

## BTF Beam procedure

# *Search Exp Hall and Getting Beam **ON***

### **GENERAL RULE:**

***NOONE has to stay in the BTF experimental hall while getting the BEAM***

1. Before starting the search of the BTF, you have to check the regular functioning of apparatus, the absence of fire or smoke or smells. In case of such of emergency please follow the emergency plan and inform the LNF staff as soon as possible.
2. Search the BTF Experimental Hall:
  - the search has to be performed only by two people inside the BTF experimental hall.
  - one of the two persons has to stand at the entrance of the experimental hall (immediately after the entrance chicane) rejecting the entrance of every other person.
  - the second one has to perform the search, checking the absence of other people, pressing the sequence of search buttons and checking the item 1).
  - The sequence of search buttons starts by pressing the button P1 (behind the BTF racks) and checking the green light blinking (inside the button itself). If it is ok, the search can be continued in the same manner, by pressing and checking P2, located near the emergency exit;



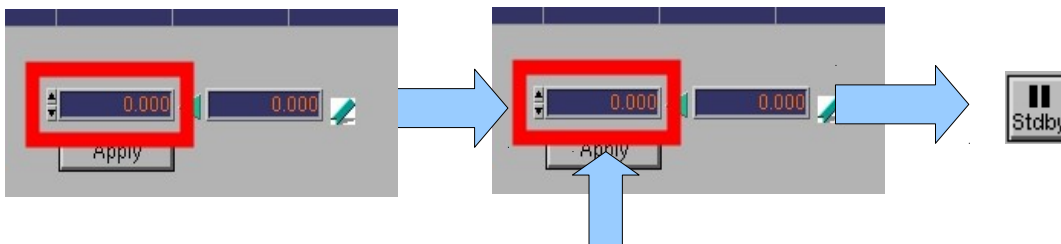
3. Close the gate and put the little key in the Gate Safety Block, turn it clockwise on LOCK ("bloccata") position.

4. Call 2400 or 2413 asking for the beam to BTF
  - the bell starts to ring and the LOCK red light turns on
5. As soon as you hear the bell start ringing and **RED** light on LOCK position is on (see bottom figure), you can restore the DHSTB001 dipole current (please refer to "HOW to MANAGE MAGNETS" documents).



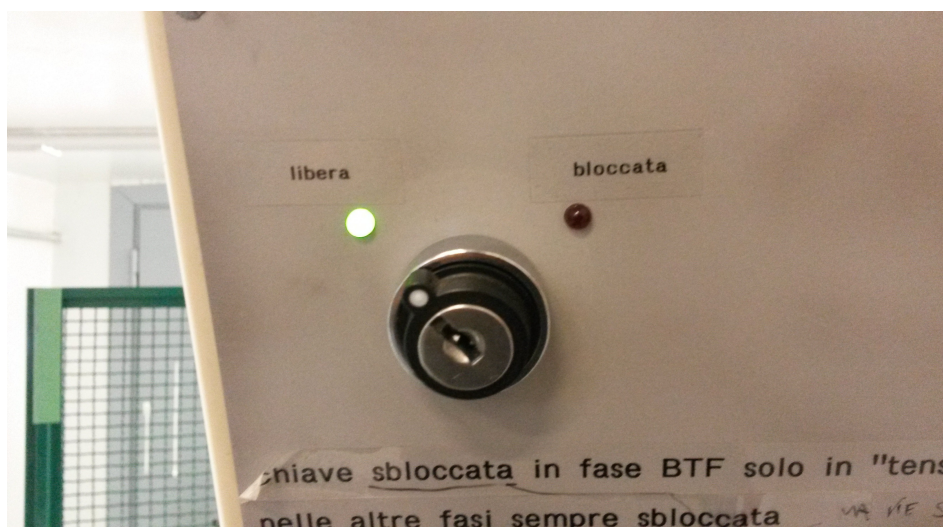
## *Set Beam **OFF** and enter in Exp Hall*

- Switch the Magnet DHSTB001 OFF
    - See "HOW to MANAGE MAGNETS" manual
1. Select the DHSTB001 magnet;
  2. Digit 0 and click "Apply";
  3. Click on "Standby"



4. **Wait the magnet's Flag turns from  to .**

- Call 2400 or 2413 asking for BTF Access
- Wait for the green light turning on in the Gate Safety Block
  - Turn counterclockwise the little key (on "FREE" position) in the Gate Safety Block



- Take the main key and open the gate