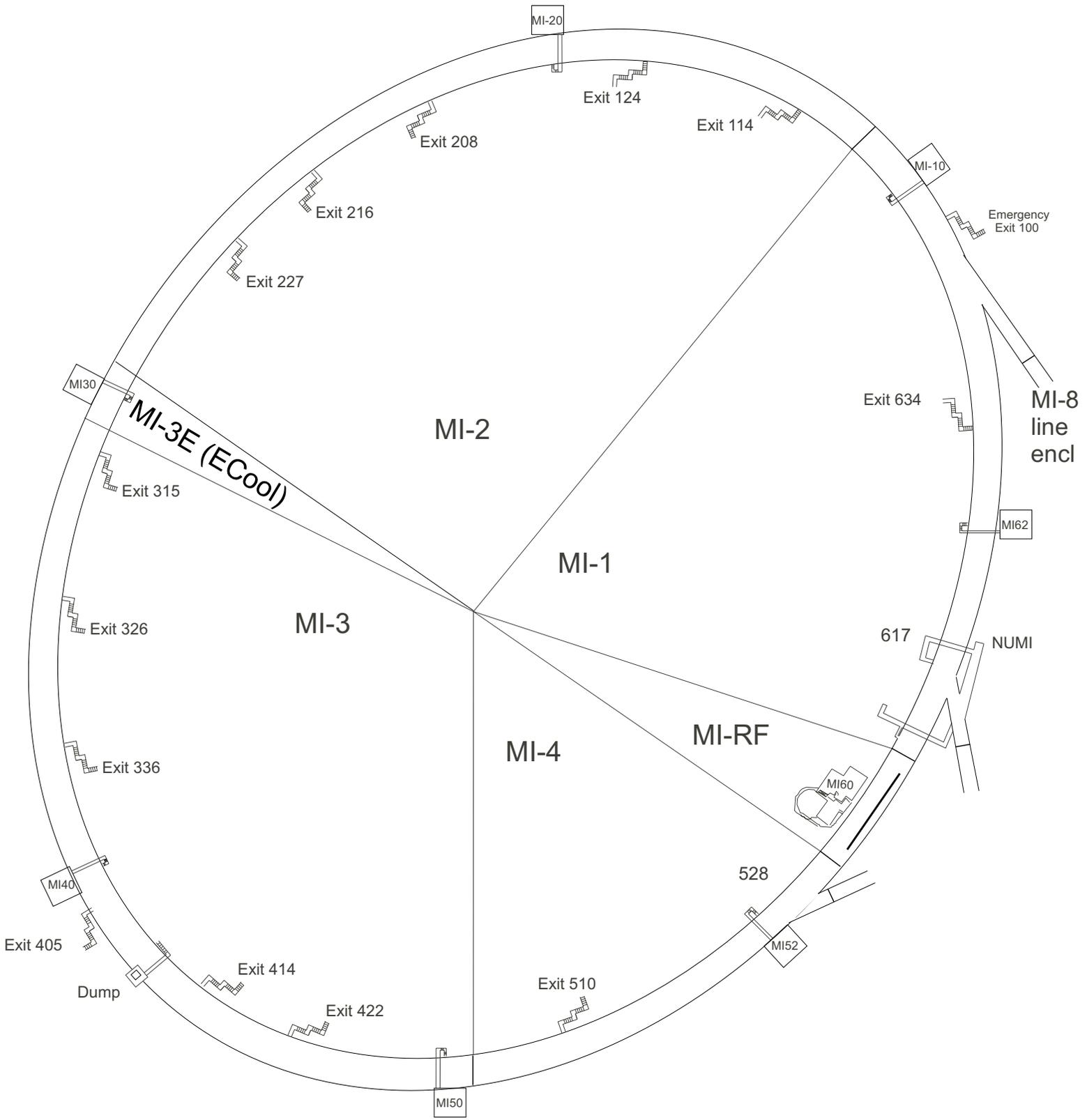
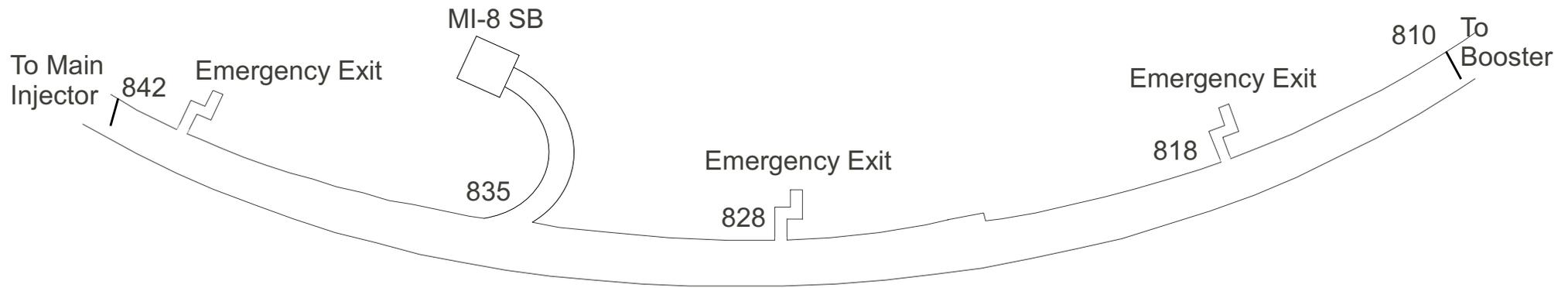


