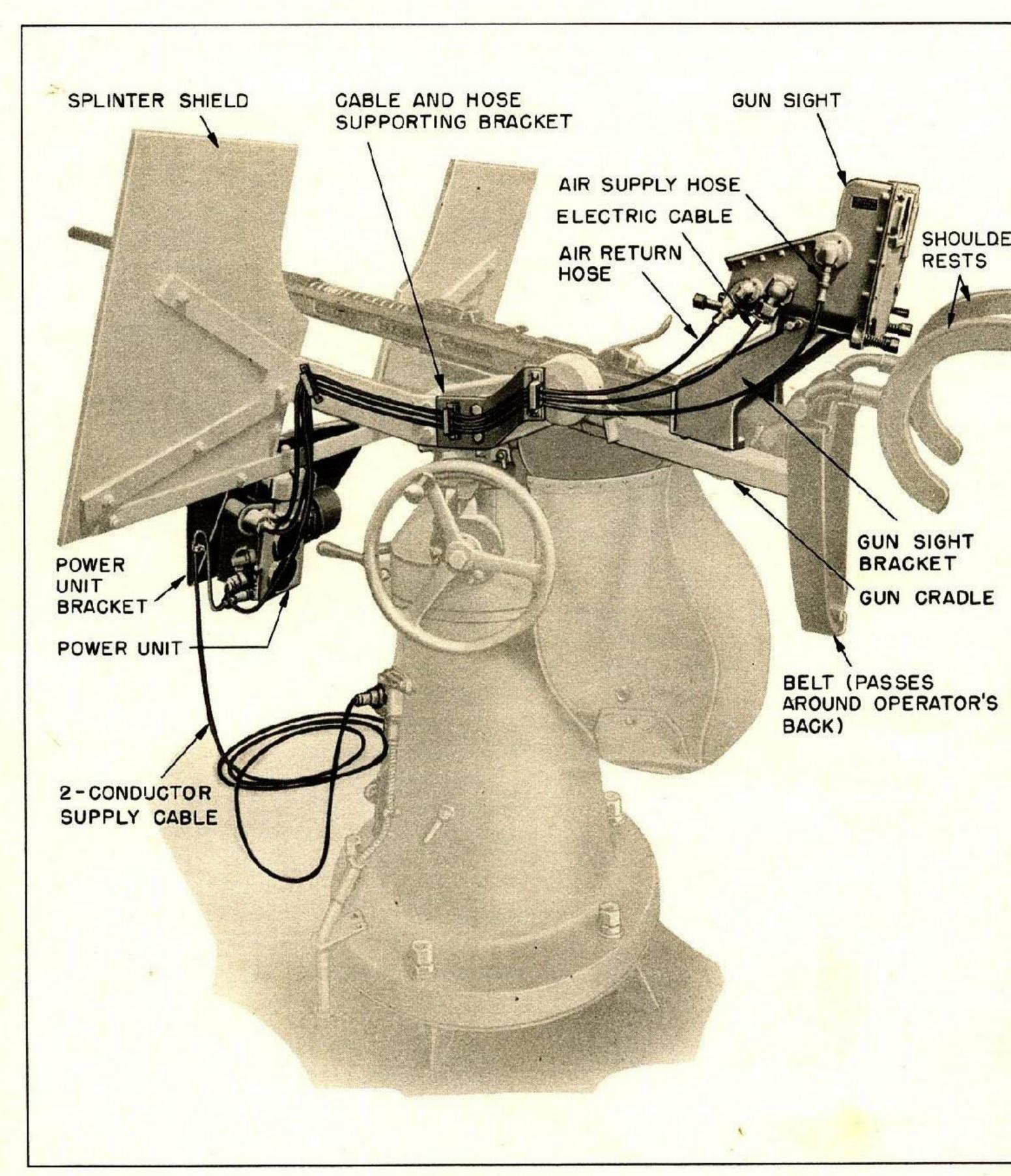
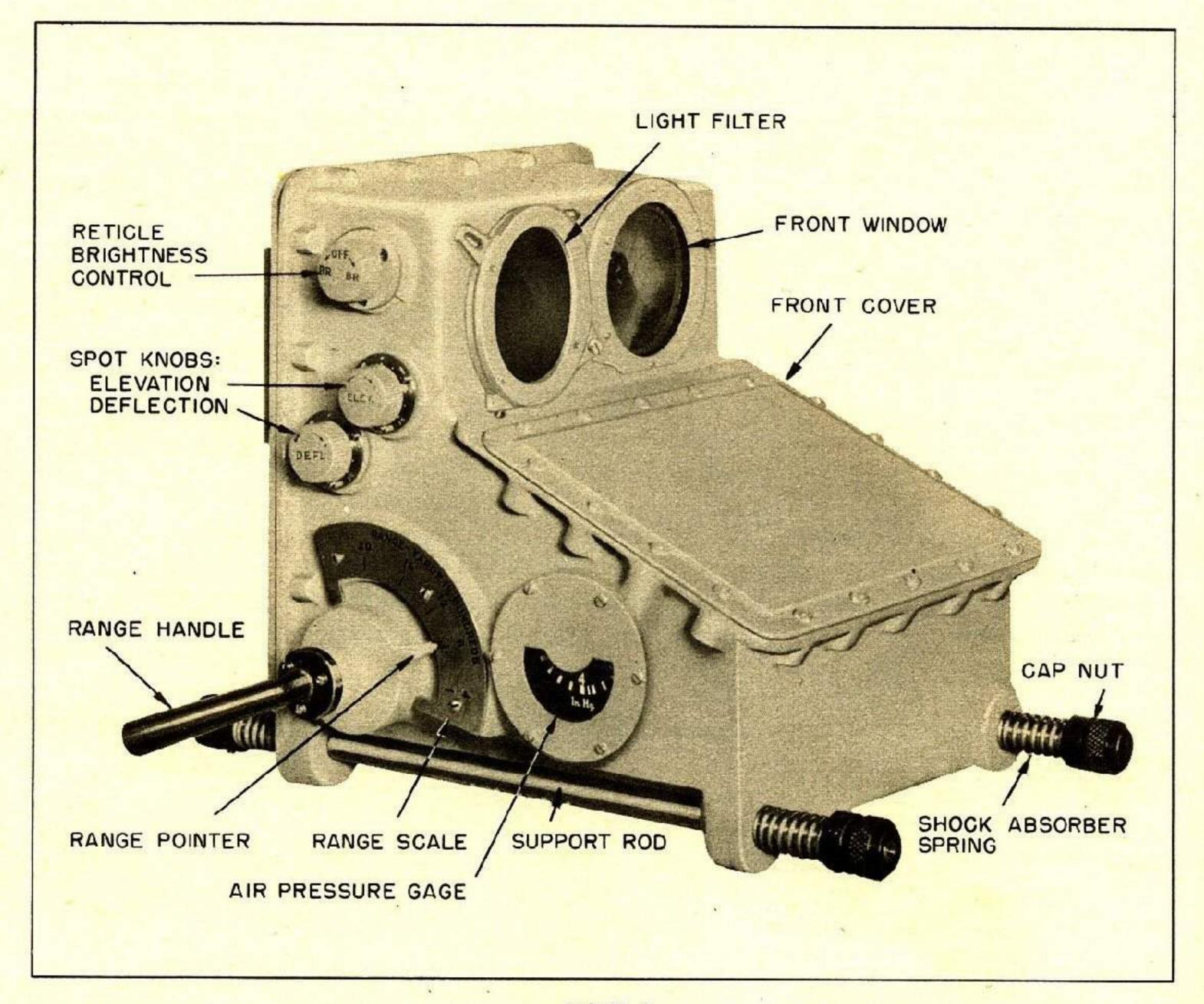


