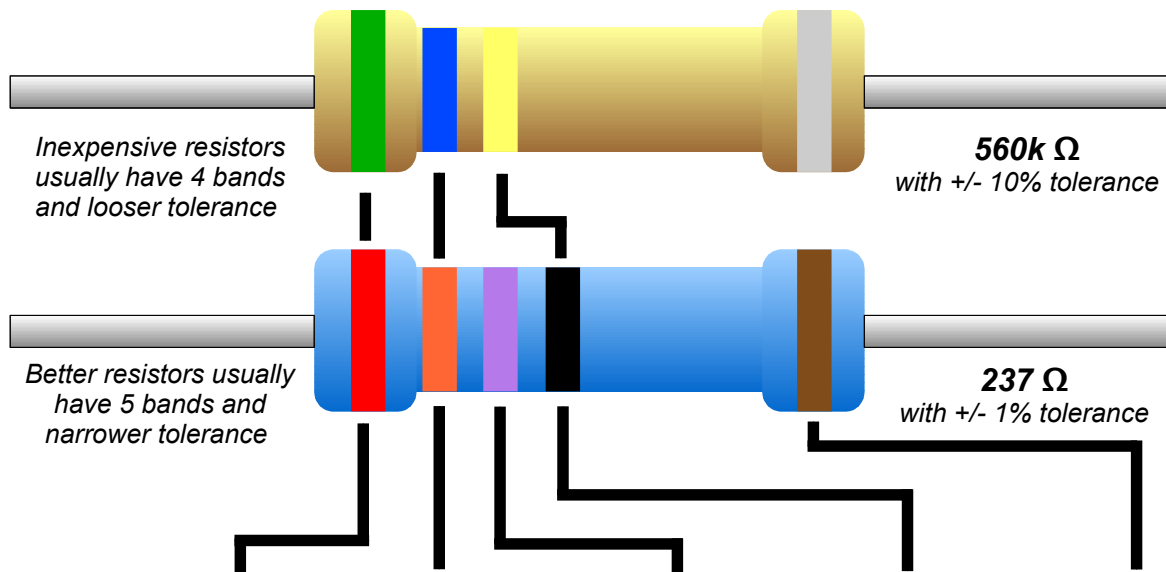


# Resistor Identification

The end with more bands should point left when reading colors.



Color	1 <sup>st</sup> Band	2 <sup>nd</sup> Band	3 <sup>rd</sup> Band	Multiplier	Tolerance
Black	0	0	0	x 1 $\Omega$	
Brown	1	1	1	x 10 $\Omega$	+/- 1%
Red	2	2	2	x 100 $\Omega$	+/- 2%
Orange	3	3	3	x 1K $\Omega$	
Yellow	4	4	4	x 10K $\Omega$	
Green	5	5	5	x 100K $\Omega$	+/- .5%
Blue	6	6	6	x 1M $\Omega$	+/- .25%
Violet	7	7	7	x 10M $\Omega$	+/- .1%
Grey	8	8	8		+/- .05%
White	9	9	9		
Gold				x .1 $\Omega$	+/- 5%
Silver				x .01 $\Omega$	+/- 10%

## Surface-Mount

Surface-Mount (SMD) resistors use a similar system. Resistance is indicated by a 3-digit code like 104, sometimes followed by a letter. Rare, precision resistors have 4 digits (3+multiplier).

<b>104</b>	1 <sup>st</sup> Digit	2 <sup>nd</sup> Digit	3 <sup>rd</sup> Digit (rare)	Multiplier	(10 with 4 zeros) = <b>100k <math>\Omega</math></b>
	1	0		4	

- 0  $\Omega$  resistors (marked "0") are used instead of wire links to simplify robotic assembly.
- Resistors less than 100 $\Omega$  use a 0 multiplier to mean "x 1" so "100" = 10 $\Omega$ , "470" = 47 $\Omega$