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{ewc MVBMP2, ViewerBmp2, [macro=`FocusWindow("main")']bitmaps.bmp} {ewc MVBMP2, ViewerBmp2, [macro="PopupID(qchPath, `quickhelp')"]bitmaps.bmp} <u>QuickHelp</u>

{ewc MVBMP2, ViewerBmp2, [macro="JI(`3dland3.mvb>credits', `credits')"]bitmaps.bmp} <u>Photo Credits</u>

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#### {ewc MVBMP2, ViewerBmp2, [macro=`CloseWindow("credits")']bitmaps.bmp} 3D Landscape 2.0 Eric Raymond Engineers Ethan Ham Editor Heidi Schulman Dave Menninger Art Director Jim Rosenau **Project Manager Marketing Manager** David Chang **Assistant Designer** Care Michaud-Wideman **Photo/Model Coordinator** Thann Vernon **Assembly and Help** Sheela Ramaprian **Quality Assurance Lead** Tom Bradshaw **Package Design** Soraya Orumchian

Landscape Design Consultant

Paula Blanchfield, A.S.L.A.

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Plant Photography ImagiGraphics, Inc., 1256 Burlington Hickory Corners, MI 49060, (616) 345-1175

Additional Plant Photos Lawrence Lee, Jerry Pavia, Ernie G. Wasson

## **Plant Descriptions**

Kristen Montgomery

## **3D Models**

Some provided by Viewpoint DataLabs International Inc., 625 South State Street, Orem, Utah, 84058 (800) DATASET or (800) 229-3000

## Textures

Some provided by Imagetects, 7 West 41st Ave., Ste. 415, San Mateo, CA 94403

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# **Books That Work**

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{ewc MVE View 2, [dith ps.b	3MP2, verBmp er]bitma mp}	{ewc MVBMP2, ViewerBmp2, [dither]bitmaps.bmp}	{ewc MVBM P2, Viewer Bmp2, [dither] bitmaps .bmp}
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{evcMVBMP, VeerBmp, [dthebmas.bmp}{evcMVBMP, VeerBmp, [dthebmas.bmp}{evcMVBMP, VeerBmp2	{ewc MVBM P2, Viewer Bmp2, [macro =`Jum pID(qc hPath, "gallery _of_ide as")"]bit maps.b mp}	One of the best ways to get ideas for your yard is to review what others did with theirs. Browse this sampler of popular styles to start your imagination. Click on a picture below to learn more about it. {ewc MVBMP2, ViewerBmp2, bitmaps.shg}	<pre>{ewc MVBMP 2, ViewerB mp2, [dither]bi tmaps.s hg} {ewc MVBMP 2, ViewerB mp2, [macro= JumpID (qchPat h, "gallery_ of_ideas ")] [dither]bi tmaps.b mp} {ewc MVBMP 2, ViewerB mp2, [dither]bi tmaps.s hg} {ewc MVBMP 2, ViewerB mp2, [dither]bi tmaps.s hg} {ewc MVBMP 2, ViewerB mp2, [dither]bi tmaps.s hg} {ewc MVBMP 2, ViewerB mp2, [dither]bi tmaps.s hg} {ewc MVBMP 2, ViewerB mp2, [dither]bi tmaps.s hg} {ewc MVBMP 2, ViewerB mp2, [dither]bi tmaps.s hg} {ewc MVBMP 2, ViewerB mp2, [dither]bi tmaps.s hg} {ewc MVBMP 2, ViewerB mp2, [dither]bi tmaps.s hg} {ewc MVBMP 2, ViewerB mp2, [dither]bi tmaps.s hg} {ewc MVBMP 2, ViewerB mp2, [dither]bi tmaps.s hg} {ewc MVBMP 2, ViewerB mp2, [dither]bi tmaps.s hg} {ewc MVBMP 2, ViewerB mp2, [dither]bi tmaps.s hg} {ewc MVBMP 2, ViewerB mp2, [dither]bi tmaps.s hg} {ewc MVBMP 2, ViewerB mp2, [dither]bi tmaps.s hg} {ewc MVBMP 2, ViewerB mp2, [dither]bi tmaps.s hg} {ewc MVBMP 2, ViewerB mp2, [dither]bi tmaps.s hg} {ewc MVBMP 2, ViewerB mp2, [dither]bi tmaps.b mp2, [dither]bi tmaps.s hg} {ewc MVBMP 2, ViewerB mp2, [dither]bi tmaps.b mp2, [dither]bi tmaps.b mp3 {ewc MVBMP 2, ViewerB mp2, [dither]bi tmaps.b mp3 {ewc MVBMP 2, ViewerB mp2, [dither]bi tmaps.b mp3 {ewc MVBMP 2, ViewerB mp2, [dither]bi tmaps.b mp3 {ewc MVBMP 2, [dither]bi tmaps.b mp3 {ewc MVBMP 2, [dither]bi tmaps.b mp3 {ewc MVBMP 2, [dither]bi tmaps.b mp3 {ewc MVBMP 2, [dither]bi tmaps.b mp3 {ewc MVBMP 2, [dither]bi tmaps.b mp3 {ewc MVBMP 2, [dither]bi tmaps.b mp3 {ewc MVBMP 2, [dither]bi tmaps.b mp3 {ewc MDD {ewc MDDD {ewc MDDDD {ewc MDDDDDDDDDDDDDDDDDDDDDDDDDDDDDDDDDDDD</pre>

