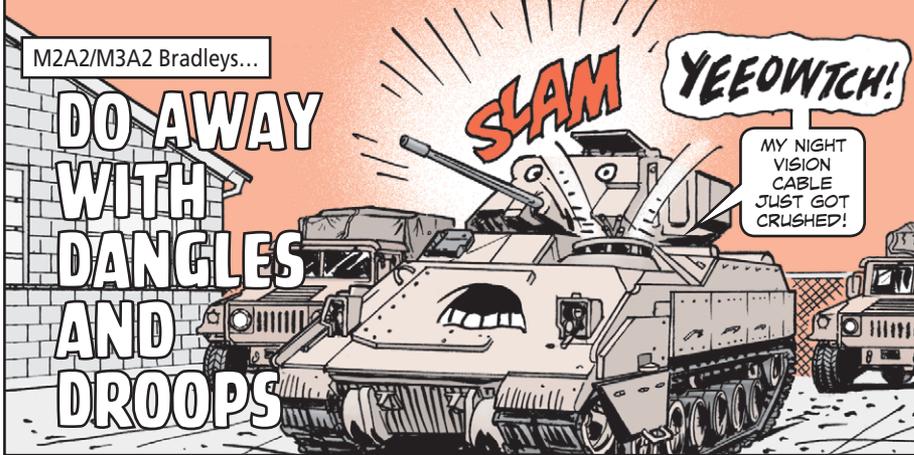


# DO AWAY WITH DANGLES AND DROOPS

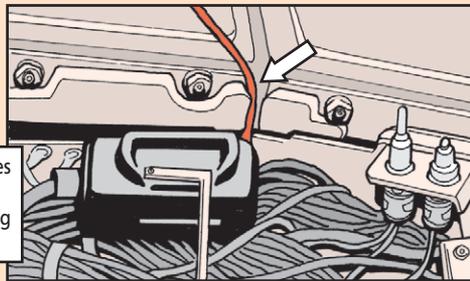


The 1W300 cable, NSN 6150-01-426-2197, for the driver's night viewer, may have a few droops and dangles. That puts it in harm's way when you close the driver's hatch. A crushed cable can cause a fire if it shorts out.

The cable has been redesigned to add an in-line fuse to help with the fire threat, but it's up to you mechanics to keep the cable safe from the hatch. That means rerouting the cable on the hatch to stop the dangling. Here's how:

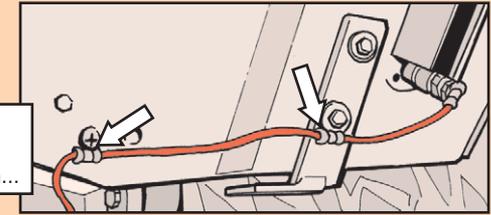
1. MAKE SURE THE CABLE IS ROUTED OUT OF THE BRADLEY BETWEEN THE TWO SECTIONS OF THE HATCH OPENING CUSHIONING PADS LOCATED OVER THE DRIVER'S LEFT SHOULDER.

Cable goes between cushioning pads...



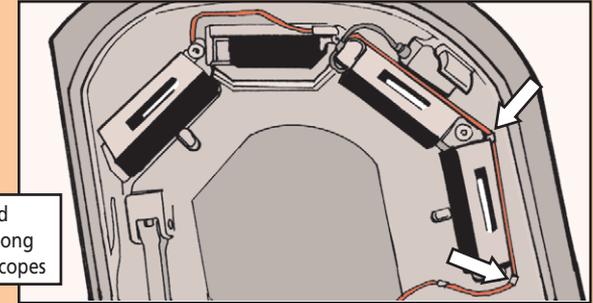
2. ROUTE THE CABLE ALONG THE DRIVER'S HATCH, KEEPING THE FIRST TWO LOOP CLAMPS PARALLEL WITH THE BOTTOM OF THE HATCH.

...along bottom of hatch...



3. CONTINUE ROUTING THE CABLE ALONG THE PERISCOPES USING LOOP CLAMPS AND THE PERISCOPES' MOUNTING SCREWS.

...and up along periscopes

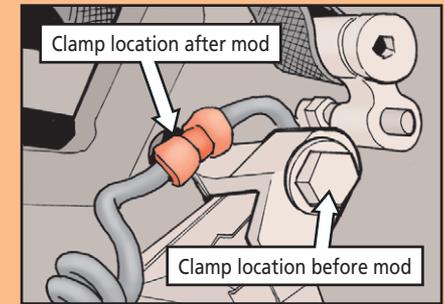


4. AT THE COILED END, DISCONNECT THE CABLE CLAMP FROM THE HATCH. RE-POSITION THE CLAMP ABOUT 1 INCH UP FROM THE COILED SECTION OF THE CABLE AND REATTACH IT USING THE OLD HARDWARE IN THIS SEQUENCE:

- Loop clamp, NSN 5340-00-954-6014, holding the 1W300 cable
- Sleeve spacer, NSN 5365-01-172-7899
- Flat washer, NSN 5310-00-080-6004
- Eye bracket, NSN 3040-01-106-7812
- Flat washer, NSN 5310-00-080-6004
- Self-locking bolt, NSN 5306-01-110-7884

Clamp location after mod

Clamp location before mod



# WATCH YOUR STEP!

When climbing on top of your Bradley, you're looking for a step up wherever you can find it.

At first glance, the driver's vision enhancer (DVE) looks like just what you need. It's handy for getting on top of the turret and it's armored. No problem, right?

Wrong!

The DVE is **not** a step. Sure, it's armored, but enough jolts and blows from those size 12 boots can still mess up the camera. So find another way up top and keep your feet off the DVE.

Don't step on DVE

