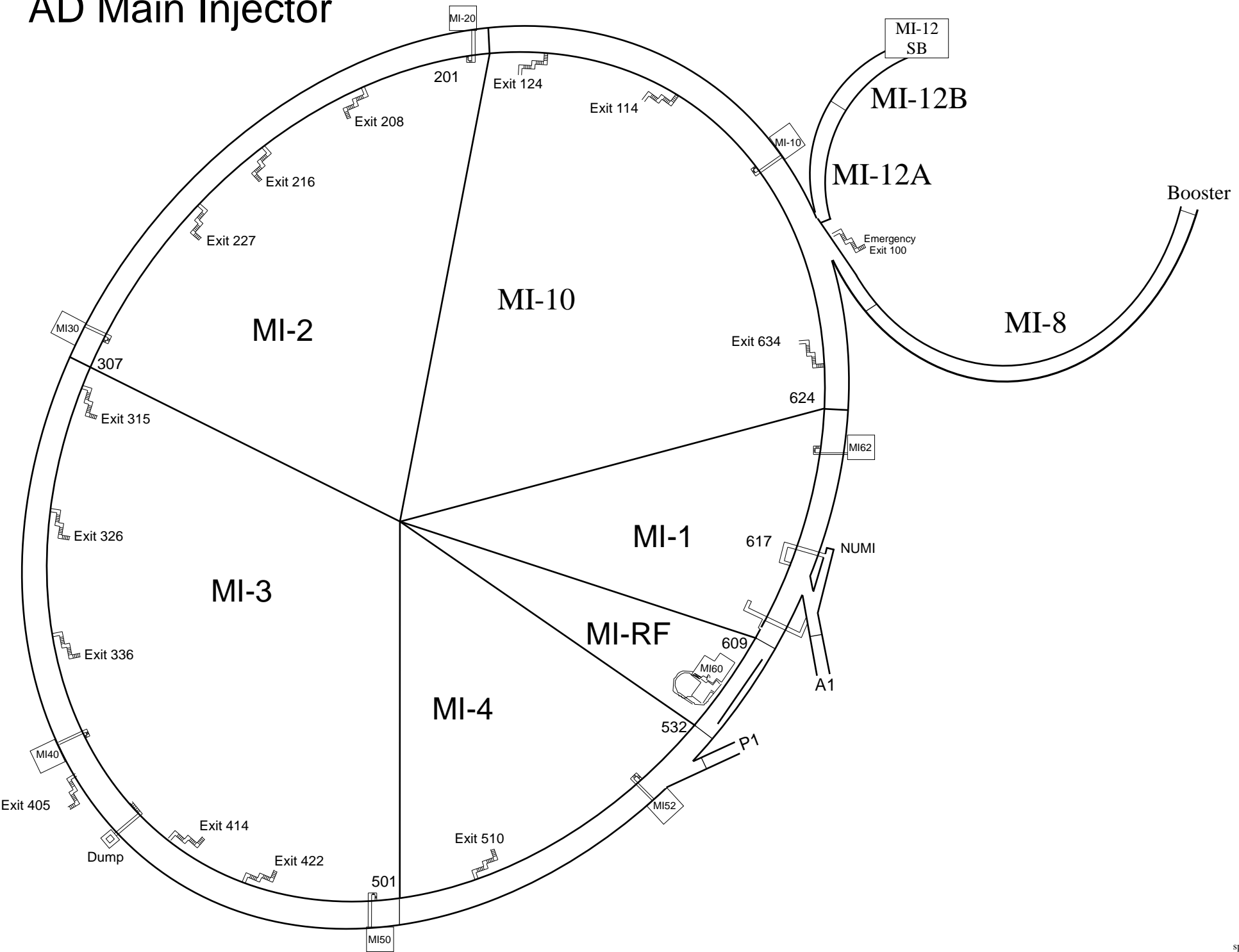
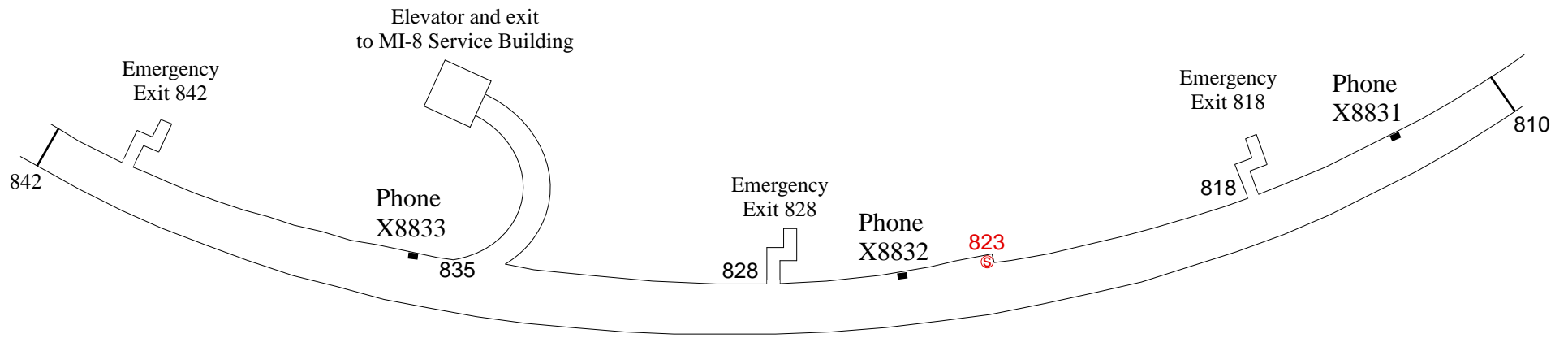


