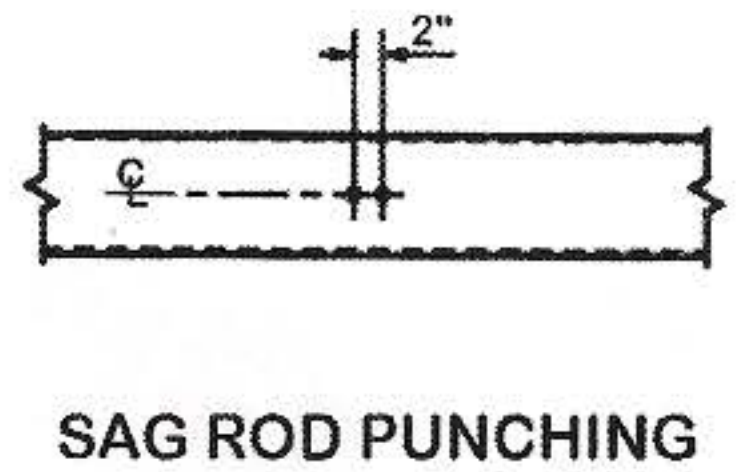
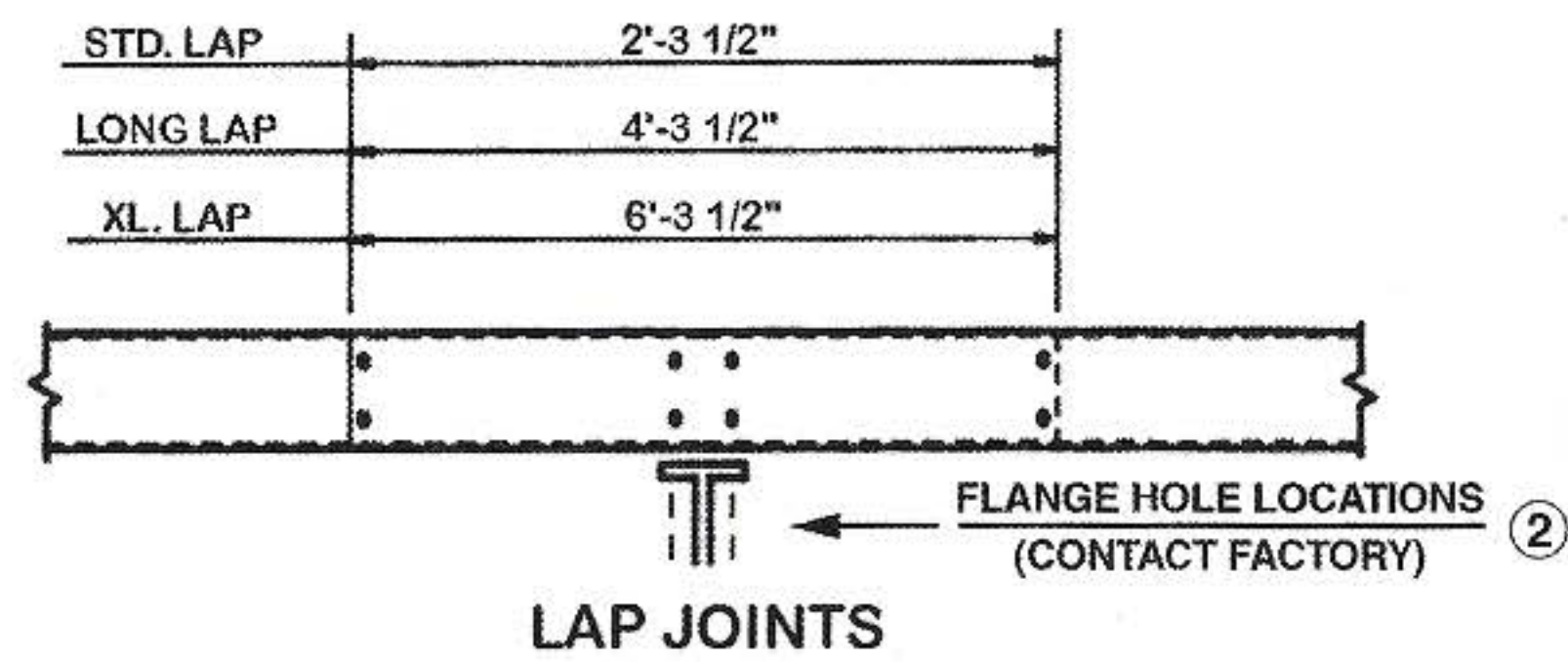