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{e wc	{ewc MVBM	{ewc MVBMP2, ViewerBmp2, fotosformal.bmp} The key to a formal backyard is symmetry. If you fold the plan	9) {ewc MVBMP2
M V B M P2 , Vi ew	P2, Viewer Bmp2, [macro =`Jum pID(qc hPath, "gallery	in half, the sides match. In this particular garden, colors have been placed asymmetrically for a more relaxed feeling. Other hallmarks of formality are lavish fountains, urns, statues and geometrical plant beds lined with manicured hedges.	, wp2, [dither]bit maps.sh g} {ewc MVBMP2
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{e wc M V B	{ewc MVBM P2, Viewer Bmp2, Imacro	{ewr MVBMP2, ViewerBmp2, fotosinforml.bmp} Balance is possible without symmetry. Although it looks spontaneous, everything in this Massachusetts cottage garden has been carefully plannedeven the free-form flower bed, the rustic brick pathway, and the unkempt hedge in the back. Informal landscapes like this have no rigid obvious plan but their shapes colors and	ng} {ewc MVBMP2 , ViewerB mp2, [dither]bit
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{ewc MVBMP2, ViewerBmp 2, [dither]bitm aps.bmp}	{ewc MVBMP2, ViewerBmp2, bitmaps .bmp} A Yard for Contemplation {ewc MVBMP2, ViewerBmp2, bitmaps .bmp}	{ewc MVBMP 2, ViewerB mp2, [dither]bi tmaps.sh
<pre>{e {ewc wc MVBM M P2, V Viewer B Bmp2, M [macro P2 =`Jum , plD(qc Vi hPath, ew "gallery er _of_ide B as")']bit m maps.b p2 mp} , [di th er] bit m ap s. b m p} {e wc M V B M P2 , Vi ew er B m p2</pre>	{ewc MVBMP2, ViewerBmp2, fotosroom.bmp} Want to get away from it all? In this tranquil yard, a free-form patio of stone tiles makes an inviting retreat for reading or thinking. Sheltering trees and a large boulder enhance the feeling of privacy. On the lawn, stone edgings around natural-looking plantings create peaceful destinations for the eye.	g} {ewc MVBMP2 , ViewerB mp2, [dither]bit maps.sh g} {ewc MVBMP2 , ViewerB mp2, [macro=` JumpID( qchPath, "catalog_ of_desig n_styles" )'] [dither]bit maps.bm p} {ewc MVBMP2 , ViewerB mp2, [dither]bit maps.sh g} {ewc MVBMP2 , ViewerB mp2, [dither]bit maps.sh g} {ewc MVBMP2 , ViewerB mp2, [dither]bit maps.bm p} {ewc MVBMP2 , ViewerB mp2, [dither]bit maps.sh g} {ewc MVBMP2 , ViewerB mp2, [dither]bit maps.bm p} }

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<pre>{e {ewc wc MVBM M P2, V Viewer B Bmp2, M [macro P2 =`Jum , Imacro P2 =`Jum , Imacro P3 =`Jum , Im</pre>	{ewc MVBMP2, ViewerBmp2, fotosterrace.bmp} The owners of this house wanted a flat lawn area, yet their yard was originally a steep, continuous slope. They designed a series of terraces that provide showplaces for plants and keep the soil from washing downhill. Stone and wood retaining walls support the terraces; concrete steps connect them.	g} {ewc MVBMP2 , ViewerB mp2, [dither]bit maps.sh g} {ewc MVBMP2 , ViewerB mp2, [macro=` JumpID( qchPath, "catalog_ of_desig n_styles" )] [dither]bit maps.bm p} {ewc MVBMP2 , ViewerB mp2, [dither]bit maps.sh g} {ewc MVBMP2 , ViewerB mp2, [dither]bit maps.sh g} {ewc MVBMP2 , ViewerB mp2, [dither]bit maps.bm p} {ewc MVBMP2 , ViewerB mp2, [dither]bit maps.sh g} {ewc MVBMP2 , ViewerB mp2, [dither]bit maps.bm p} {ewc MVBMP2 , ViewerB mp2, [dither]bit maps.bm g} {ewc MVBMP2 , ViewerB mp2, [dither]bit maps.bm g}

