

- IX. Ground jumpers are in a checkerboard pattern with a jumper in every other jumper location for a total of 52 ground jumper .
- X. Jumper fields with a ZZZ clock stack .
 - A. R jumper locations will be used as spare 60 ohm resistors in specific locations placed on each board .
 - B. U jumper locations will be used as spare 42.5 ohm resistors in specific locations placed on each board .
 - C. R, T, U, and W jumper locations are not to be used for via holes but may be used for clock fanout jumper for the ZY- terms or ground jumpers . If jumper density is such that T and W jumper locations must be used the best case would be to use a boolean term both true and false which goes through the same amount of jumpers and terminates on the same board .
- XI. ECO's must be cut before modules can be sent into production .
- XII. Module to module paths should be less than or equal to 3.85 ns. with a two inch slack figured in the wire length .
- XIII. Insure reconstructed boolean matches original definitions
- XIV. Update module descriptions
- XV. If a wiring revision , mechanical or electrical change needs to be made insure proper paper work and procedures are generated .
- XVI. After the module has been through the artwork department insure the artwork checklist has been completed
- XVII. Review build prints for part usage and types