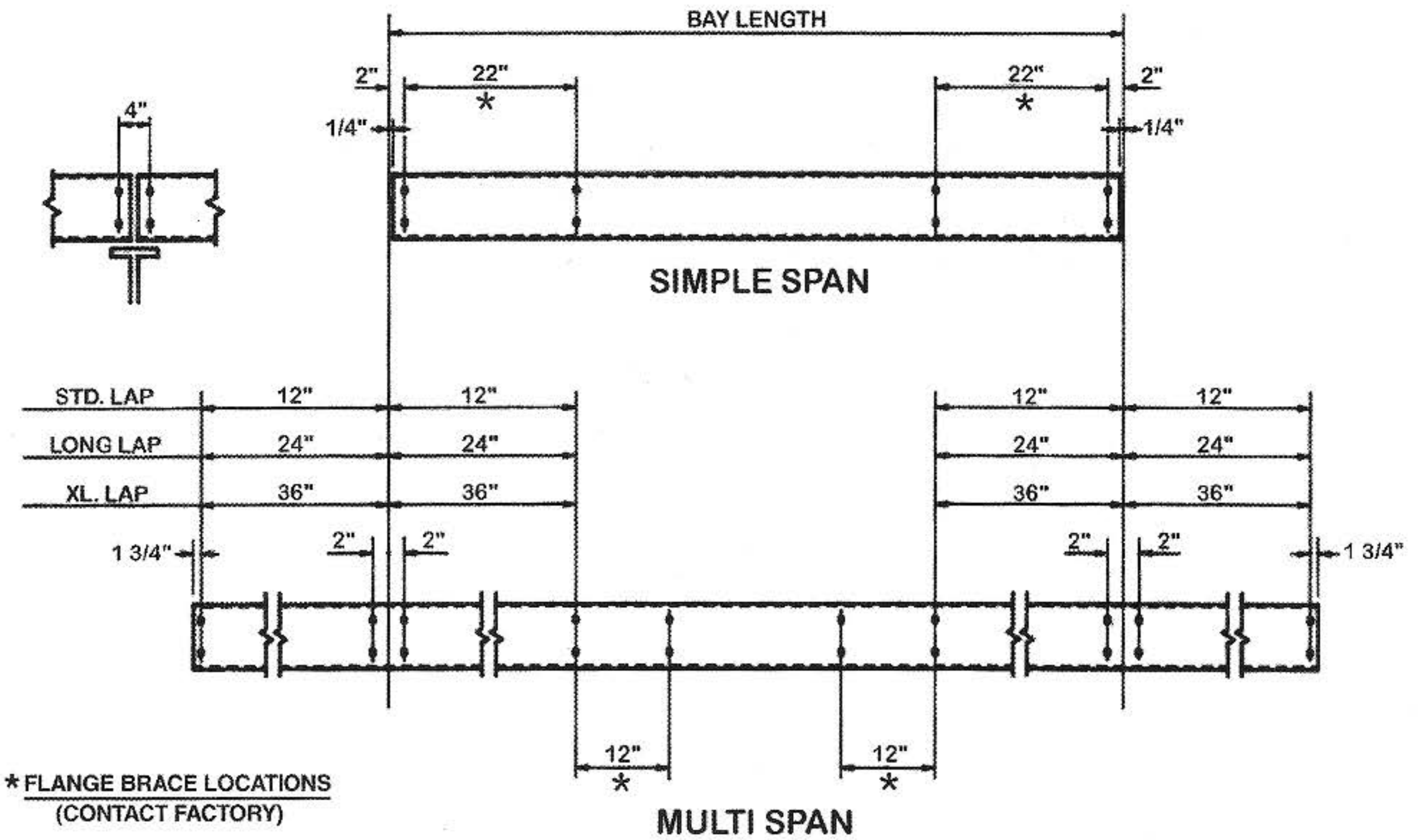