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{e wc	{ewc MVBM P2,	{ewr MVBMP2, ViewerBmp2, fotositalian.bmp} To accommodate the dry, scorching summers in Italy, landscapers historically chose heat-deflecting white hardscapeconcrete, stone	{ewc MVBMP2
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{ewc MVBMP2, ViewerBmp 2, [dither]bitm aps.bmp}		{ewc MVBMP2, ViewerBmp2, bitmaps .bmp} An Asian Landscape {ewc MVBMP2, ViewerBmp2, bitmaps .bmp}	mp} {ewc MVBMP 2, ViewerB mp2, [dither]bi tmaps.s
{e wc M V B M P2 , Vi	{ewc MVBM P2, Viewer Bmp2, [macro =`Jum pID(qc hPath, "galler	{ewr MVBMP2, ViewerBmp2, fotosasian.bmp} Asian landscapes don't stray far from Asian art, where man is but a trifle in the natural world. This design evokes the tranquil, unadulterated environment with natural elements including water, boulders, and greenery. For hardscape, wood or bamboo bridges fit in. There is no strong geometry, just irregularitylike the pond hereand limited color from a cherry, plum or maple tree.	hg} {ewc MVBMP2 , ViewerB mp2, [dither]bit maps.sh g} {ewc MVBMP2
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ViewerBmp2, [macro=`JI(qchPath,"seeing_y our_yard_in_new_ways")']bit maps.bmp} <u>Seeing Your Yard</u> <u>in New Ways</u> {ewc MVBMP2, ViewerBmp2, [macro=`JI(qchPath,"recording what_you_have")']bitmaps.b mp} <u>Recording What You</u> <u>Have</u> {ewc MVBMP2, ViewerBmp2, [macro=`PI(qchPath,"recordin g_what_you_have_popup")']bit maps.bmp} {ewc MVBMP2, ViewerBmp2, [macro=`JI(qchPath,"does_you r_yard_slope")']bitmaps.bmp} <u>Does Your Yard Slope?</u> {ewc MVBMP2, ViewerBmp2, [macro=`PI(qchPath,"does_yo ur_yard_slope_popup")']bitma ps.bmp} {ewc MVBMP2, ViewerBmp2, [macro=`JI(qchPath,"working_ with_pros")']bitmaps.bmp} <u>Working with Pros</u> {ewc MVBMP2, ViewerBmp2, [macro=`PI(qchPath,"working_ with_pros")']bitmaps.bmp} <u>Working with Pros</u> {ewc MVBMP2, ViewerBmp2, [macro=`PI(qchPath,"working_ with_pros_popup")']bitmaps. bmp}

{ewc MVBMP 2, ViewerB mp2, [dither]bit maps.bm p}

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s.b mp } {ewc MVBMP2, ViewerBmp2,

[macro=`JI(qchPath,"recording\_what\_you\_have")']bitmaps.bmp} <u>Recording</u> What You Have

<u>What You Have</u> {ewc MVBMP2, ViewerBmp2, [macro=`JI(qchPath,"recording\_property\_lines")']bitmaps.bmp} <u>Recording Property Lines</u> {ewc MVBMP2, ViewerBmp2, [macro=`JI(qchPath,"recording\_underground\_utilities")']bitmaps.bmp} <u>Recording Underground Utilities</u> {ewc MVBMP2, ViewerBmp2, [macro=`FocusWindow("main")']bitmaps.bmp}

{ewc MVBMP2, ViewerBmp2, [macro=`JI(qchPath,"does\_your\_yard\_slope")']bitmaps.bmp} <u>Does Your Yard</u> <u>Slope?</u>

{ewc MVBMP2, ViewerBmp2,

[macro=`JI(qchPath,"evaluating drainage")']bitmaps.bmp} Evaluating Drainage

{ewc MVBMP2, ViewerBmp2, [macro=`JI(qchPath,"landscaping\_slopes")']bitmaps.bmp} <u>Landscaping</u> Slopes

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[macro=`FocusWindow("main")']bitmaps.bmp}

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the Right One

{ewc MVBMP2, ViewerBmp2, [macro=`JI(qchPath,"writing\_specs")']bitmaps.bmp} <u>Writing Specs</u> {ewc MVBMP2, ViewerBmp2,

[macro=`JI(qchPath,"negotiating contracts")']bitmaps.bmp} Negotiating Contracts

{ewc MVBMP2, ViewerBmp2,

[macro=`JI(qchPath,"checking the work")']bitmaps.bmp} Checking the <u>Work</u>

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[macro=`FocusWindow("main")']bitmaps.bmp}