FIGURE I



GUN SIGHT, RIGHT SIDE SHOWING CONTROLS

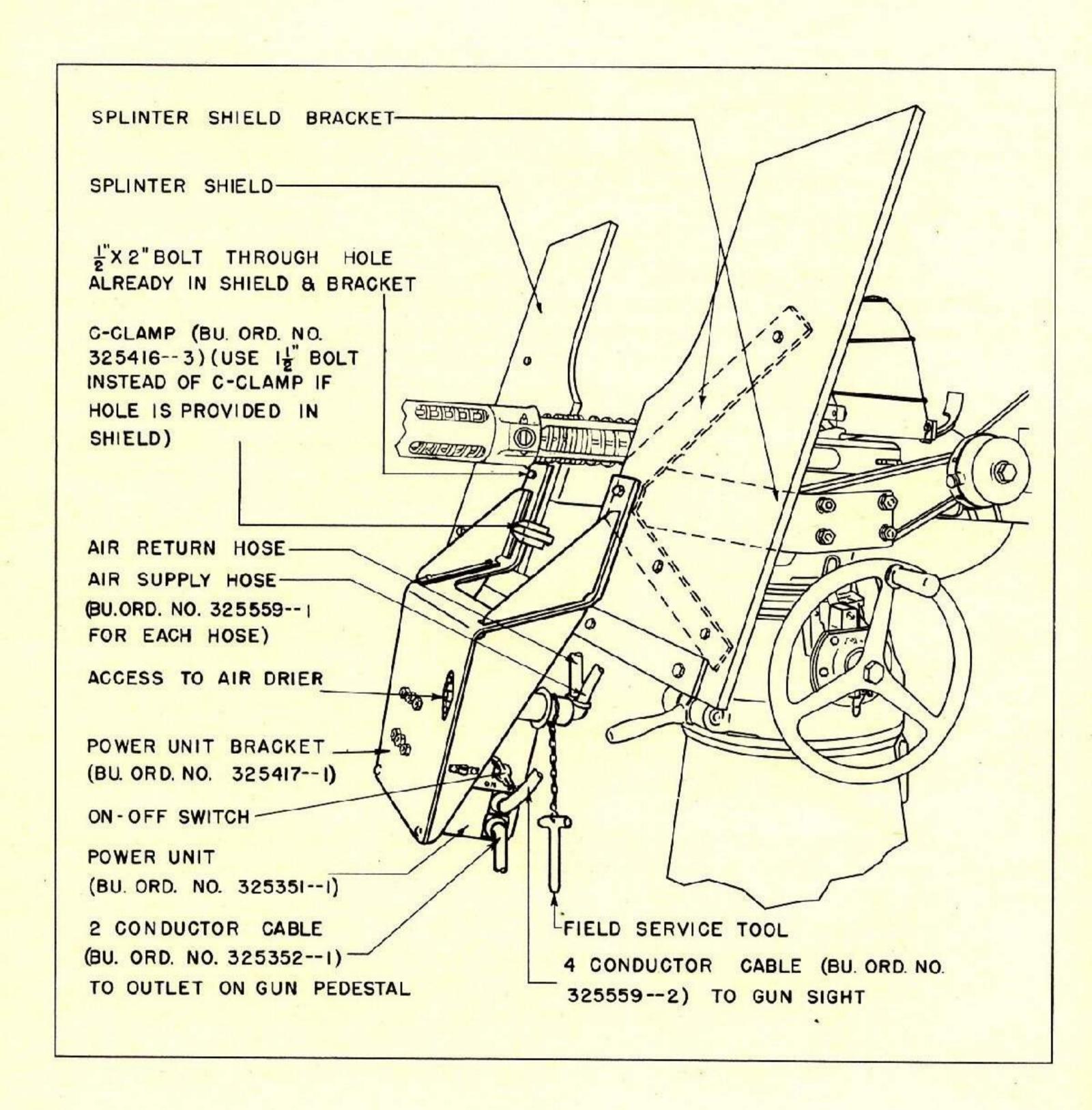