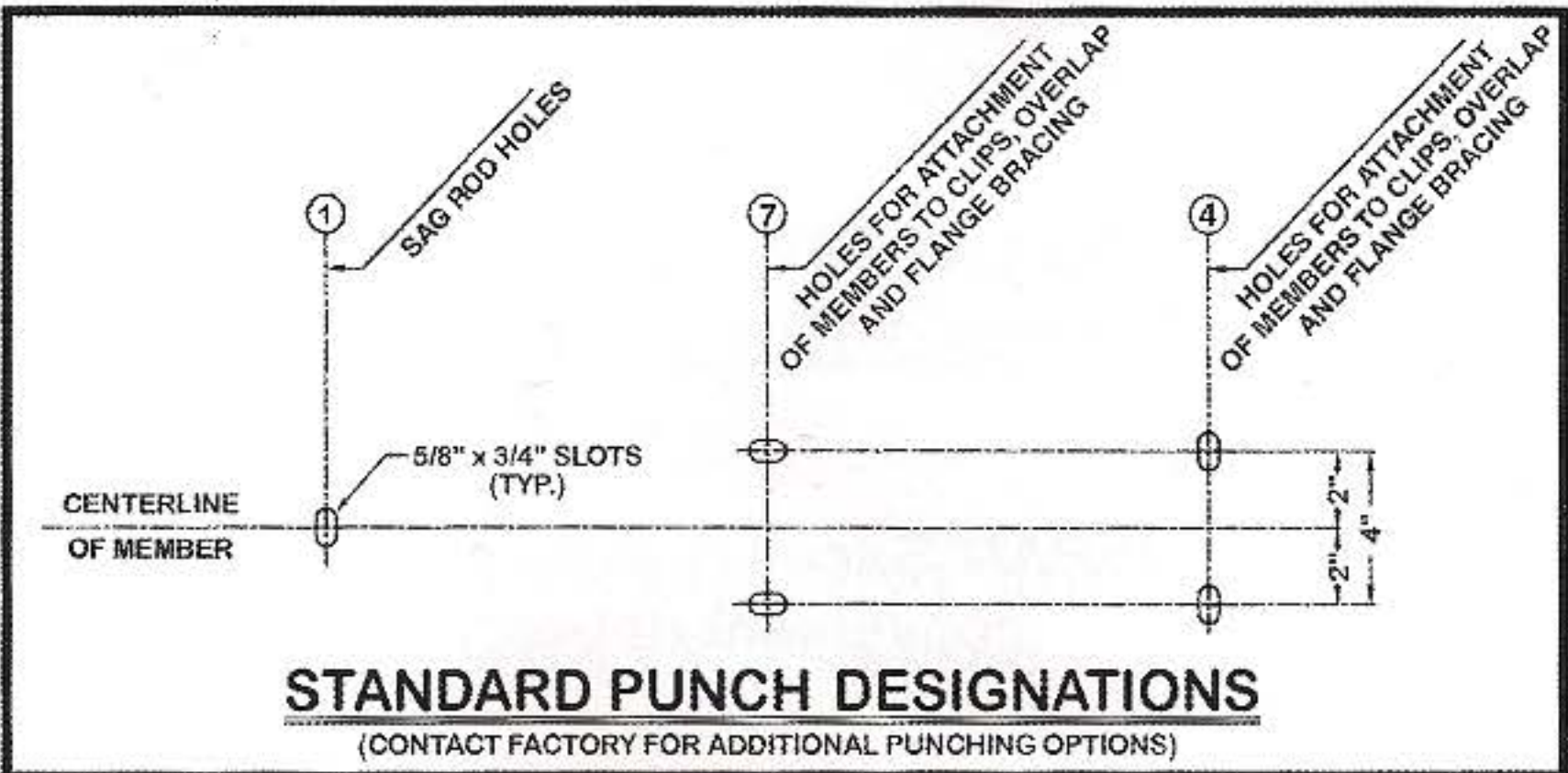
# STANDARD PUNCHING PATTERNS FOR CEES & ZEES