{ewc {ewc MVBMP2, ViewerBmp2, [dither]bitmaps.bmp} MVBMP2. ViewerBmp 2. [dither]bitma ps.bmp} {ewc MVBMP2, {ewc MVBMP2, ViewerBmp2, bitmaps .bmp} ViewerBmp Deciding What You Want 2 [dither]bitma {ewc MVBMP2, ViewerBmp2, bitmaps .bmp} ps.bmp} {ewc MVBMP2, ViewerBmp2, A good place to begin is to {e {ewc list everything you want to illustnsneeds.bmp} **MVBM** WC keep, remove, move, add, or Μ P2, modify. Itemize the things you'll VB Viewer need room for, such as outdoor Μ Bmp2, dining, kids' swings, a P2 [macro basketball hoop, a vegetable garden, flower beds, a potting =`Jum bench, and trash storage. Print Vie pID(qc the list under "Step by Step," we hPath, below, to get started. rВ "desig Include any views to ning\_y mp maximize and any eyesores or noise problems to minimize. 2, our la Rank each element by its [dit ndscap relative importance: 1) e")']bit he absolutely necessary; 2) maybe r]bi maps. later; or 3) just an idea. tm bmp} Decide what work a ap professional should do--either because building codes require s.b it, or you lack the skills or time. mp }

Viewer Bmp2. [dither] bitmaps .bmp} {ewc **MVBM** P2, Viewer Bmp2, [dither] bitmaps .shg} {ewc **MVBMP** ViewerB mp2, [dither]bi tmaps.s hg} {ewc **MVBMP** ViewerB mp2, [macro= `JumpID (qchPat "designi ng\_your landsc ape")'] [dither]bi

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Related Topics {ewc MVBMP2, ViewerBmp2, [macro=`JI(qchPath,"recording\_what\_you\_have")']bitmaps.bmp} <u>Recording What You Have</u>

# {ewc MVBMP2, ViewerBmp2, bitmaps.shg}

[] arbor	[] planter
barbeque	[] pond
bench	[] pool
] boulder	[] raised bed
[] deck	[] retaining wall
] driveway	[] shed
[] edging	shrub, flowering
[] fence	] shrub, hedge
[] fountain	[] sidewalk
[] furniture	[] sprinkler
[] gate	[] steps
[] gazebo	[] tree, flowering
[] ground-cover	[] tree, fruit
planting	[] tree, shade
[] lawn	[] tree, ornamental
[] light	[] trellis
[] patio	[] walkway
[] plant bed, flowers	[] wall
[] plant bed, vegetable	[] other

{ewc {ewc MVBMP2, ViewerBmp2, [dither]bitmaps.bmp} MVBMP2. ViewerBmp 2. [dither]bitma ps.bmp} {ewc MVBMP2, {ewc MVBMP2, ViewerBmp2, bitmaps .bmp} ViewerBmp Where to Put It? 2. [dither]bitma {ewc MVBMP2, ViewerBmp2, bitmaps .bmp} ps.bmp} Using your yard should be an {ewc MVBMP2, ViewerBmp2, {e {ewc easy, pleasant experience. If it's illustnsarrange.bmp} **MVBM** WC too much trouble to get to an Μ P2, area, chances are you won't use VB Viewer it. If a fountain is out of earshot Μ Bmp2, or a flower bed hidden away, P2 [macro you won't fully enjoy it. As you review your plan, look for =`Jum logical parts to pair up: the Vie pID(qc compost bin by the vegetable hPath, we garden, the outdoor dining area rВ "desig near the kitchen. Look for ning\_y mp features to keep apart: the service area concealed from the 2, our la patio or deck, the basketball [dit ndscap hoop away from the swimming e")']bit he pool. r]bi maps. tm bmp} ap s.b mp }

{ewc **MVBM** P2, Viewer Bmp2, [dither] bitmaps .bmp} {ewc **MVBM** P2, Viewer Bmp2, [dither] bitmaps .shg} {ewc **MVBMP** 2, ViewerB mp2,[dither]bi tmaps.s hg} {ewc **MVBMP** 2. ViewerB mp2, [macro= `JumpID (qchPat h, "designi ng\_your landsc ape")'] [dither]bi tmaps.b mp} {ewc **MVBMP** 2, ViewerB mp2. [dither]bi

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### Safety

Caution: Make sure you're not placing features where you shouldn't, such as too close to your neighbor's property or over an <u>easement</u>. Also check that you're not blocking future access or creating a hazard. Under power lines, for example, it's okay to put in walkways but not a pool.