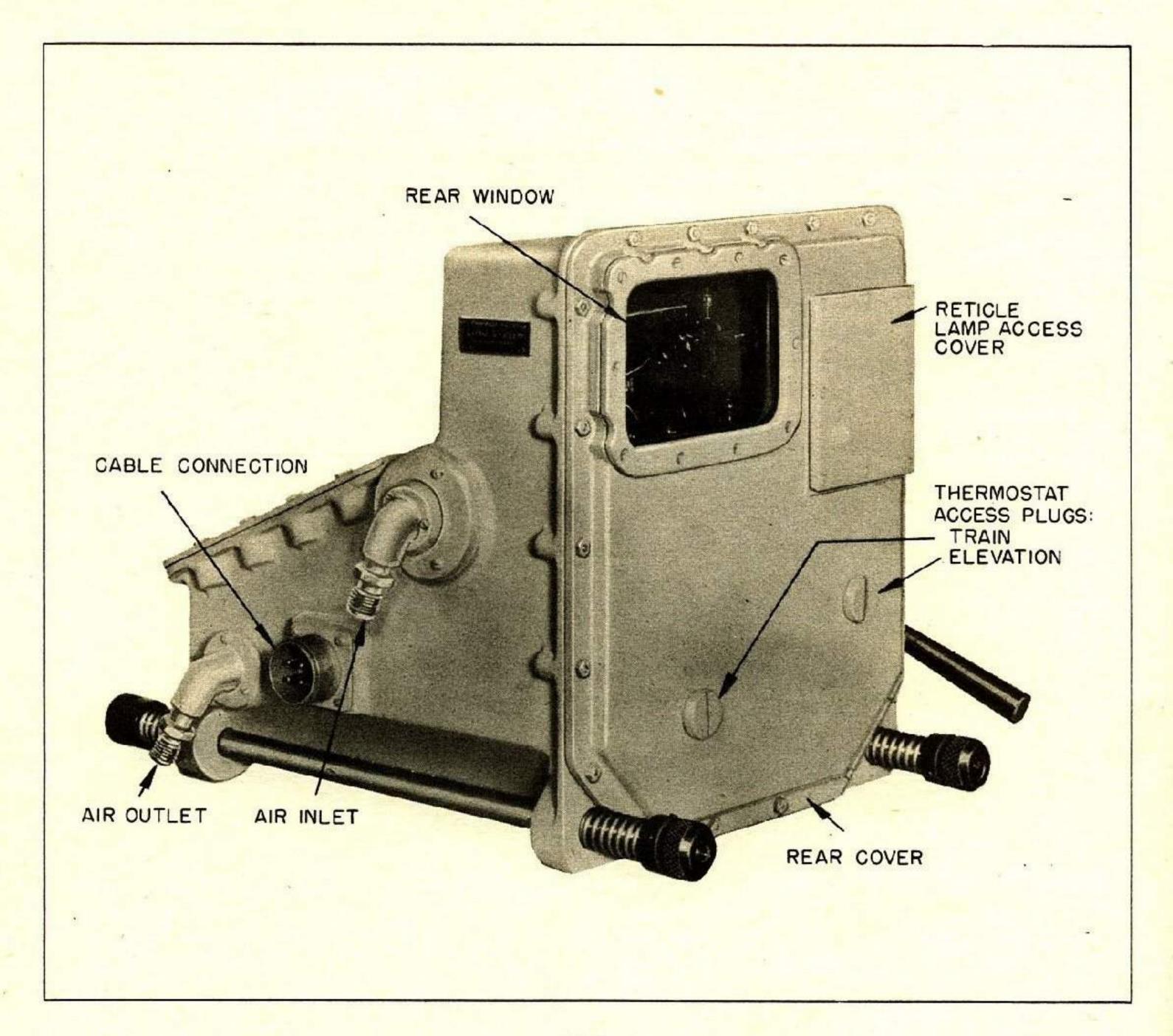
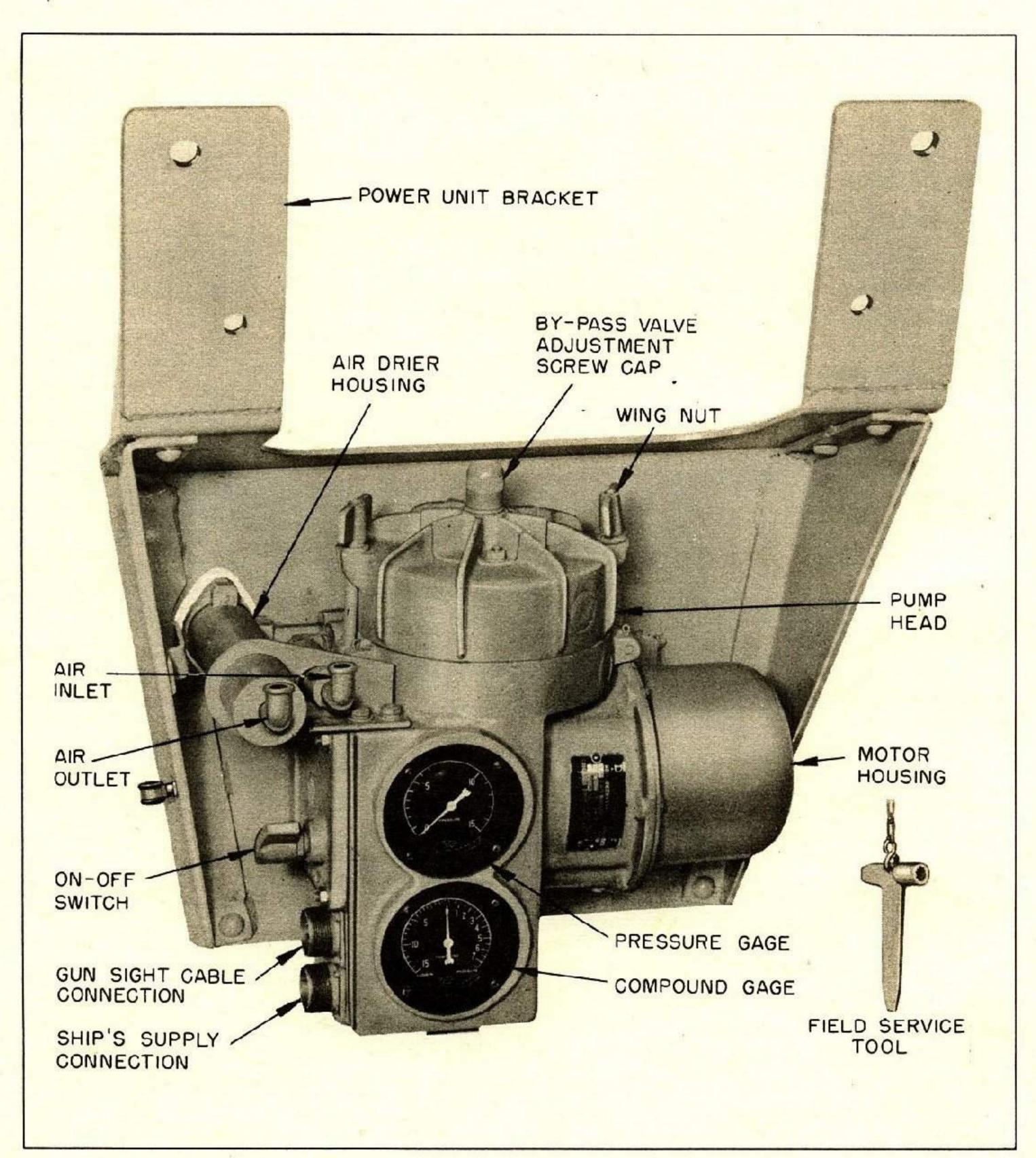