# Main Injector



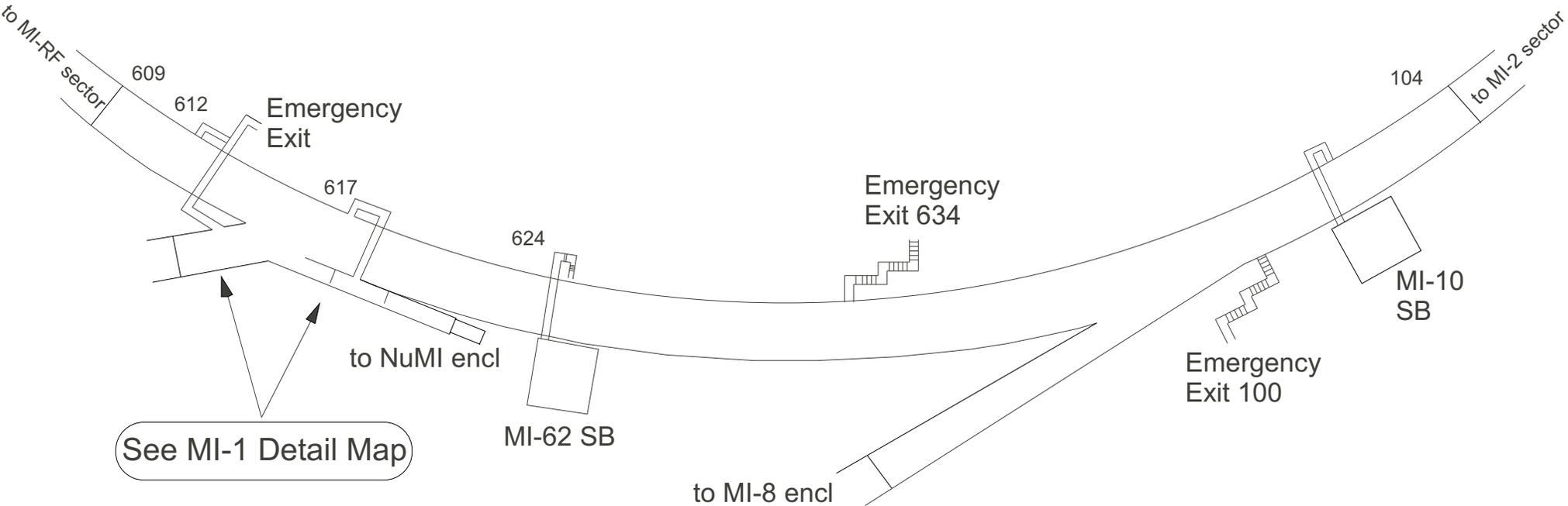
# Main Injector MI-8



**Notes:**

Enclosure requires "MI-8" key for entry