{ewc MVBMP2. ViewerBmp 2, [dither]bitma ps.bmp}

### {ewc MVBMP2, ViewerBmp2, [dither]bitmaps.bmp}

{ewc MVBMP2, ViewerBmp2, bitmaps . bmp}

ViewerBmp 2, [dither]bitma ps.bmp}

MVBMP2,

{ewc

How Big to Make It? {ewc MVBMP2, ViewerBmp2, bitmaps .bmp}

<pre>{e {ewc wc MVBM M P2, VB Viewer M Bmp2, P2 [macro , =`Jum Vie pID(qc we hPath, rB "desig mp ning_y 2, our_la [dit ndscap he e")']bit r]bi maps. tm bmp} ap s.b mp }</pre>	Now that you're designing walkways and other features that require proportions, you'll need to know the general rules for size. Landscape architects and designers use <u>ergonomic</u> and aesthetic rules of thumb to give dimensions to paths, patios, and other features. Click on one of these pictures for suggested proportions.	{ewc MVBMP2, ViewerBmp2, illustnsproport.shg}
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{ewc MVBM P2, Viewer Bmp2, [dither] bitmaps .bmp} {ewc MVBM P2, Viewer Bmp2, [dither] bitmaps .shg} {ewc **MVBMP** 2, ViewerB mp2, [dither]bi tmaps.s hg} {ewc **MVBMP** 2, ViewerB mp2, [macro= `JumpID (qchPat h, "designi ng\_your landsc ape")'] [dither]bi tmaps.b mp} {ewc **MVBMP** 2, ViewerB mp2, [dither]bi

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- Walkway 5-6 feet wide for 2 people to walk side by side 3 feet wide for 1 person or for wheelbarrow access 2 feet wide for minor garden paths

Gate 3 feet wide for wheelbarrow access

Patio

64 square feet per family member for multipurpose use 5- by 6-feet for two people and a small side table 12- by 12-feet for a table for 4 15- by 25-feet minimum for a table for 4, a small cooking area, and 1 or 2 lounges

## Bench 16-20 inches high and 3 feet deep, plus leg room

Swimming Pool 36 feet long for laps

Fence 3-4 feet high for decoration 5 feet for a barrier 6 feet for privacy

{ewc MVBMP2. ViewerBmp 2. [dither]bitma ps.bmp}

### {ewc MVBMP2, ViewerBmp2, [dither]bitmaps.bmp}

{ewc MVBMP2, ViewerBmp2, bitmaps .bmp} Using Sun and Shade {ewc MVBMP2, ViewerBmp2, bitmaps

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{ewc MVBM P2, Viewer Bmp2, [dither] bitmaps .bmp} {ewc MVBM P2, Viewer Bmp2, [dither] bitmaps .shg} {ewc **MVBMP** 2, ViewerB mp2, [dither]bi tmaps.s hg} {ewc **MVBMP** 2, ViewerB mp2, [macro= `JumpID (qchPat h, "designi ng\_your \_landsc ape")'] [dither]bi tmaps.b mp} {ewc **MVBMP** 2, ViewerB mp2, [dither]bi

{e wc M VB M P2	{ewc MVBMP2, ViewerBmp2, [macro=`PopupID(qchPath, "using_sun_and_shade_design")']bitmaps.bmp} {ewc MVBMP2, ViewerBmp2, [macro=`PopupID(qchPath, "using_sun_and_shade_seealso")']bitmaps.bmp}	tmaps.s hg} {ewc MVBMP 2, ViewerB mp2, [dither]bit
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Design Tip Use the Shadow tool to test shade patterns around patios, pools, and other activity areas. Also try stretching trees or shrubs to their mature size and checking the shadows they cast.

Related Topics {ewc MVBMP2, ViewerBmp2, [macro=`JI(qchPath,"light\_levels")']bitmaps.bmp} Light Levels

{ewc MVBN Viewe 2, [dithe ps.bm	vIP2, erBmp r]bitma ıp}	{ewc MVBMP2, ViewerBmp2, [dither]bitmaps.bmp}	{ewc MVBM P2, Viewer Bmp2, [dither]b itmaps.
{ewc MVBN Viewe 2, [dithe ps.bm	vIP2, erBmp r]bitma ıp}	{ewc MVBMP2, ViewerBmp2, bitmaps .bmp} Screening for Privacy {ewc MVBMP2, ViewerBmp2, bitmaps .bmp}	bmp} {ewc MVBM P2, Viewer Bmp2, [dither]b itmaps. shg}
{e { wc } WB } WB } VB } VB } VB } VB } VB } VB } VB }	{ewc MVBM P2, Viewer Bmp2, [macro =`Jump ID(qch Path, 'design ur_land scape") ]bitma ps.bmp	Ugly buildings, garish signs, power poles, or nosy neighbors' windows are things you'll want to cover up when designing your landscape. Use this calculator to determine where and how tall to build a privacy screen. Enter your distance from the offending area and its estimated height. You can change any number and the other numbers will change accordingly. Things you'll want to screen include: {ewc MVBMP2, ViewerBmp2, [macro=`PI(qchPath,"eyesores_or_prying_eyes")']bitmaps.bmp} Eyesores or prying eyes {ewc MVBMP2, ViewerBmp2, [macro=`PI(qchPath,"utility_areas")']bitmaps.bmp} Utility areas {ewl EYESORE2, ScreenEyesorePane, unused}	shg} {ewc MVBMP 2, ViewerB mp2, [dither]bi tmaps.s hg} {ewc MVBMP 2, ViewerB mp2, [macro=` JumpID( qchPath, "designi ng_your _landsca pe")'] [dither]bi tmaps.b mp} {ewc MVBMP 2, ViewerB mp2, [wc MVBMP 2, ViewerB mp2
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tmaps. omp} [ewć MVBM P2, /iewer Bmp2, [dither]b itmaps. shg} ewc **IVBMP** iewerB np2, lither]bi naps.s g} ∋wc IVBMP iewerB ip2, nacro=` umpID( ch中ath, designi g\_your landsca iandsca e")'] dither]bi maps.b np} ewc IVBMP iewerB np2, lither]bi naps.s ewc **IVBMP** iewerB mp2, [dither]bi tmaps.b mp}

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Eyesores or Prying Eyes To screen these out, use trees, tall shrubs, hedges, masonry walls, fences, arbors and trellises placed overhead or vertically.