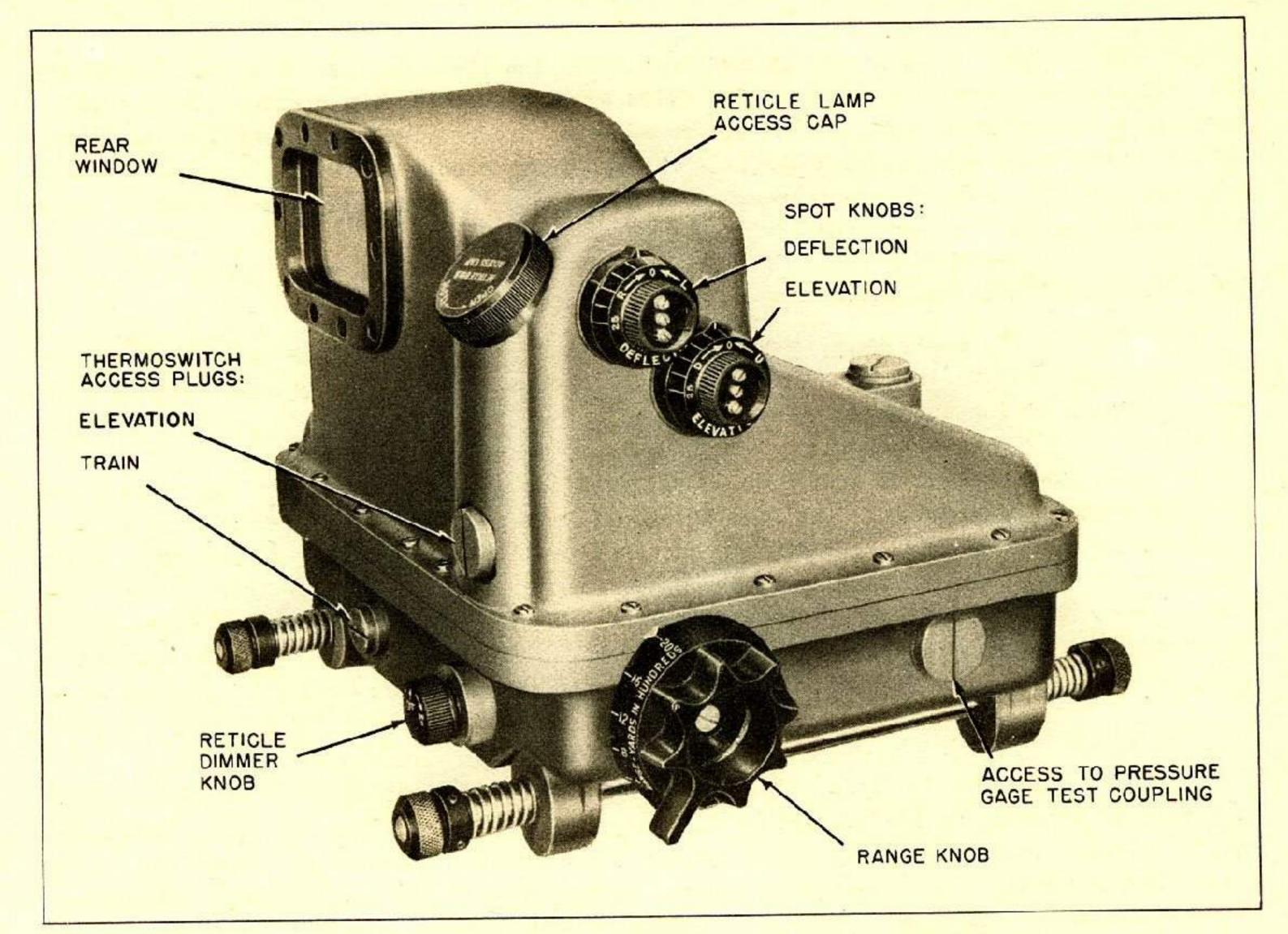
FIGURE 2
POWER UNIT



GUN SIGHT, LEFT SIDE AND REAR



POWER UNIT, MOUNTED ON BRACKET (20 MM GUN INSTALLATION)



GUN SIGHT, RIGHT SIDE SHOWING CONTROLS

THE GUN SIGHT SHOWN HERE IS MK. 14, MOD. 6. THE MOD. 7 AND MOD. 8 SIGHTS APPEAR THE SAME, EXCEPT THAT THE RANGE SCALES ARE GRADUATED TO 2800 AND 3200 YARDS RESPECTIVELY.