AD Main Injector

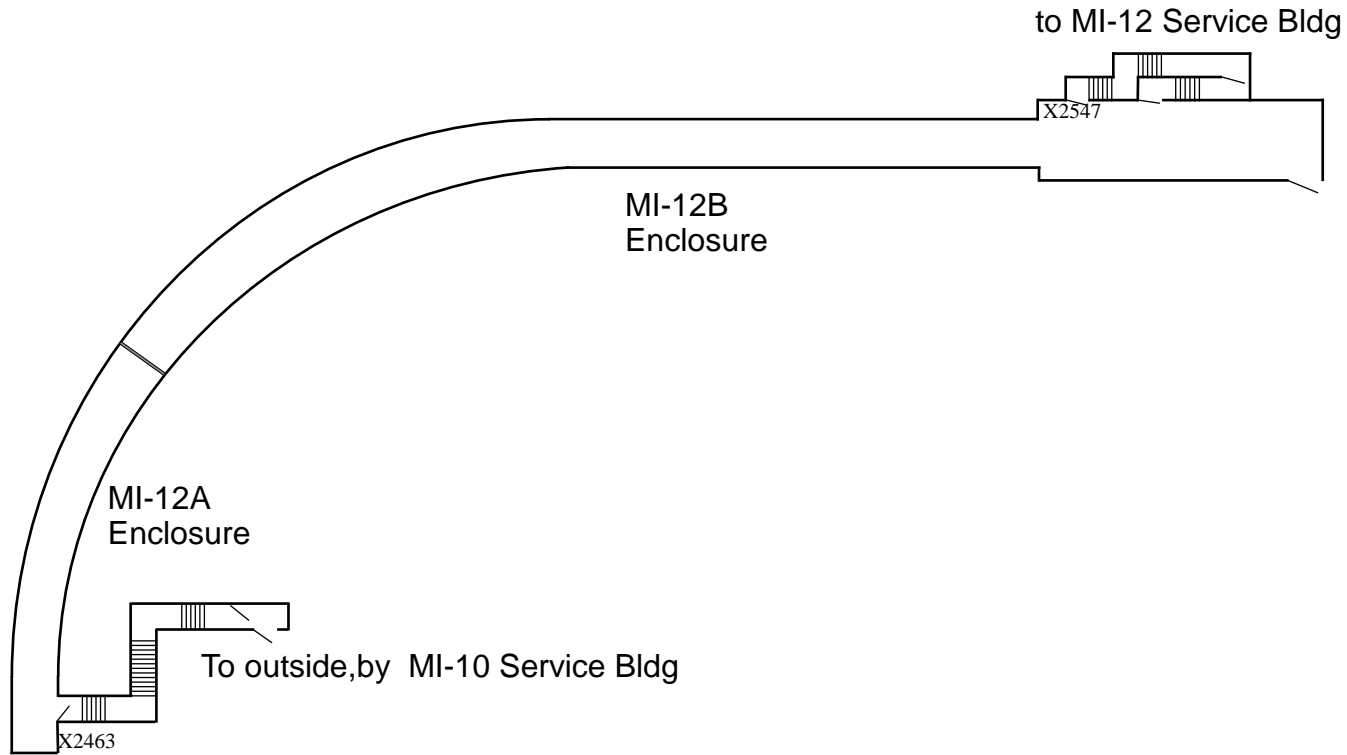


AD Enclosure - MI8



Note: Requires a MI-8 key for access.