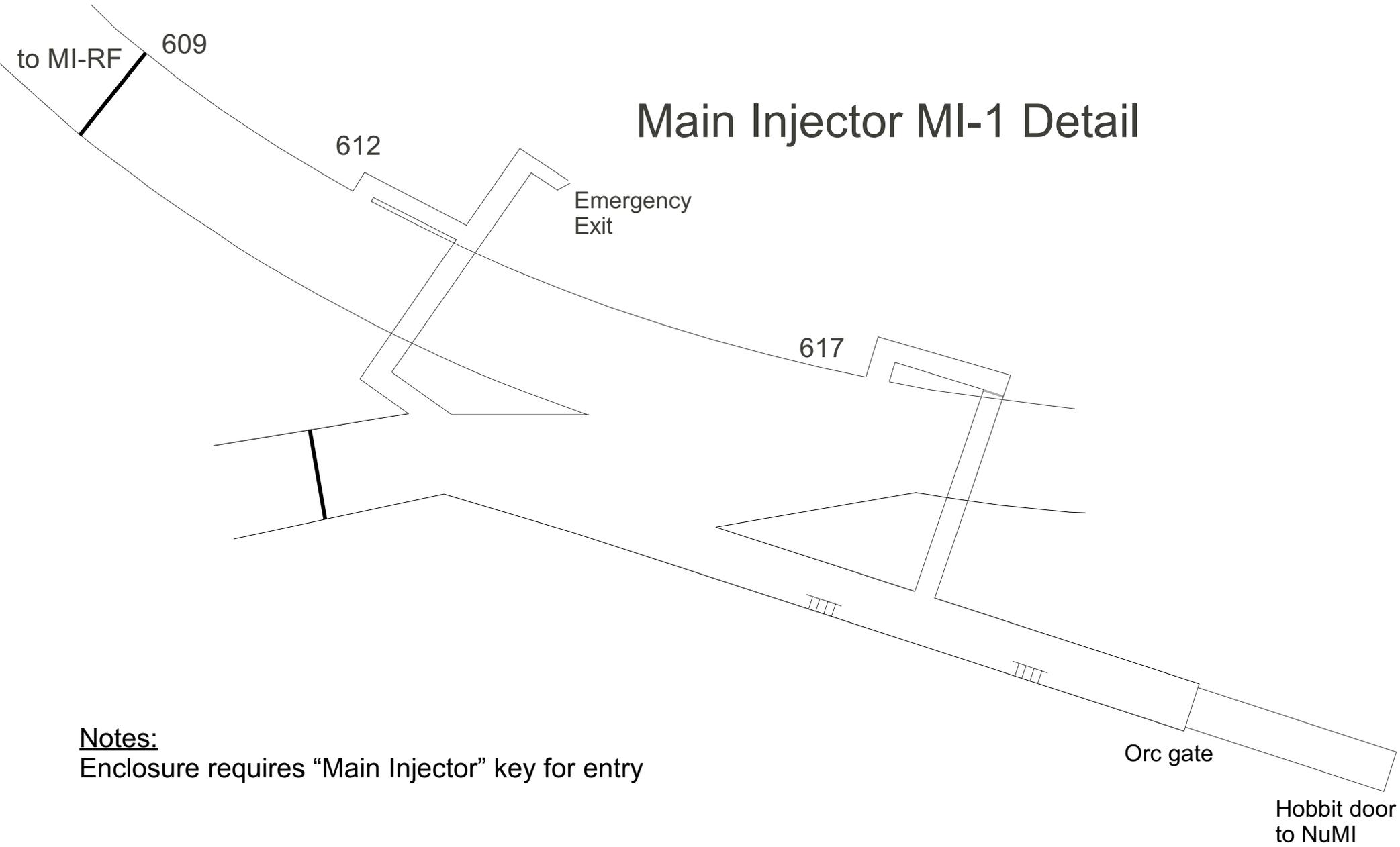
# Main Injector MI-1 Sector



See MI-1 Detail Map

Notes:  