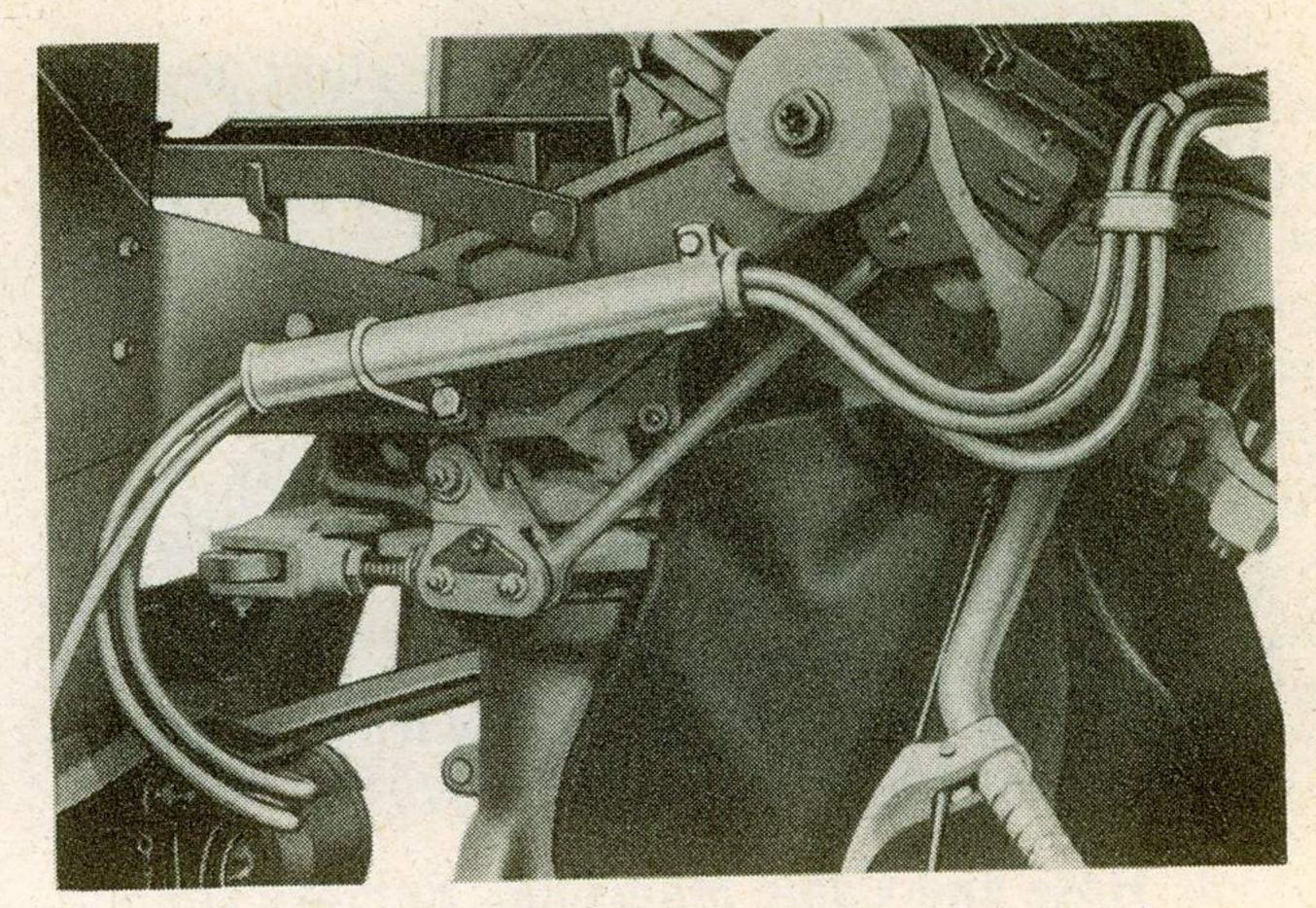


Figure 37. Hose and Cable Manifold.