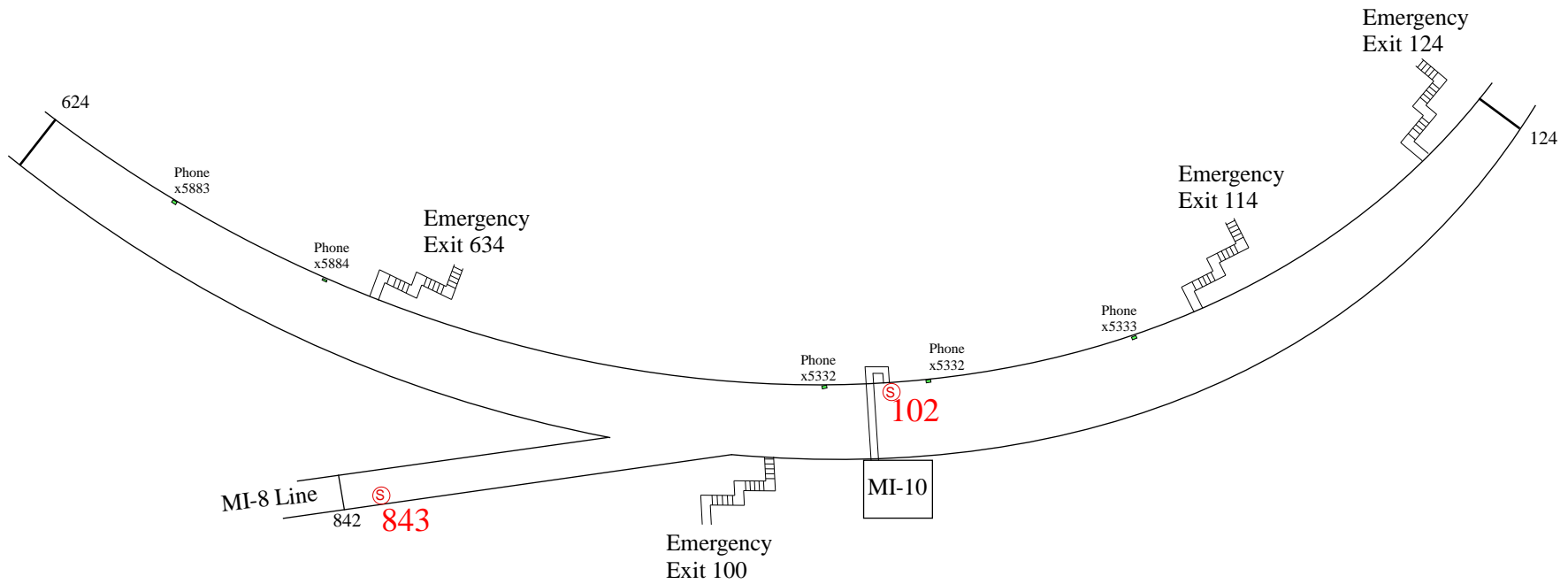
MiniBooNE: MI-12A & 12B



Notes:

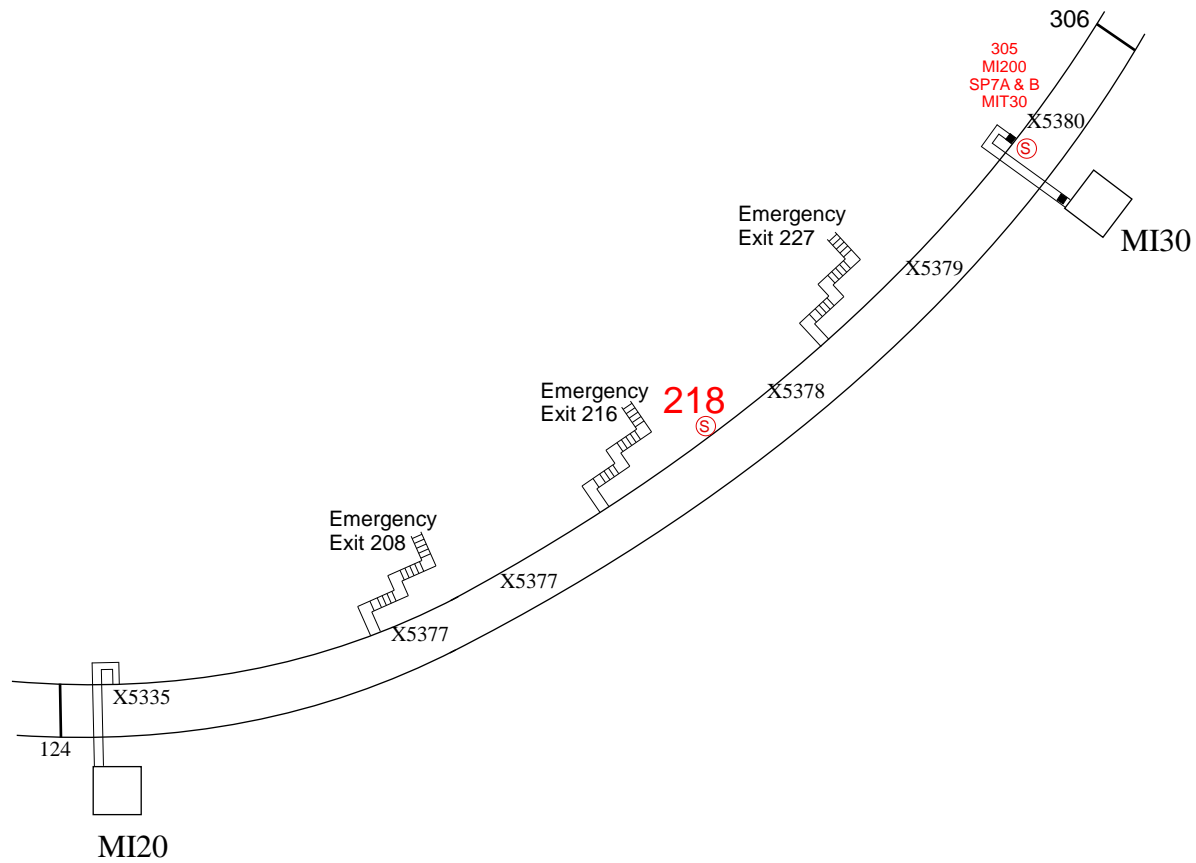
Enclosures require appropriate enter keys for access, either MI12A key or MI12B key.