Enclosure requires "Main Injector" key for entry

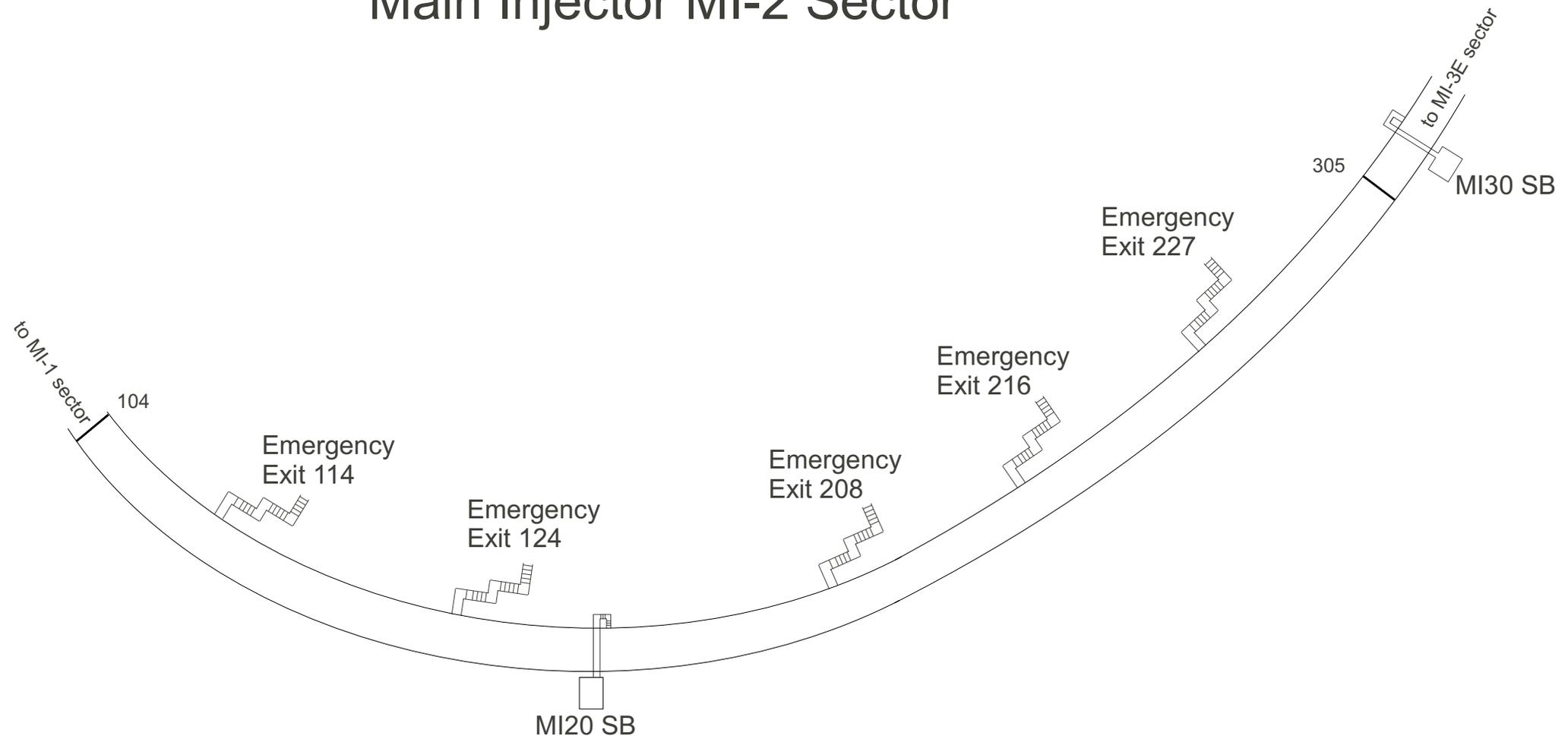
# Main Injector MI-1 Detail



Notes:

Enclosure requires "Main Injector" key for entry

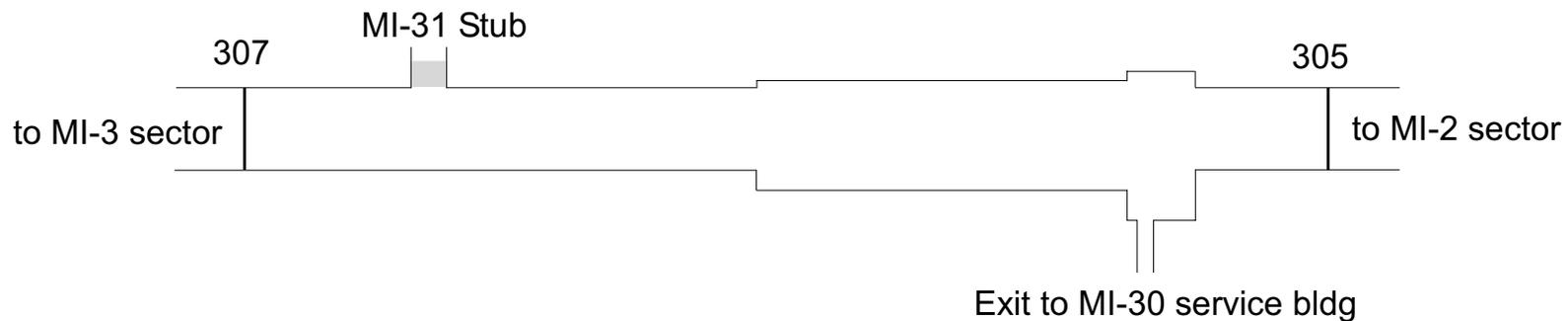
# Main Injector MI-2 Sector



**Notes:**

Enclosure requires "Main Injector" key for entry

# Main Injector MI-3E (E-Cool Sector)



## Notes:

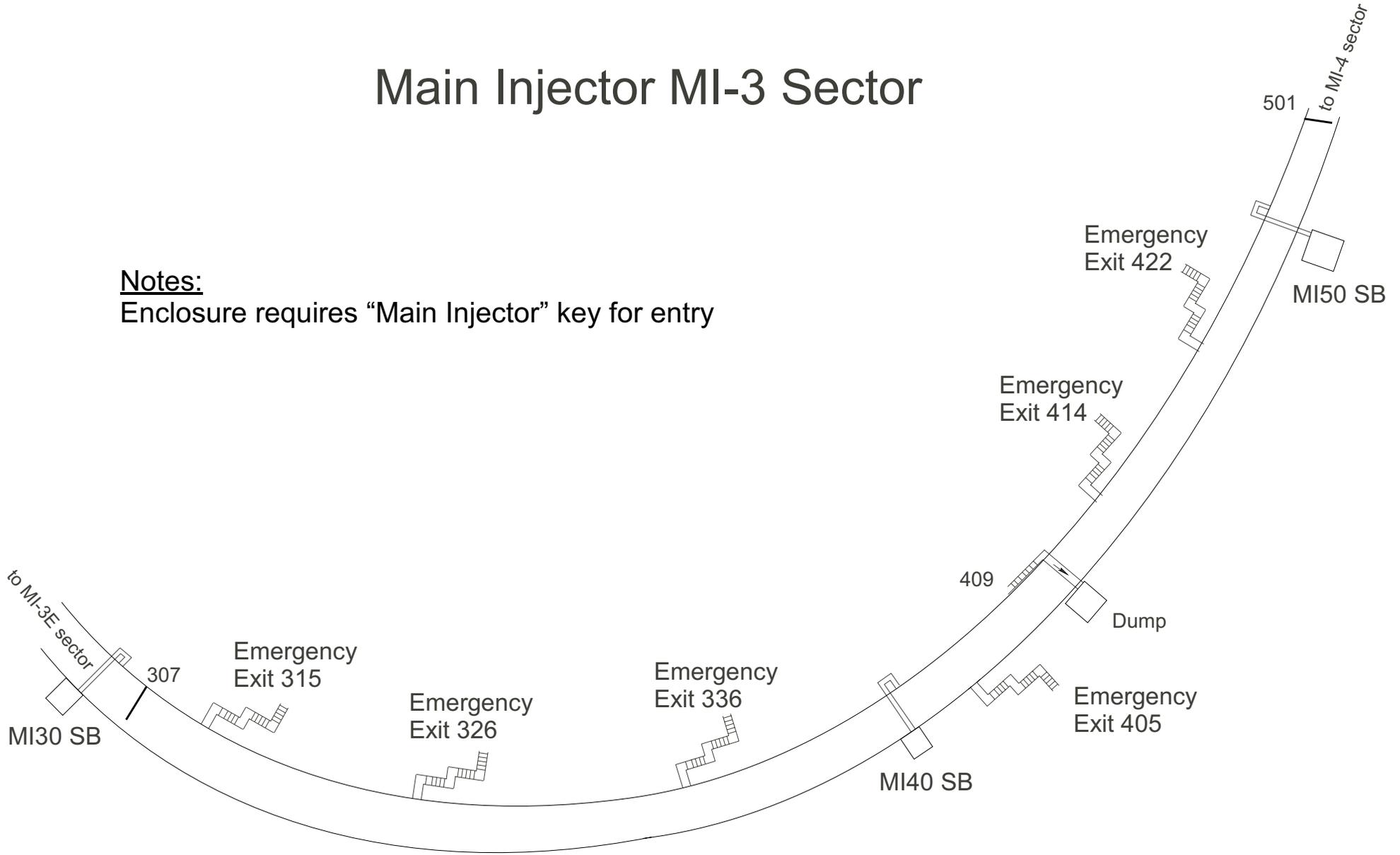
Enclosure requires “Main Injector” key for entry when MI is LOTOed & any other sector will be accessed

When MI-3E is the *only* sector being accessed, enter with “MI-3Ecool” key (available at MI-31 Control Room key tree)