## SIMPLE SPAN - STD. LAP - LONG LAP - XL. LAP



**FLANGE & WEB PUNCHING END VIEW**

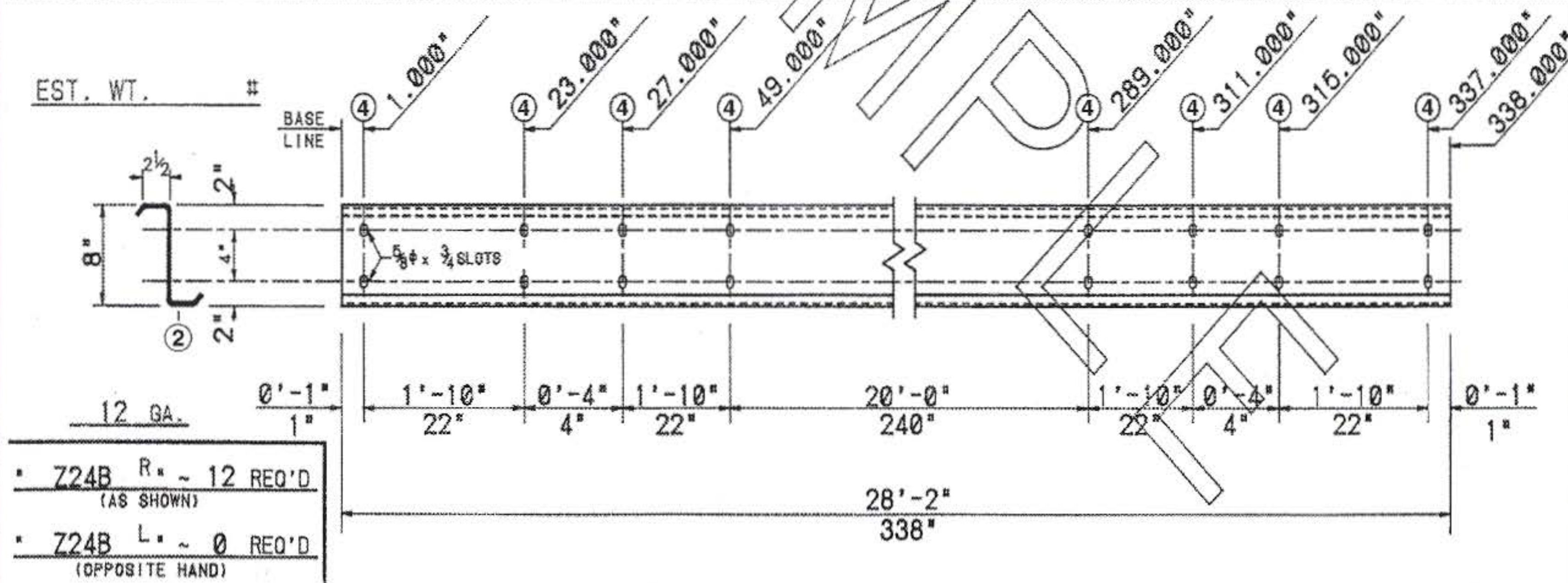
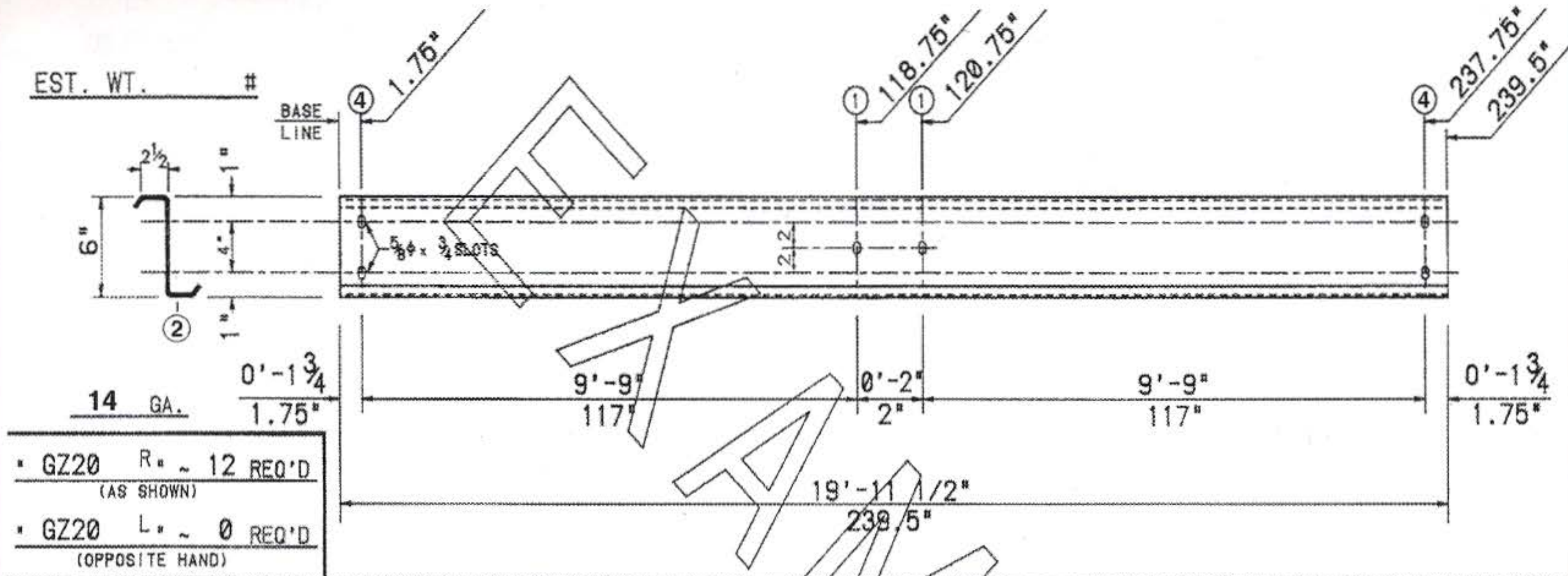
6" ZEE OR CEE	1"	4"	1"
8" ZEE OR CEE	2"	4"	2"
10" ZEE OR CEE	3"	4"	3"
12" ZEE OR CEE	2"	4"	2"