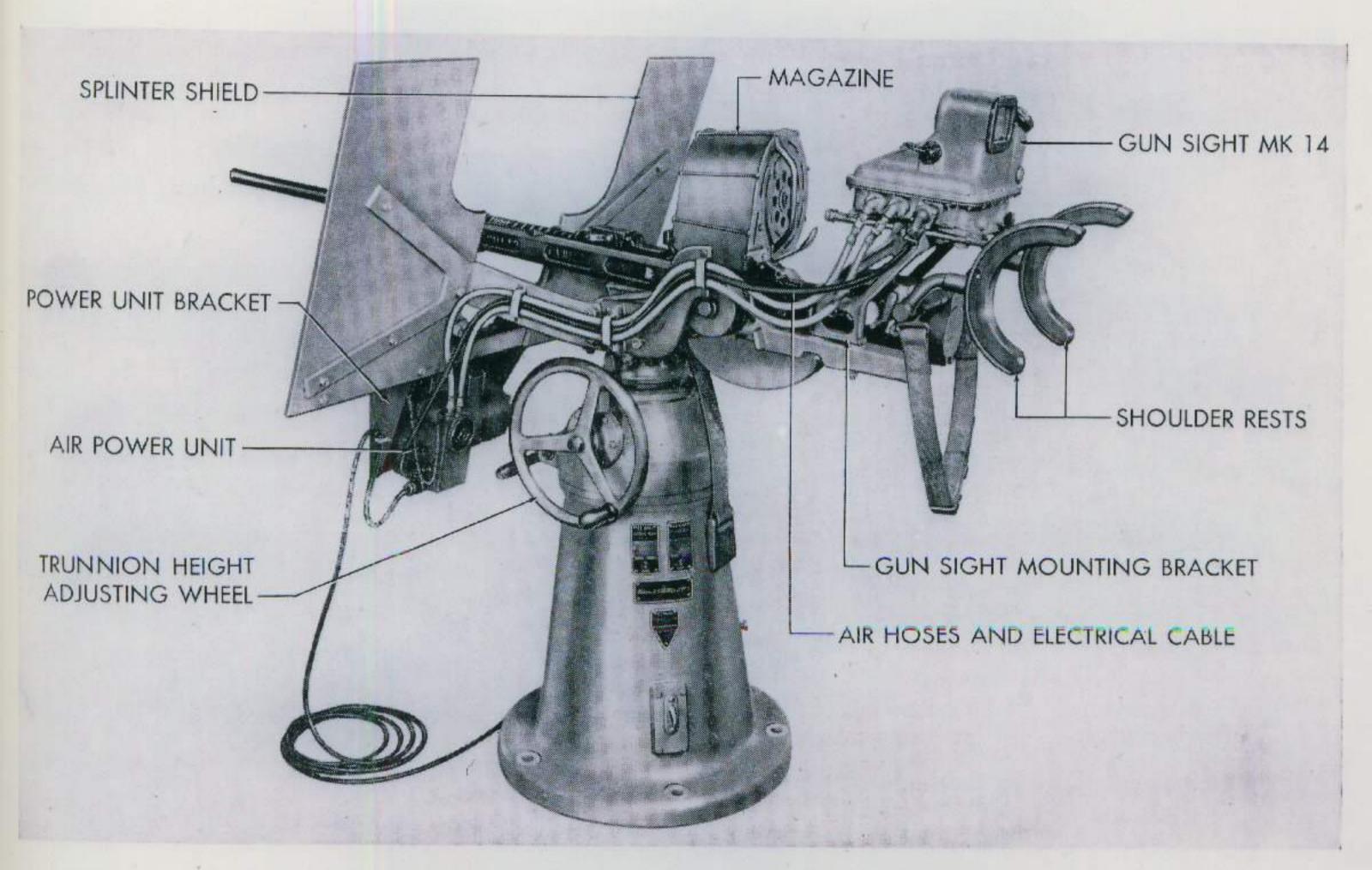


Figure 37.—20-mm Gun with Gun Sight Mk 14 Mod 6.

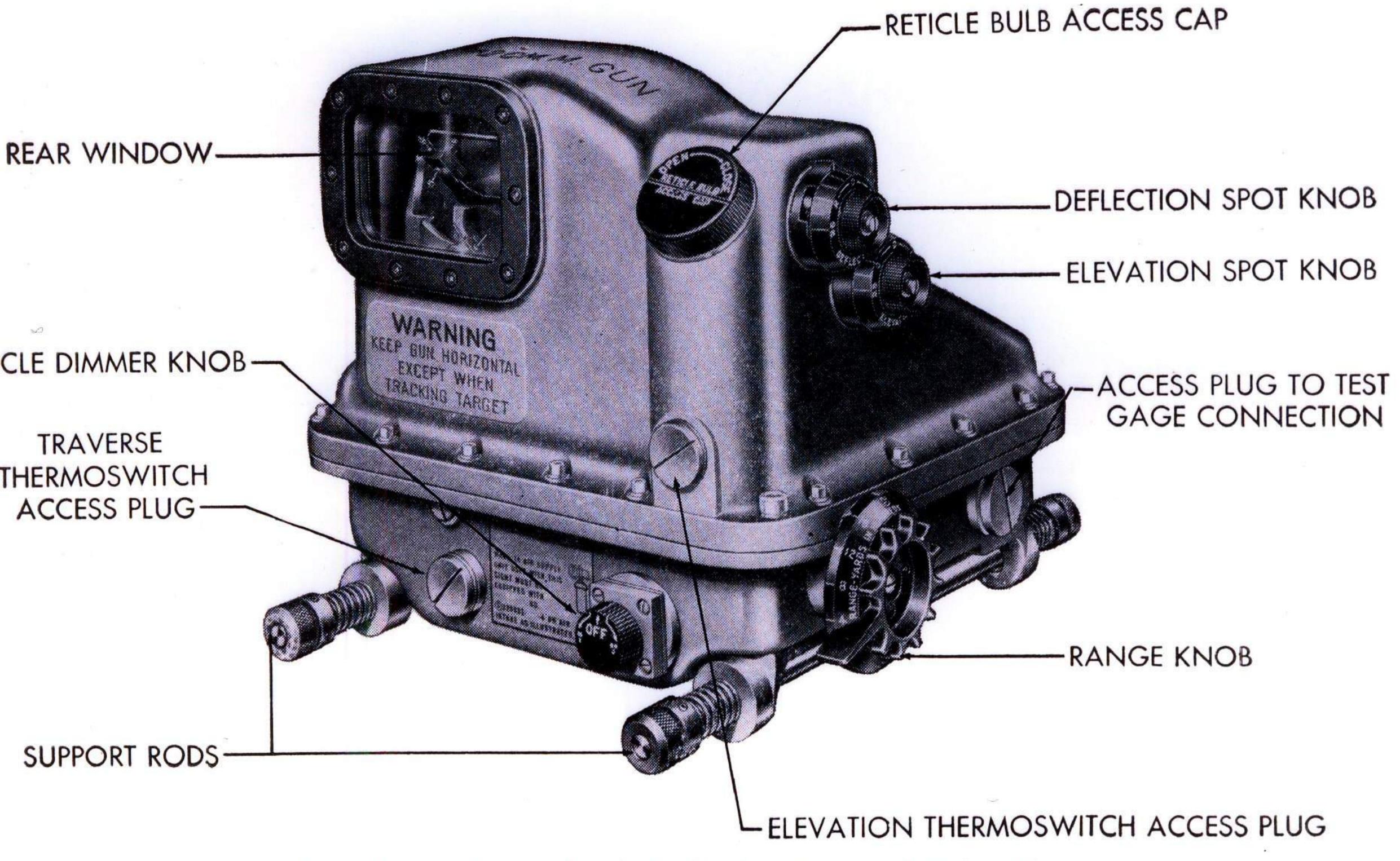


Figure 38.—Gun Sight Mk 14 Mod 6, Rear and Right Side.

