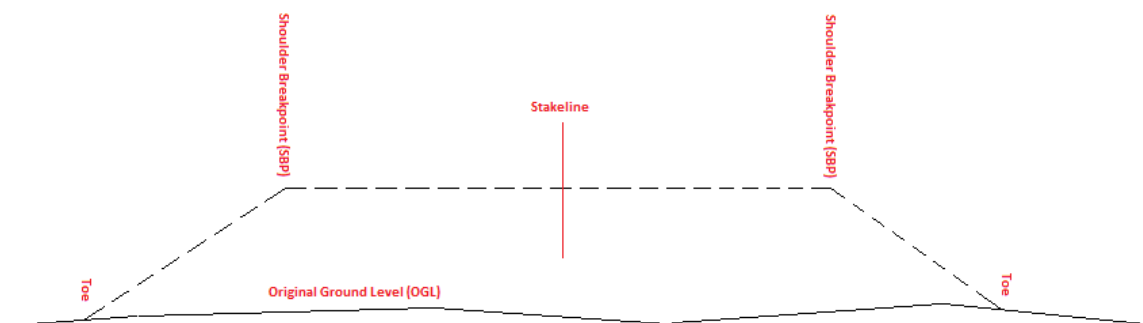

How to Place Batterboards



Your design:



Make sure that your Prism height (when using a Total Station) or your Rover height (when using a GPS) is correct. Please make sure that “Interpolate” and “D\layers” is checked.

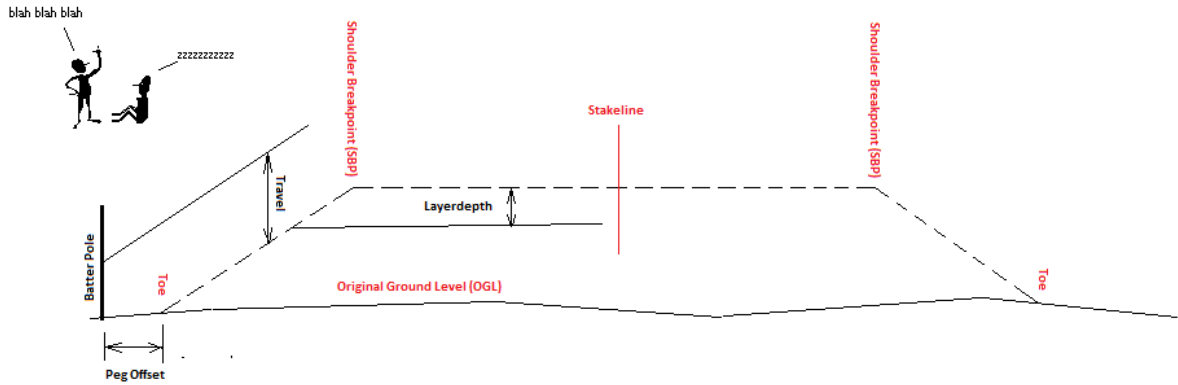
Target:	2.000
<input type="checkbox"/> Interpolate	<input checked="" type="checkbox"/> D\Layers
Stake:	55700.000
Offset:	-17.673
Out:	0.502
Up(Fill):	1.202
Batter Set:	Set 1 <= 99.000
Next Read Exit	