AD Enclosure - MI-10



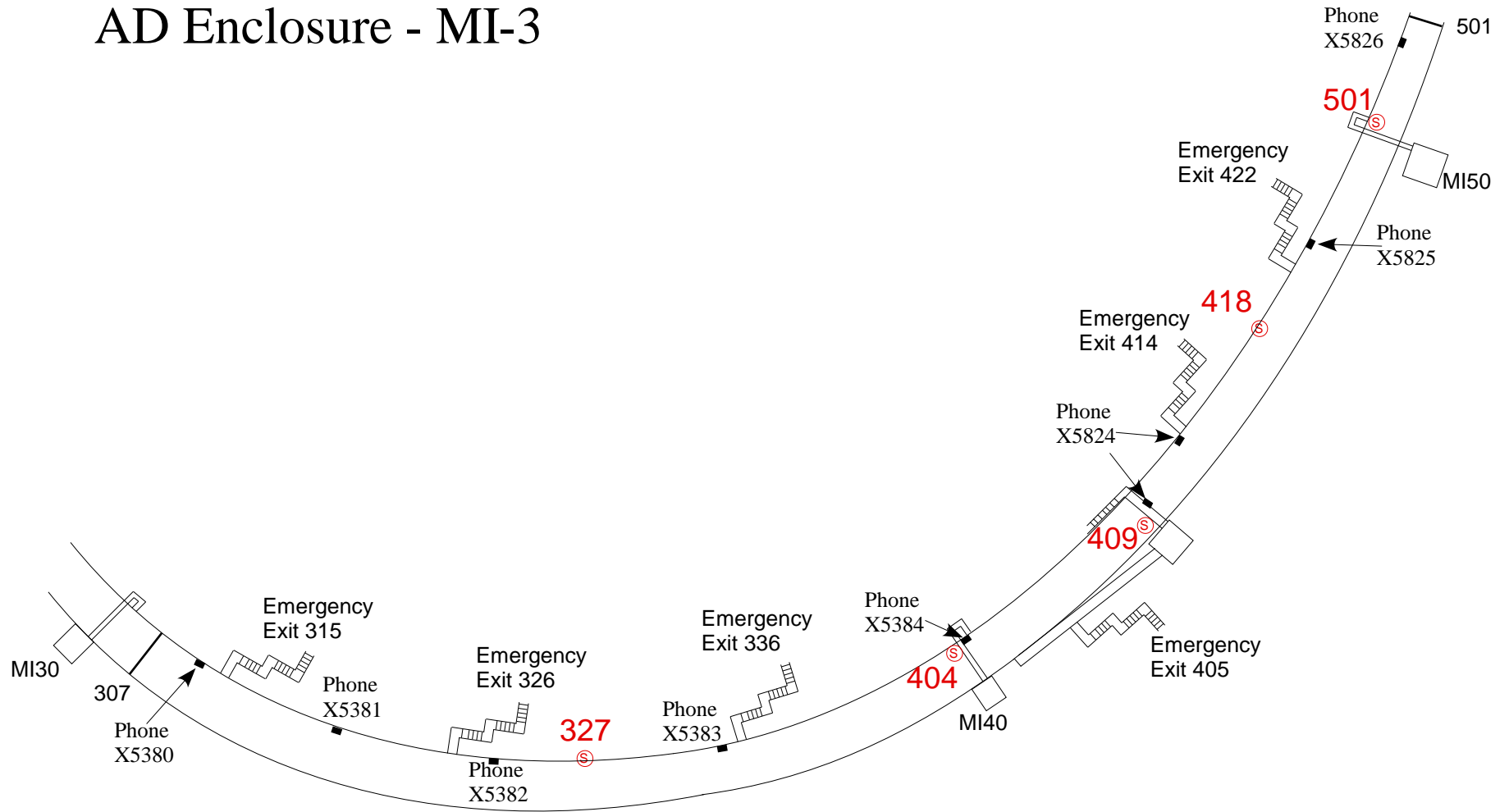
Note: Requires a MI-10 Key for access

AD Enclosure - MI-2