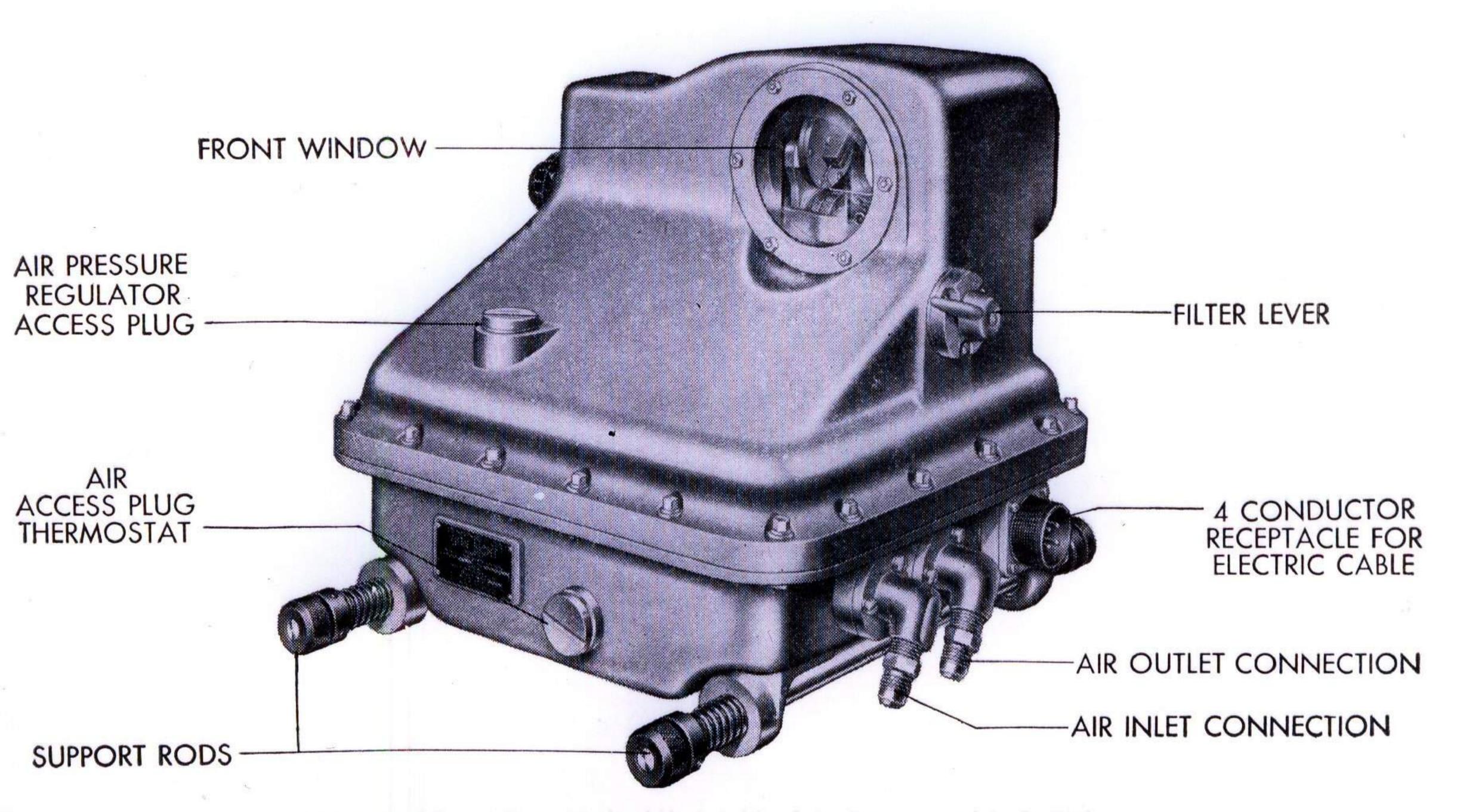


Figure 39.—Gun Sight Mk 14 Mod 6, Front and Left Side.

