In the original JIFFY CALCULATOR the film speeds were listed in full and 1/3 stops (but not 2/3 stops), but the aperture values and shutter speeds were listed in full and half stops.

<table>
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**SHUTTER SPEED OR EXPOSURE TIME**

- **1/60**: Brightly lighted interiors of homes, offices, restaurants and stores.
- **1/45**: Medium bright, artificially lighted interiors of subway trains, pullman coaches, busses and airliners.
- **1/30**: Medium bright street-lamp corners and side streets.
- **1/20**: Big city, Manhattan-type "night" microscapes at DUSK only. Try double exposure, combining Scene 15 at dusk and Scene 21 at night. Moon may be included in exposure 1/2 sec or faster. Otherwise, superimpose moon with a separate exposure. (See: MOON SHOTS)
- **1/15**: Fireworks, lightning bolts. Use f/stop calculated at one-second exposure (or set camera at OPEN) for each burst or flash. Try double exposures for pleasing results.
- **1/10**: Brightly illuminated amusement parks, fairs, carnivals and shopping centers.
- **1/6**: Neighboring pattern designs of vehicle headlights, ferris wheels and other illuminated amusement rides. Use extra-long exposure, sufficient to include several elliptical, circular and straight movements of lights.
- **1/4**: Gymnasiums, sports arenas and average brightly lighted indoor exhibitions (basketball games, flower shows, boat shows, etc.).
- **1/2**: Portraits by 150-watt table lamp.
- **1/1**: Floodlighted water fountains, monuments and buildings at close distances. Use Scene 15. If lights are obstructed or subverted, open up from one to two full stops depending on density of lighting effect.
- **1/0**: Dimly lighted gas stations.
- **1/2**: Medium-bright artificially lighted interiors of homes offices and stores; hotel and theater lobbies, hospital rooms; and airport, bus and train terminals.
- **1/3**: Outdoor lighted Xmas trees, home and building decorations. If taken after dark, to capture some outlines of surroundings, use long exposure sufficient to include underexposed flash fill-in (at one-half recommended guide number). However, if taken at dusk, no flash will be needed.
- **1/4**: Match flashlight or cigarette lighter close-ups. (Use white reflector 1½–2½ for desired area shadow.)
- **1/5**: Medium bright street-lamp corners and side streets.
- **1/6**: Big city, Manhattan-type "night" microscapes at DUSK only. Try double exposure, combining Scene 15 at dusk and Scene 21 at night. Moon may be included in exposure 1/2 sec or faster. Otherwise, superimpose moon with a separate exposure. (See: MOON SHOTS)
- **1/7**: Fireworks, lightning bolts. Use f/stop calculated at one-second exposure (or set camera at OPEN) for each burst or flash. Try double exposures for pleasing results.
- **1/8**: Brightly illuminated upper stories of three-story buildings. Use Scene 15. If lights are colored or subdued in "mood" situations, use Scene 6.
- **1/9**: Brightly lighted stage–theater acts. For spectators close but safe from heat and flames.
- **1/10**: TV and movie screen pictures at 1/25 or 1/30 sec only. If in color, use Scene 8.
- **1/11**: Brightly spotlighted aerial circus performances. For acts on ground level or spectators in lower seats, use Scene 7.
- **1/12**: Brightly illuminated store display windows.
- **1/13**: Dimly lighted gas stations.
- **1/14**: Indoor lighted Xmas tree. For detail in tree decorations, gifts, etc. (or if people are in picture), a double exposure may be necessary. Use long exposure, sufficient to include flash fill-in. However, if room is brightly lighted, flash will not be needed.
- **1/15**: Brightly lighted interiors of homes, offices, restaurants and stores.
- **1/16**: Portraits by 150-watt table lamp.
- **1/17**: Floodlighted water fountains, monuments and buildings at close distances. At 25- to 50-ft distances, use Scene 15. If lights are obstructed or subverted, open up from one to two full stops depending on density of lighting effect.
- **1/18**: Dimly lighted subway stations, platforms and stairways.
- **1/19**: Dimly lighted night-clubs, ballrooms, etc.
- **1/20**: Floodlighted suburbs (oaklandy), bright yards and dimly lighted industrial plants with scattering of window lights, buhls and pole-lamps. On rainy or foggy nights, use Scene 17. If snow on ground, use Scene 21.
- **1/21**: Manhatten-type "skyline" of buildings, bridges, etc. with scattering of window lights and other minute illuminations. Try double exposure with a superimposed moon.
- **1/22**: Dimly lighted boat yards, docks and wharves. On rainy or foggy nights, use Scene 24.
- **1/23**: Dimly lighted small towns, villages, hamlets, etc. with a scattering of faint window lights and street lamps.
- **1/24**: Full moon–snow-scenes and seascape.
- **1/25**: Full moon–seascapes and sandscapes.
- **1/26**: Full moon–landscapes.

**EXPOSURE VALUES (EV)**

- **17**: Rarely encountered in nature. Some man-made lighting.
- **16**: Subjects in bright daylight on sand or snow.
- **15**: Subjects in bright or hazy sun (Sunny 16 rule).
- **14**: Full moon (long lens). Subjects in weak hazy sun.
- **13**: Gloomy moon (long lens). Subjects in cloudy-bright light (no shadows).
- **12**: Half Moon (long lens). Subjects in heavy overcast.
- **11**: Sunsets. Subjects in open shade.
- **10**: Landscapes and skylines immediately after sunset. Crescent moon (long lens).
- **9**: Landscapes and skylines 10 minutes after sunset. Neon lights. Subject illuminated.
- **8**: Las Vegas or Times Square at night. Store windows. Campuses, billboards, burning buildings, ice shows, football, baseball etc at night. Interiors with bright fluorescent lights.
- **7**: Bottom of rainbow canopy. Brightly lighted nighttime streets. Indoor sports. Stage shows, circuses.
- **6**: Brightly lit home interiors at night. Fairs, amusement parks.
- **5**: Night home interiors. Average light. School or church auditoriums. Subjects lit by campfires or bonfires.
- **4**: Candlelight–closed up. Christmas lights, foliage displays, buildings and monuments. Subjects under bright street lamps.
- **3**: Fireworks (with time exposure).
- **2**: Lightning (with time exposure).
- **1**: Distant view of lightning.
- **0**: Subjects lit by dim ambient light.
- **-1**: Subjects lit by dim ambient light.