Utility areas Solid screens such as board fences are ideal for hiding garbage cans, compost heaps, and dog runs. Use <u>latticework</u> if you want light and air to circulate.

Related Topics {ewc MVBMP2, ViewerBmp2, [macro=`JI(qchPath,"fences")']bitmaps.bmp} <u>Building Fences</u> {ewc MVBMP2, ViewerBmp2, [macro=`JI(qchPath,"garden\_walls")']bitmaps.bmp} <u>Garden Walls</u> {ewc MVBMP2, ViewerBmp2, [macro=`JI(qchPath,"how\_big\_will\_it\_get")']bitmaps.bmp} <u>How Big\_Will It Get?</u> Rule of Thumb

Kule of Thumb {ewr MVBMP2, ViewerBmp2, illustnseyesore.bmp}Use this rule to estimate the height of an eyesore: Stand a friend next to it and walk away until your thumb at arm's length matches your friend's height. Mark off the eyesore in thumb lengths and multiply the total by your friend's height. For example, if your friend is 6 feet tall and the eyesore is six thumbs high, then its height is 36 feet.

{ewc MVBMP2, ViewerBmp 2, [dither]bitma ps.bmp}

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ps.bmp}

### {ewc MVBMP2, ViewerBmp2, [dither]bitmaps.bmp}

{ewc MVBMP2, ViewerBmp2, bitmaps .bmp}

# Buffering Noise

{ewc MVBMP2, ViewerBmp2, bitmaps .bmp}

<pre>{e {ewc If y wc MVBM street M P2, by ma vB Viewer sound M Bmp2, To hea P2 [macro founta , =`Jum "Befo Vie pID(qc Ac we hPath, is to tl rB "desig can de mp ning_y source 2, our_la Wi [dit ndscap buffer he e")']bit down r]bi maps. tm bmp} ap s.b mp }</pre>	you live close to a busy or loud neighbors you ake the noise less grating sking it. Try the pleasant of a splashing fountain. ar the difference a in makes, click on the re" and "After" buttons. oncrete-block wall is a sound buffer. The closer it he noise the better, so it effect sound near the c. nd carries sound, so ing wind will also cut on noise.
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{ewc MVBM P2, Viewer Bmp2, [dither] bitmaps .bmp} {ewc MVBM P2, Viewer Bmp2, [dither] bitmaps .shg} {ewc **MVBMP** 2, ViewerB mp2, [dither]bi tmaps.s hg} {ewc **MVBMP** 2, ViewerB mp2, [macro= `JumpID (qchPat h, "designi ng\_your landsc ape")'] [dither]bi tmaps.b mp} {ewc **MVBMP** 2, ViewerB mp2, [dither]bi

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{e wc M VB M P2	{ewc MVBMP2, ViewerBmp2, [macro=`Popu "buffering_noise_more")']bitmaps.bmp} ViewerBmp2, [macro=`PopupID(qchPath, "buffering_noise_seealso")']bitmaps.bmp}	upID(qchPath, {ewc MVBMP2,	tmaps.s hg} {ewc MVBMP 2, ViewerB mp2, [dither]bit
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More Trees, shrubs, and trellises won't buffer noise, but they can help psychologically by hiding the source.

Related Topics {ewc MVBMP2, ViewerBmp2, [macro=`JI(qchPath,"concrete\_block\_walls")']bitmaps.bmp} <u>Concrete-Block Walls</u>

{ewc {ewc MVBMP2, ViewerBmp2, [dither]bitmaps.bmp} MVBMP2. ViewerBmp 2. [dither]bitma ps.bmp} {ewc MVBMP2, {ewc MVBMP2, ViewerBmp2, bitmaps .bmp} ViewerBmp Buffering Wind 2. [dither]bitma {ewc MVBMP2, ViewerBmp2, bitmaps . bmp} ps.bmp} {ewc MVBMP2, ViewerBmp2, A windy yard is inhospitable {e {ewc to both people and plants. For illustnsbufwind.bmp} **MVBM** WC the best buffering, plant several Μ P2, 2, rows of evergreens on the VB Viewer windward side of areas you Μ Bmp2, want to protect. Or build a P2 fence with spaces between the [macro slats. It may seem =`Jum contradictory, but solid barriers Vie pID(qc are actually poor buffers we hPath, because wind crashes down on rB "desig the other side with even greater ning\_y 2, mp force. To place windbreaks 2, our la effectively, know the directions [dit ndscap of prevailing winds and e")']bit he storms. r]bi maps. tm bmp} ap h, s.b mp }