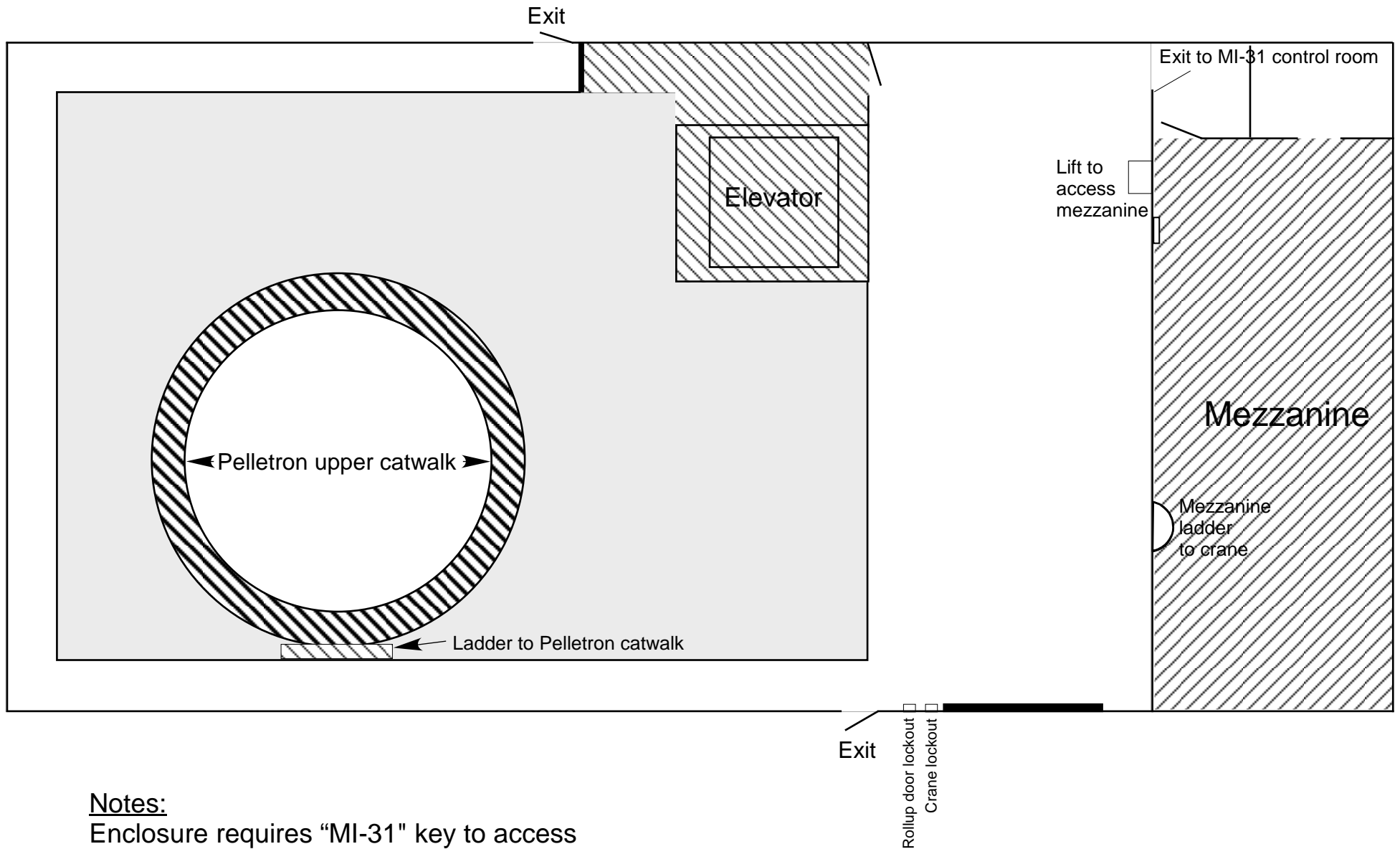
Note: Requires a MI-20-62 key for access.

AD Enclosure - MI-3



Note: Requires a MI-20-62 key for access.

