

	View	kVDC	Time	Distance
Foot P3	DP	80 kV	.07 sec	60 cm
	Lat	78 kV	.06 sec	60 cm
	Oblique	72 kV	.06 sec	60 cm
	55° DV	72 kV	.06 sec	60 cm
Navicular	DP	78 kV	.09 sec	60 cm
	Lat	78 kV	.06 sec	60 cm
	55° DV	80 kV	.11 sec	60 cm
	Flexor	80 kV	.08 sec	60 cm
Fetlock	DP	80 kV	.07 sec	60 cm
	Lat	78 kV	.06 sec	60 cm
	Oblique	78 kV	.06 sec	60 cm
	Flexed Lat	78 kV	.06 sec	60 cm
Splint Bones	DP	80 kV	.07 sec	60 cm
	Lat	78 kV	.06 sec	60 cm
	Oblique	76 kV	.05 sec	60 cm
Carpus	DP	80 kV	.07 sec	60 cm
	Lat	78 kV	.06 sec	60 cm
	Oblique	78 kV	.06 sec	60 cm
	Skyline	78 kV	.06 sec	60 cm
	Flexed Lat	78 kV	.06 sec	60 cm
Hock	DP	80 kV	.09 sec	60 cm
	Lat	80 kV	.08 sec	60 cm
	Oblique	80 kV	.08 sec	60 cm
Stifle	Lat	80 kV	.12 sec	60 cm
	Oblique	80 kV	.12 sec	60 cm
	CC	80 kV	.32 sec	60 cm
	Skyline	80 kV	.12 sec	60 cm
Skull	Lat	80 kV	.08 sec	60 cm
	Oblique	80 kV	.08 sec	60 cm
Elbow	DP	80 kV	.18 sec	60 cm
	Lat	80 kV	.12 sec	60 cm
Radius	DP	80 kV	.07 sec	60 cm
	Lat	78 kV	.06 sec	60 cm
	Oblique	78 kV	.06 sec	60 cm

*Techniques based on a 1,000 lb. horse utilizing Fuji medium screens with Fuji HRG film. Relative speed = 200. Distance as specified. These are recommended starting techniques. Final results depend upon many factors. Therefore, if films are too dark (overexposed), decrease time. If films are too light (underexposed), increase time.