# Main Injector MI-3 Sector

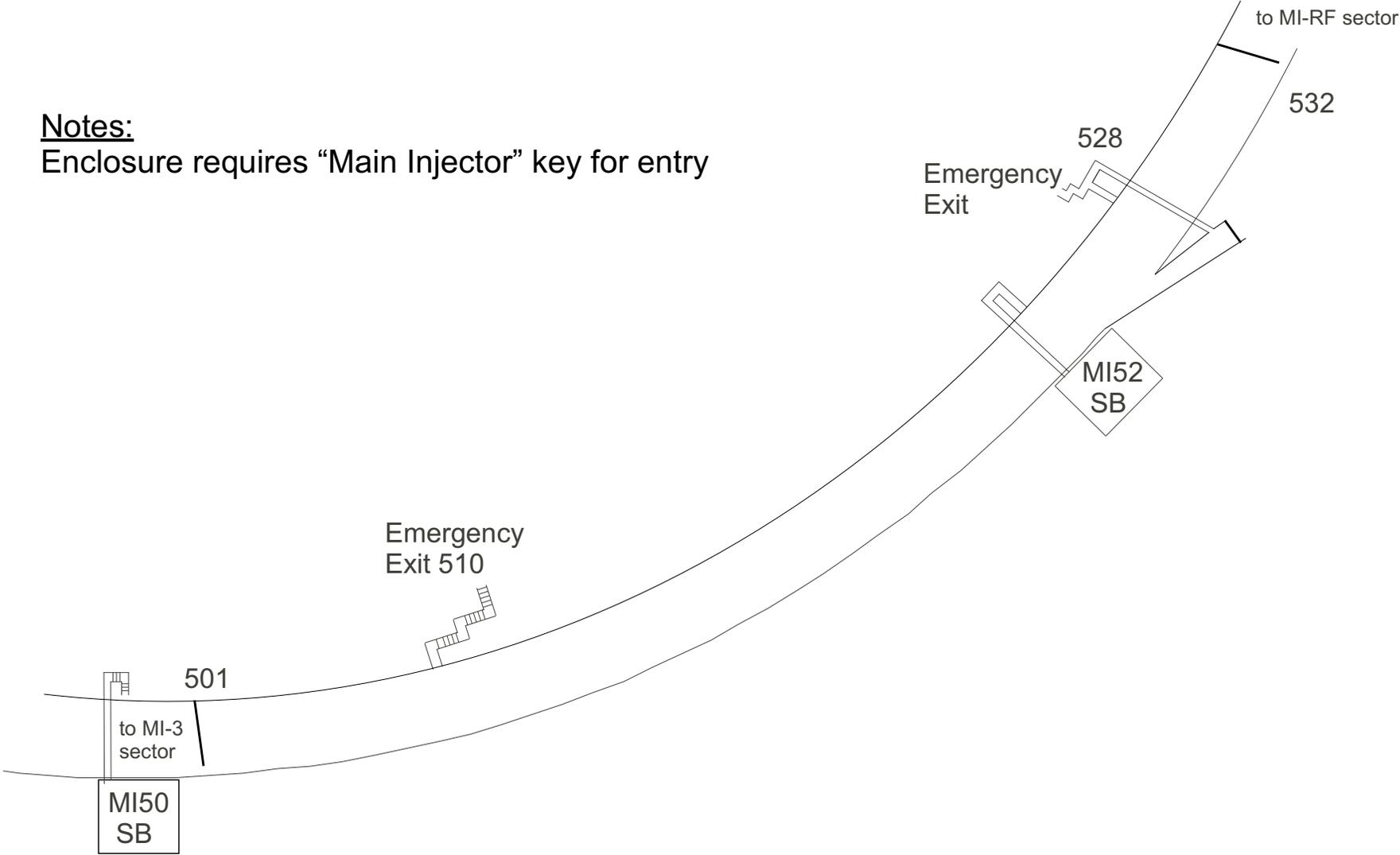
**Notes:**

Enclosure requires "Main Injector" key for entry



# Main Injector MI-4 Sector

Notes:  
Enclosure requires "Main Injector" key for entry



# Main Injector MI-RF Sector



**Notes:**

Enclosure requires "Main Injector" key for entry

"No Man's Land" is emergency exit system - see detail map

# F0-MI60 No Man's Land



Notes:

No Man's Land is an emergency exit system only.  
You cannot enter Tev F-sector or MI enclosures from inside.