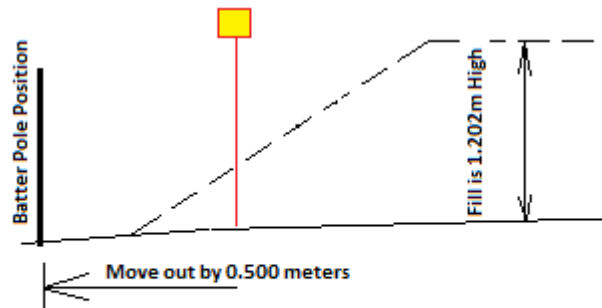
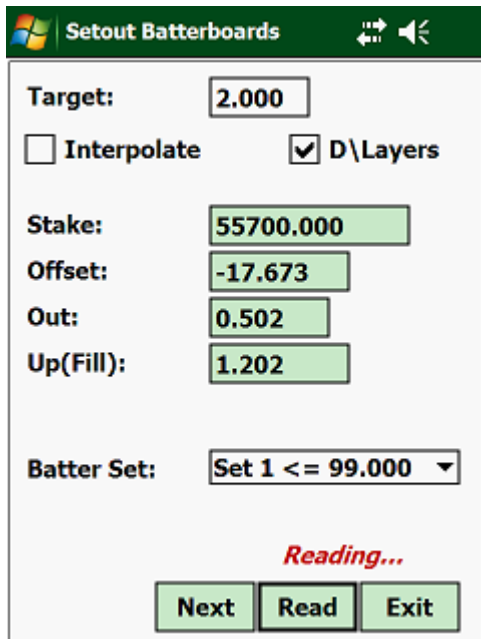
When “Interpolate” is checked the program will see what the next Batter-slope is and do a linear interpolation between the previous Batter-slope and the next Batter-slope in relation to the position of your prism or Rover. This information you must have entered in your “Design” module.

When “Dlayers” is checked, the program will deduct the layer depth from the calculated design height. In practise you do not use Batterboards to build to the final surface levels, but rather use profile Pegs to control your Layer-works. This information you must have entered under the “Setout Parameters”.

While you there, make sure that the Peg Offset and Travel is also correct.



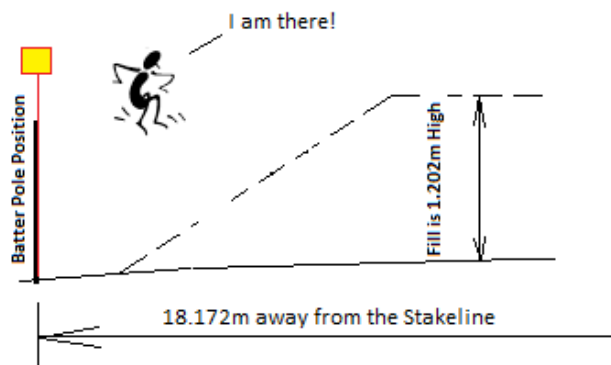
Next, place your Prism or Rover anywhere, where you think the toe is and read data from your instrument:



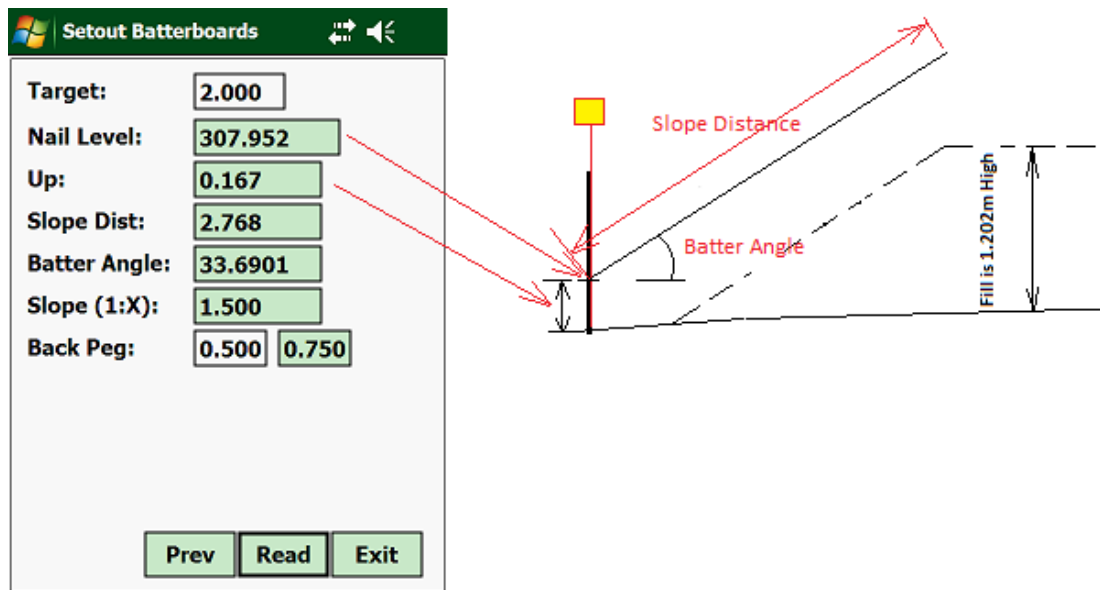
Information that we get:

- **Target:** The height of your Prism or Rover.
- **Stake:** Your Prism or Rover is at Stakevalue 55700.
- **Offset:** You are to the left of the Stakeline and 17.673 meters away from the Stakeline (not the Gradeline).
- **Out:** You need to move another 0.502 meters away from the Stakeline to where the front Peg position (including Peg Offset).
- **Up(Fill):** Your Fill is 1.202 meters high, excluding your layer depth. Fill to the top shoulder breaking point, excluding your layers. In Cut situation it will be the high to the bottom shoulder breaking point, including your layer depth.

Next move away from the Stakeline and read again, repeat that up until your Out/In values is close to zero as possible:



Now knock in your front Pole.....the one closest to the Toe (front Peg) of your Cut or Fill and press on the “Next” button:



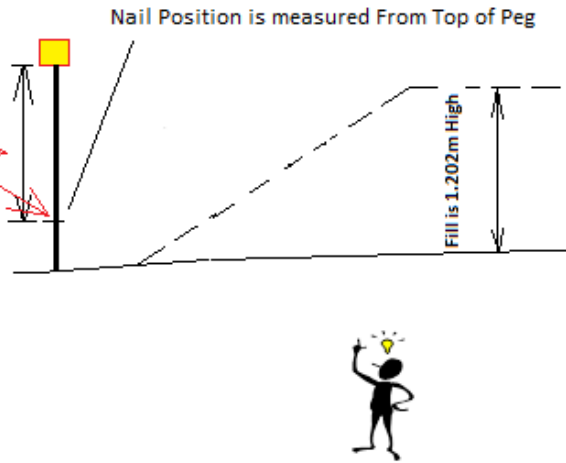
Information given to us here are taken from last measurement in previous screen:

- **Target:** The height of your Prism or Rover.
- **Nail Level:** The nail level.
- **Up/Down:** How much you must move up or down. Now remember, because you have kept your Prism or Rover on the ground on the last reading, the program will calculate the distance from the ground to the nail.
- **Slope Dist:** It will show you the distance from the nail to the Final surface level, adjusted by the layer depth.
- **Batter Angle:** You will see the Batter Angle. This is useful if you have an Abney level to set the angle and use this to set the right angle for the slope guidance.
- **Slope (1:X):** It will show you the slope as “1:X”, where “X” is the horizontal distance for every 1 meter of Fill or Cut (up or down).
- **Back Peg:** Here you can enter how far the Back Peg is from the Front Peg (to the opposite direction of the shoulder break point) and calculate how much you must measure up or down from the horizontal projection of the front nail.

Normally to measure the Nail position from the ground up where you have kept your Prism or Rover is accurate enough for Bulk Earthworks. If you however want a more accurate position of your nail, keep the Prism or Rover on top of the peg and read again.

Target:	0.100
Nail Level:	307.952
Down:	1.733
Slope Dist:	2.768
Batter Angle:	33.6901
Slope (1:X):	1.500
Back Peg:	0.500 0.750

Prev Read Exit



Next knock in your Back Peg and transfer the height as it written on the right box from Back Peg distance:

Target:	0.100
Nail Level:	307.952
Down:	1.733
Slope Dist:	2.768
Batter Angle:	33.6901
Slope (1:X):	1.500
Back Peg:	0.500 0.750

Prev Read Exit