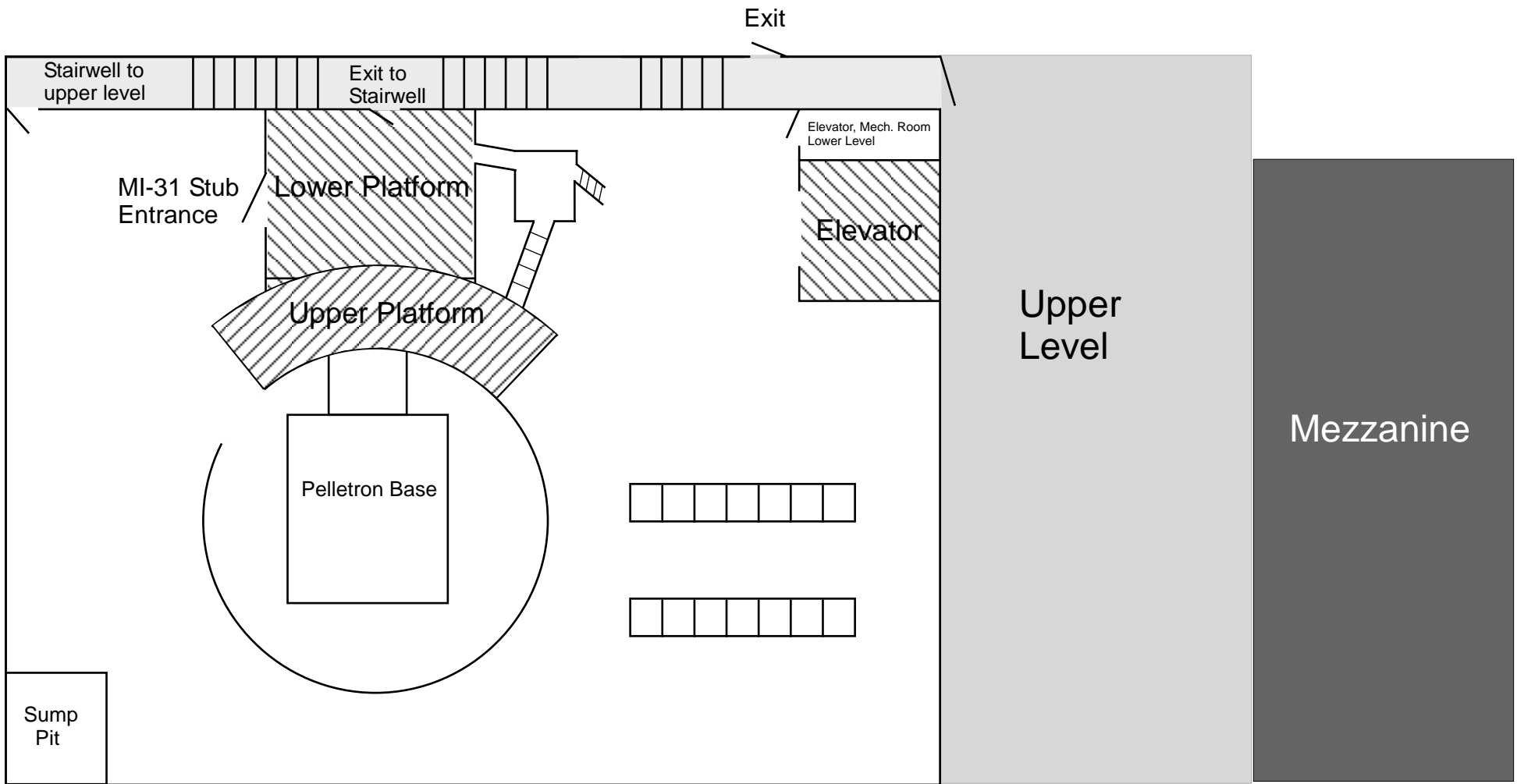
MI-31 Pelletron - Top and Mezzanine Levels



Notes:

Enclosure requires "MI-31" key to access
Enclosure keys & entrance available in MI-31 control room

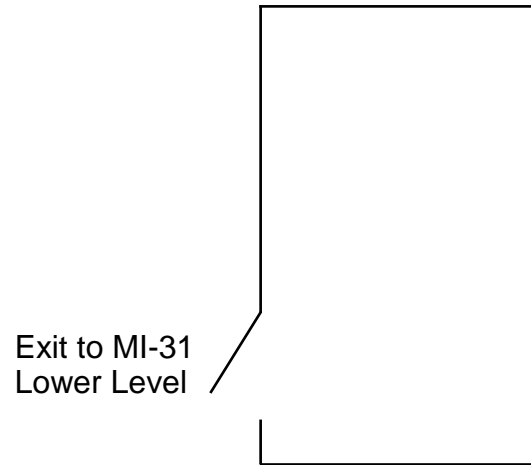
MI-31 Pelletron - Bottom Level



Notes:

- Enclosure requires "MI-31" key to access
- Enclosure keys & entrance available in MI-31 control room