# EXAMPLE PUNCHING LAYOUT

**IMPORTANT NOTES:**

1. DETAIL ALL PUNCH DIMENSIONS FROM THE BASE LINE(LEFT TO RIGHT) INDIVIDUALLY.
2. NEAR OR BOTTOM FLANGE IS ALWAYS TURNED UP.

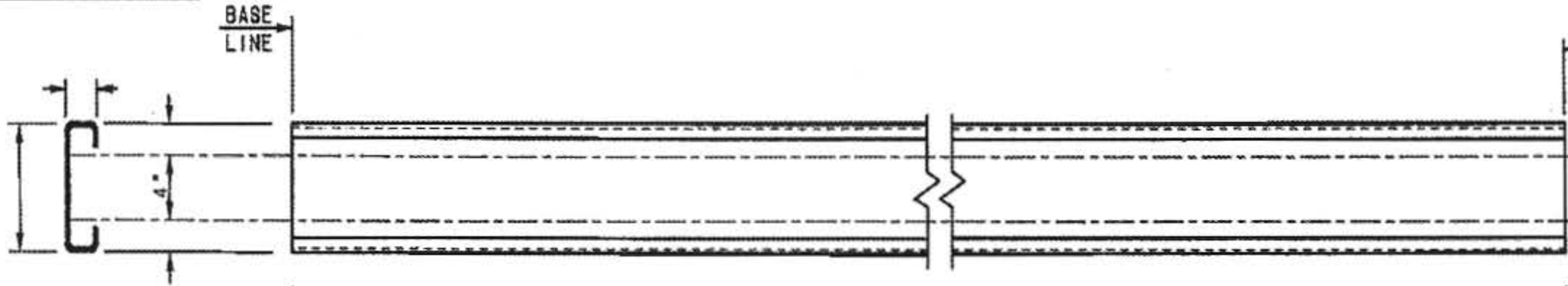


**DPLICATE AS NEEDED**  
**BLANK FORM FOR CEE PUNCH PATTERN LAYOUT**

**IMPORTANT NOTES:**

1. DETAIL ALL PUNCH DIMENSIONS FROM THE BASE LINE (LEFT TO RIGHT) INDIVIDUALLY.
2. NEAR OR BOTTOM FLANGE IS ALWAYS TURNED UP.

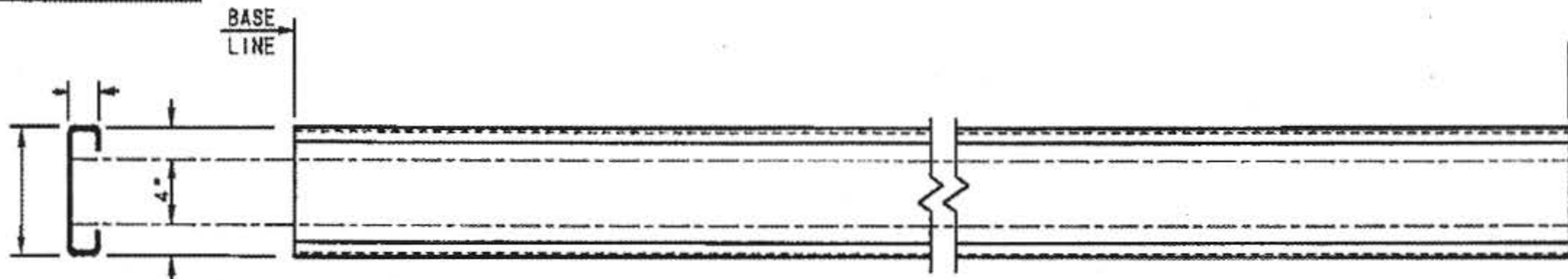
EST. WT. \_\_\_\_\_ # \_\_\_\_\_



GA.