{ewc MVBM P2, Viewer Bmp2, [dither] bitmaps .bmp} {ewc **MVBM** P2, Viewer Bmp2, [dither] bitmaps .shg} {ewc **MVBMP** ViewerB mp2,[dither]bi tmaps.s hg} {ewc **MVBMP** ViewerB mp2, [macro= `JumpID (qchPat "designi ng\_your landsc ape")'] [dither]bi tmaps.b mp} {ewc **MVBMP** 2, ViewerB mp2. [dither]bi

{e wc M VB M P2	{ewc MVBMP2, ViewerBmp2, [macro=`Popu "buffering_wind_design")']bitmaps.bmp} ViewerBmp2, [macro=`PopupID(qchPath, "buffering_wind_more")']bitmaps.bmp} ViewerBmp2, [macro=`PopupID(qchPath, "buffering_wind_safety")']bitmaps.bmp}	upID(qchPath, {ewc MVBMP2, {ewc MVBMP2,	tmaps.s hg} {ewc MVBMP 2, ViewerB mp2, [dither]bit
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Design Tip In the Designer, add arrows showing the direction of summer and winter winds. If you're not sure about the way they blow, ask your neighbors what they've observed, or call your local <u>Cooperative Extension</u> office.
More Place tall plants or structures downwind if you want summer breezes to cool your patio or deck. If you already have a solid fence, you can lessen the wind's force by planting shrubs on one side of it in a stepped pattern.

Safety If you plant trees as a windbreak, don't put them too close to your house. A tree may topple or lose branches in a heavy storm .

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**MVBM** Viewer Bmp2, [dither] bitmaps .bmp} {ewc **MVBM** Viewer Bmp2, [dither] bitmaps .shg} **MVBMP** ViewerB [dither]bi tmaps.s **MVBMP** ViewerB [macro= `JumpID (qchPat "designi ng\_your landsc ape")'] [dither]bi tmaps.b **MVBMP** 2, ViewerB mp2. [dither]bi

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Designer Tip Print out several versions of your ideal landscape and show them to friends and family. Keep them handy to make notes on as you leaf through books and magazines.

**Related Topics** 

{ewc MVBMP2, ViewerBmp2, [macro=`JI(qchPath,"gallery\_of\_ideas")']bitmaps.bmp} <u>Gallery of Ideas</u> {ewc MVBMP2, ViewerBmp2, [macro=`JI(qchPath,"plant\_shapes")']bitmaps.bmp} <u>Plant Shapes</u>

{ewc MVBMP2, ViewerBmp2, [macro=`JI(qchPath,"continual\_color")']bitmaps.bmp} <u>Continual Color</u> {ewc MVBMP2, ViewerBmp2,

[macro=`JI(qchPath,"designing\_for\_texture")']bitmaps.bmp} <u>Designing</u> for Texture

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{e wc M VB M P2 , Vi er B mp2, [dit he bi m p s.b m }	{ewc MVBM P2, Viewer Bmp2, [macro =`Jum pID(qc hPath, "desig ning_y our_la ndscap e")']bit maps. bmp}	To design your new landscape you first need a record of what's already there including the sizes and locations of structures, walkways, driveways, fences, trees and shrubs, planting beds, and utility easements. Here's an an easy way to measure these, using your house as a reference point. Always measure at right angles to your house and the lines you've established. This record is a top view. If your yard slopes, stretch a string level across it (use a line level to help) and measure the horizontal distance. {ewc MVBMP2, ViewerBmp2, [macro=`JI(qchPath,"recording _property_lines")']bitmaps.bm p} <u>Recording Property Lines</u> {ewc MVBMP2, ViewerBmp2, [macro=`JI(qchPath,"recording _underground_utilities")']bitma ps.bmp} <u>Recording</u> <u>Underground Utilities</u>	<pre>{ewr MVMCI2, ViewerMCI, [device MMMovie][noframe] [stdcontrol]moviesmeasurg.mm m}</pre>	<pre>{ewc MVBMP 2, ViewerB mp2, [dither]bi tmaps.s hg} {ewc MVBMP 2, ViewerB mp2, [macro= `JumpID (qchPat h, "designi ng_your _landsc ape")'] [dither]bi tmaps.b mp} {ewc MVBMP 2, ViewerB</pre>

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Related Topics {ewc MVBMP2, ViewerBmp2, [macro=`JI(qchPath,"does\_your\_yard\_slope")']bitmaps.bmp} <u>Does Your</u> <u>Yard Slope?</u> Tools and Materials clipboard paper map from the Designer pencil 100-foot tape measure