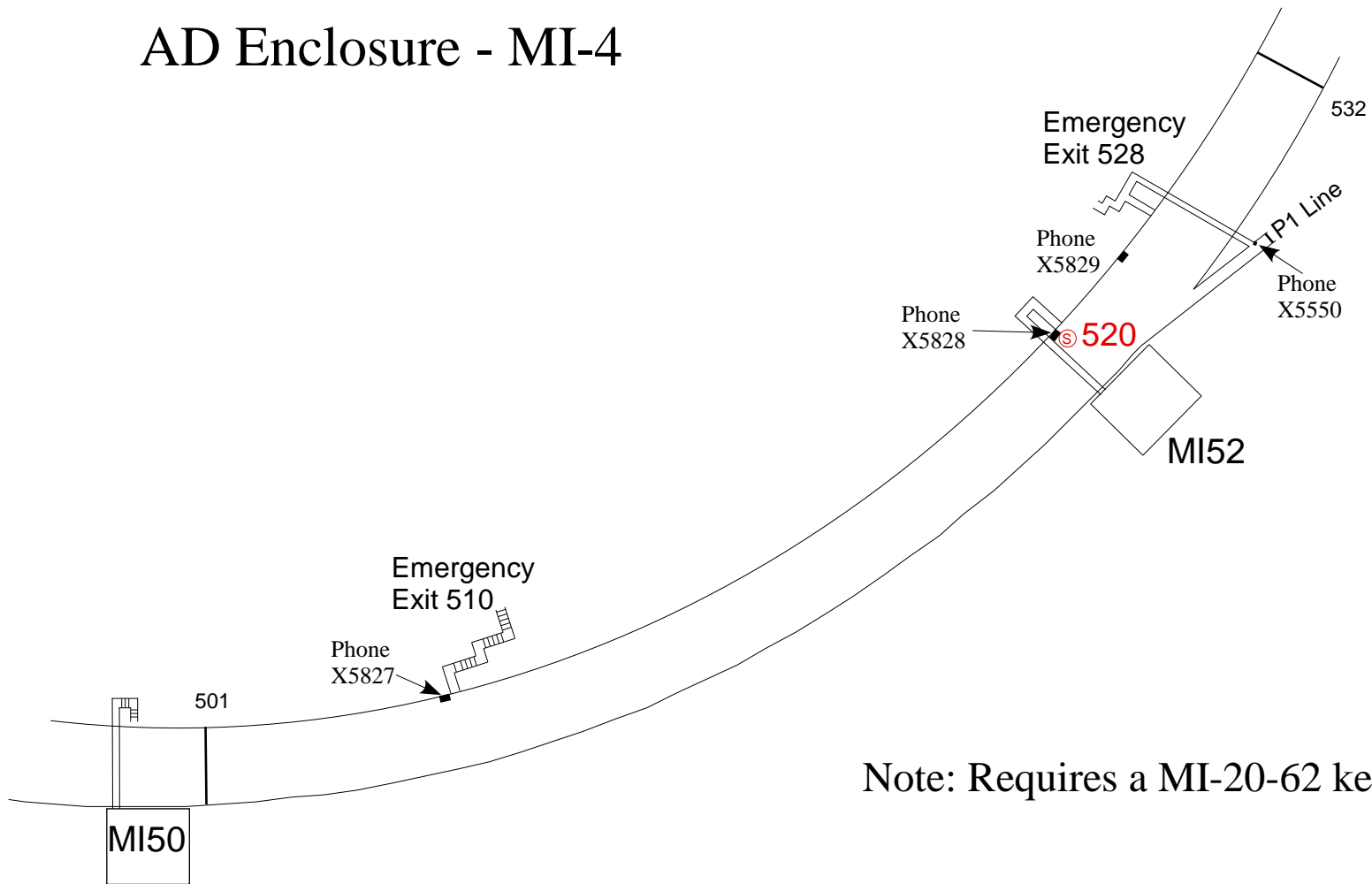
MI-31 Stub



Notes:

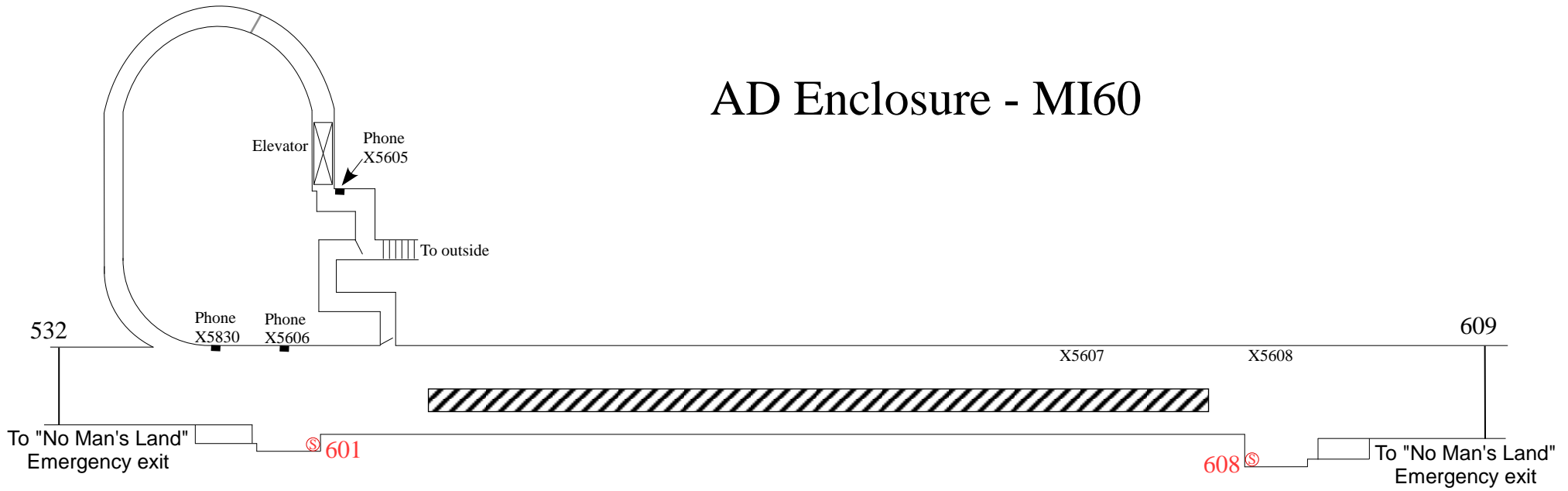
Entrance on lower level of MI-31 Pelletron enclosure
Enclosure requires "MI-31 Stub" and "MI-31" keys to access
Enclosure keys available in MI-31 control room

AD Enclosure - MI-4



Note: Requires a MI-20-62 key for access.