*	R ~	REQ'D
	(AS SHOWN)	
*	L ~	REQ'D
	(OPPOSITE HAND)	

EST. WT. \_\_\_\_\_ # \_\_\_\_\_



GA.

*	R ~	REQ'D
	(AS SHOWN)	
*	L ~	REQ'D
	(OPPOSITE HAND)	

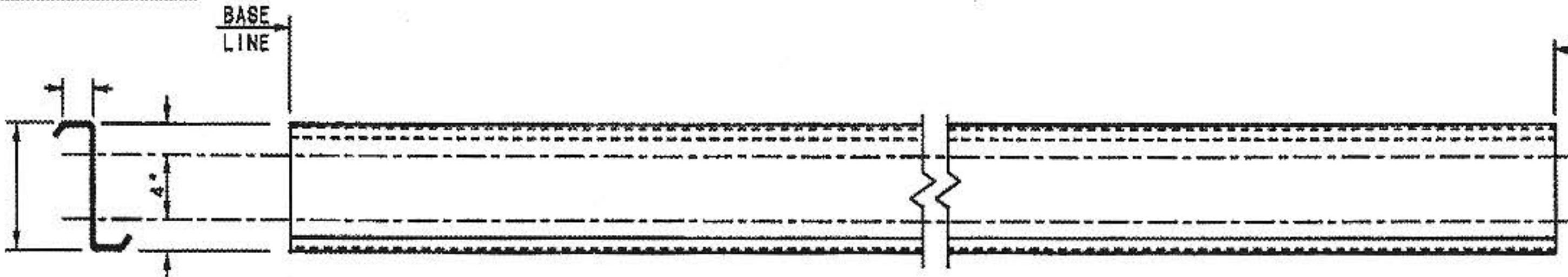
**DUPLICATE AS NEEDED**

**BLANK FORM FOR ZEE PUNCH PATTERN LAYOUT**

**IMPORTANT NOTES:**

- 1. DETAIL ALL PUNCH DIMENSIONS FROM THE BASE LINE(LEFT TO RIGHT) INDIVIDUALLY.
- 2. NEAR OR BOTTOM FLANGE IS ALWAYS TURNED UP.

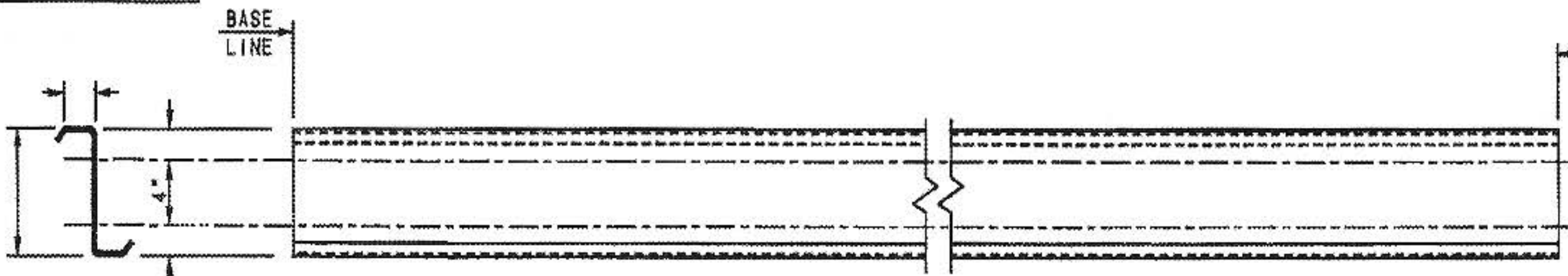
EST. WT. \_\_\_\_\_ #



GA.

R. ~	REQ'D
(AS SHOWN)	
L. ~	REQ'D
(OPPOSITE HAND)	

EST. WT. \_\_\_\_\_ #



GA.

R. ~	REQ'D
(AS SHOWN)	
L. ~	REQ'D
(OPPOSITE HAND)	