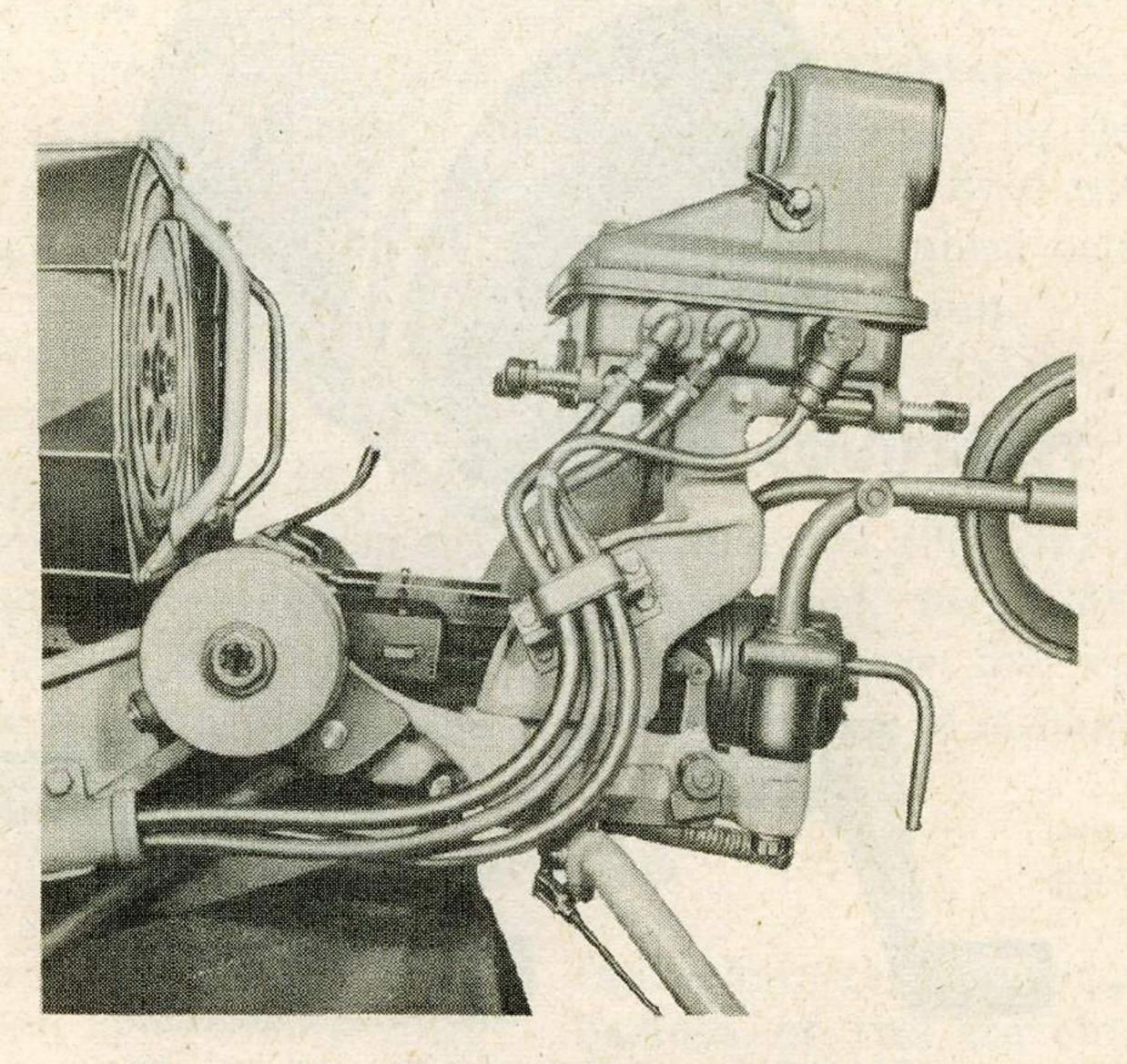


Figure 41. Correct Hose and Cable Adjustment.

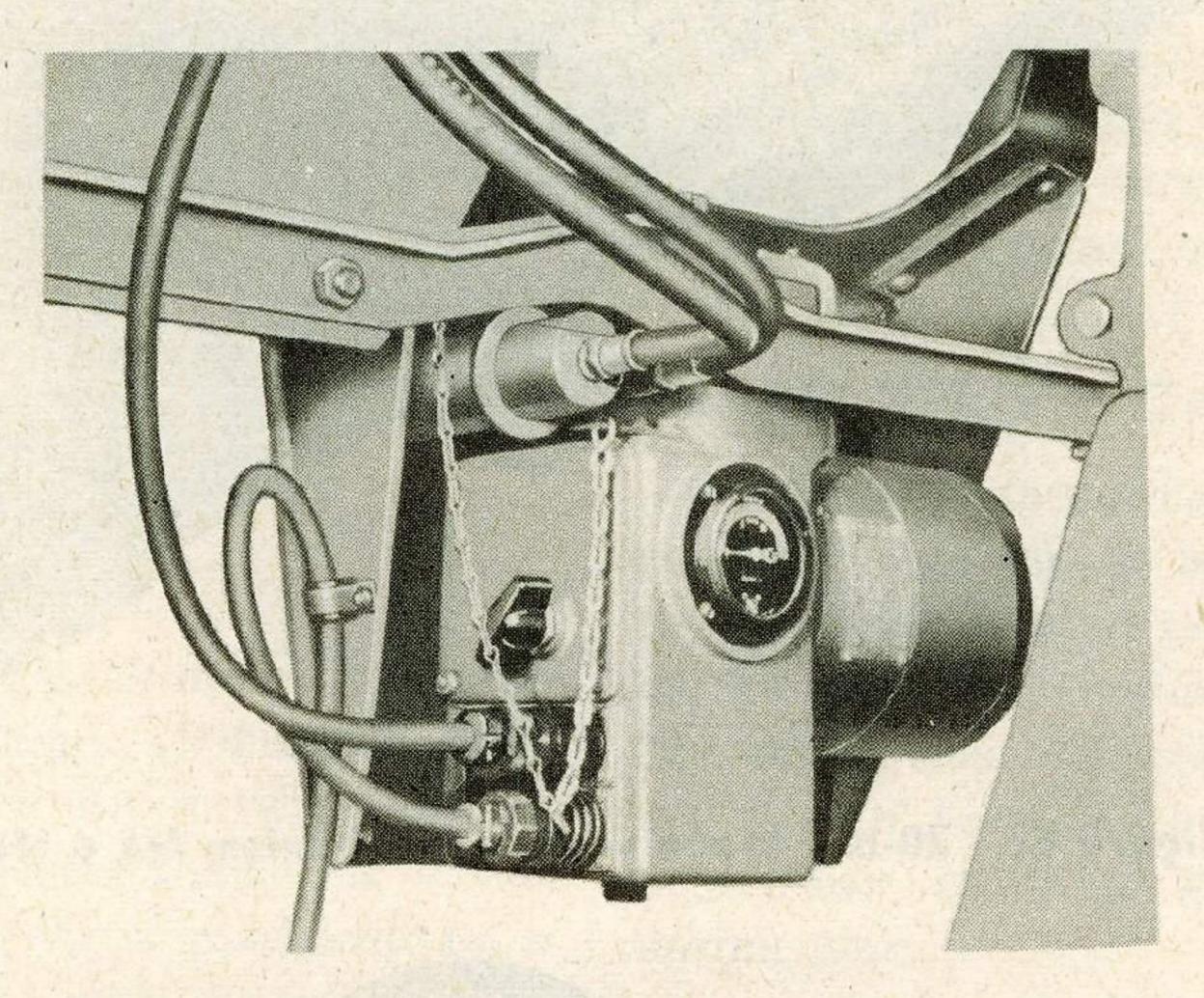


Figure 40. Hoses and Cables at Power Unit.