AD Enclosure - MI60



Note: Requires a MI 20-62 Key for access

F0-MI60 No Man's Land



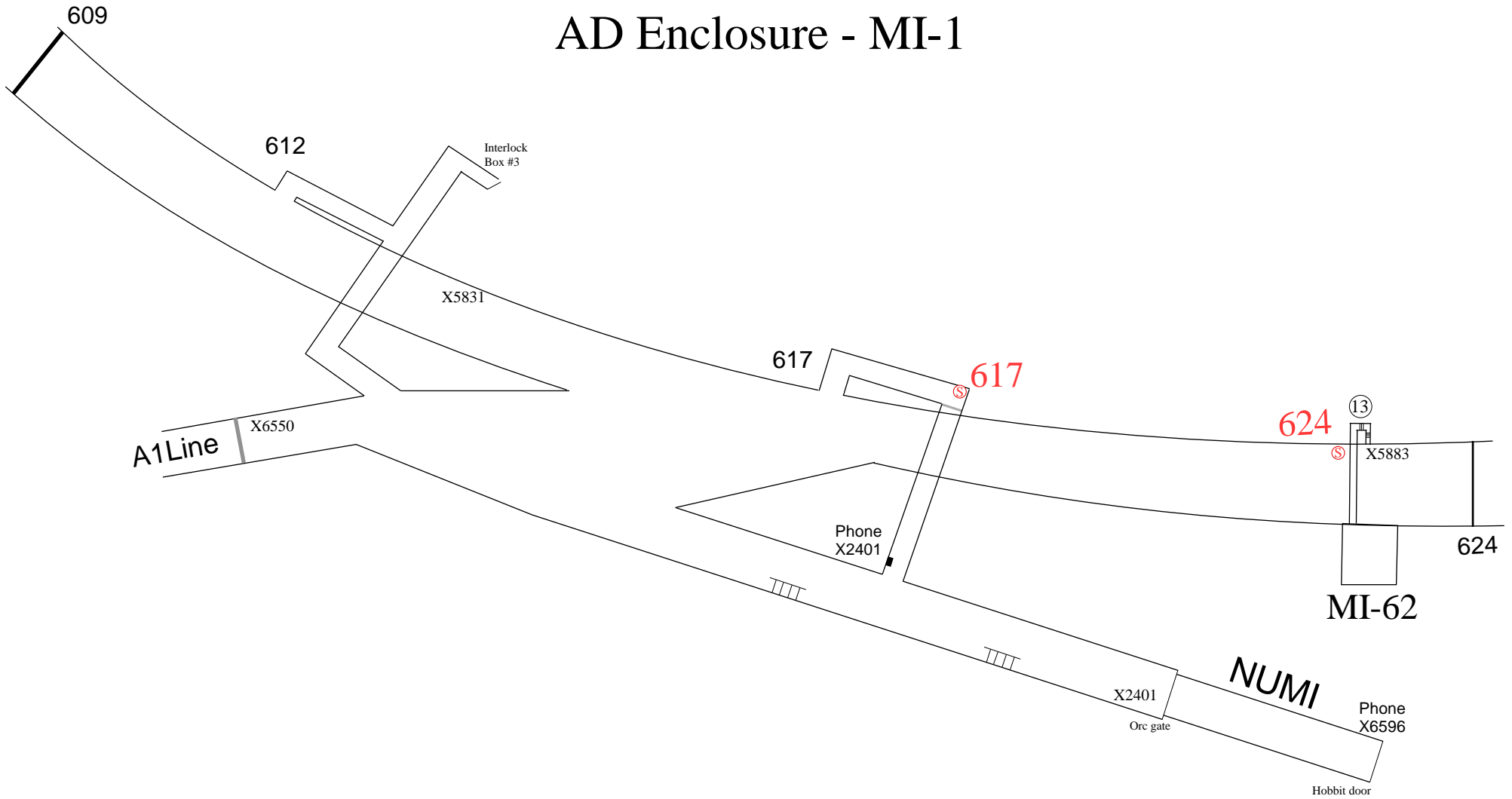
Notes:

Enclosure Requires "MI-TeV Crossover" reset key.

No Man's Land is an emergency exit system only.

You cannot enter TeV F-sector or MI enclosures from inside.

AD Enclosure - MI-1



Note: Requires a MI-20-62 key for access.