

Coded Note Number: IC224

Revision: **C003**

Date: **March 24, 2014**

Title: **Applicability of Non-Destructive Test Procedure Submittal Coded Notes for Complex Assemblies**

This revision history is provided for convenience and does not alleviate the supplier's responsibility with understanding and complying with the full coded note.

Bolded font indicates changed/added content.

[Text deleted] inserted in the document indicates the removal of content.

Applicability of Coded Note LI020: When ultrasonic test is specified to be performed on a final machined surface, weld metal surface or on the base material of a level I pressure boundary part, in accordance with MIL-STD-271, NAVSEA T9074-AS-GIB-010/271 or MIL-STD-2132, the applicable procedure shall be submitted for approval.

Applicability of Coded Note LI021: When alloy identity test is specified to be performed on a final machined surface, weld metal surface or on the base material of a level I pressure boundary part, in accordance with MIL-STD-2132 and the effective revision invoked per the purchase order contract requires revision C or earlier, the applicable procedure shall be submitted for approval.

Applicability of Coded Note LI022: When liquid penetrant test is specified to be performed on a final machined surface or weld metal surface, in accordance with MIL-STD-271, NAVSEA T9074-AS-GIB-010/271 or MIL-STD-2132, the applicable procedure shall be submitted for approval.

Applicability of Coded Note LI023: When magnetic particle test is specified to be performed on a final machined surface or weld metal surface, in accordance with MIL-STD-2132, the applicable procedure shall be submitted for approval.

Applicability of Coded Note LI070: When visual test is specified for **level I applications** to be performed in accordance with MIL-STD-271 **or NAVSEA T9074-AS-GIB-010/271** for a completed fabricated weld joint that is in accordance with MIL-STD-278 or **NAVSEA S9074-AR-GIB-010/278**, the applicable procedure shall be submitted for approval.