{ewc {ewc MVBMP2, ViewerBmp2, [dither]bitmaps.bmp} {ewc MVBMP2. MVBM ViewerBmp P2, 2. Viewer [dither]bitma ps.bmp} .bmp} {ewc {ewc MVBMP2, {ewc MVBMP2, ViewerBmp2, bitmaps .bmp} ViewerBmp P2, Recording - Property Lines 2 [dither]bitma {ewc MVBMP2, ViewerBmp2, bitmaps .bmp} ps.bmp} .shg} {ewc MVBMP2, ViewerBmp2, Use a **plat map** of your {e {ewc {ewc property to locate its boundary illustnsplatmap.bmp} **MVBM** WC lines, *outlined in red at right*, Μ P2, 2, buildings and easements **VB** Viewer accurately. If you can't find one Μ Bmp2, mp2, among your real estate records, P2 [macro get a copy from your city or county. =`Jum If your plat map shows no hg} Vie pID(qc landmarks, use <u>survey</u> we hPath, {ewc markers to locate your rВ "desig property lines. Look for a ning\_y 2. mp plaque or an iron stake at the corners of your property. If you 2, our la still can't find your boundary [dit ndscap mp2, lines and don't want to risk e")']bit he overrunning a neighbor's r]bi maps. property, have a licensed tm bmp} surveyor locate them. ap Once you have located your h, easements and boundaries, s.b record them in the Designer. mp } ve")']

Bmp2, [dither] bitmaps **MVBM** Viewer Bmp2, [dither] bitmaps **MVBMP** ViewerB [dither]bi tmaps.s **MVBMP** ViewerB [macro= `JumpID (qchPat "recordi ng\_what \_you\_ha [dither]bi tmaps.b mp} {ewc **MVBMP** 2, ViewerB mp2. [dither]bi

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By the Book Look for any <u>covenants</u> and restrictions in your real estate records --most often, they're recorded on the deed. They may specify where and how you can build and landscape.

Related Topics {ewc MVBMP2, ViewerBmp2, [macro=`JI(qchPath,"finding\_the\_right\_one")']bitmaps.bmp} <u>Finding</u> <u>the Right Professional</u>

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More When you're taking stair-step measurements, hook a <u>line level</u> onto the string and adjust the string until it's level.

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### More

To keep your house from flooding, the soil around it should slope away in all directions, at a minimum of 1/4 inch per foot for at least 6 feet out from the foundation. Downspouts also should drain away from your house. If you suspect a problem, hire a landscape architect or soils engineer to evaluate before you landscape. Related Topics {ewc MVBMP2, ViewerBmp2, [macro=`JI(qchPath,"improving\_drainage")']bitmaps.bmp} <u>Improving</u> <u>Drainage</u> {ewc MVBMP2, ViewerBmp2, [macro=`JI(qchPath,"working\_with\_pros")']bitmaps.bmp} <u>Working with</u> <u>Pros</u>

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{ewc MVE View 2, [dith ps.b	SMP2, verBmp er]bitma mp}	{ewc MVBMP2, ViewerBmp2, bitmaps .bmp} Slope - Landscaping Slopes {ewc MVBMP2, ViewerBmp2, bitmaps .bmp}
{evcMBMP, VierBm2,[diebimpbm]} vierBm2,[diebimpbm]	{ewc MVBM P2, Viewer Bmp2, [macro =`Jump ID(qch Path, "design ing_yo ur_land scape") ']bitma ps.bmp }	Let the steepness of your slope help determine how you landscape it. This illustration shows the best uses for various degrees of slope. To control erosion, plant bare slopes with groundcovers or shrubsideally deep-rooted, spreading types. Keep <u>drainageways</u> planted with grass or lined with rocks. To create extra planting space, terrace moderate slopes with low retaining walls. {ewc MVBMP2, ViewerBmp2, illustnsslope.bmp}
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Tip From the Pros To make a slope seem steeper, plant at the top. To minimize it, plant large shrubs at the bottom.

## Safety Consult an engineer before regrading or building on a steep slope.

Related Topics {ewc MVBMP2, ViewerBmp2, [macro=`JI(qchPath,"improving\_drainage")']bitmaps.bmp} <u>Improving</u> <u>Drainage</u> {ewc MVBMP2, ViewerBmp2, [macro=`JI(qchPath,"rough\_grading")']bitmaps.bmp} <u>Rough Grading</u> {ewc MVBMP2, ViewerBmp2, [macro=`JI(qchPath,"retaining\_walls")']bitmaps.bmp} <u>Building</u> <u>Retaining Walls</u>

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	<pre>{ewc MVBMP2, ViewerBmp2, fotoshirepro.bmp} {ewc MVBMP2, ViewerBmp2, [macro=`JI(qchPath,"finding_the right_one")']bitmaps.bmp} <u>Finding the Right One</u> {ewc MVBMP2, ViewerBmp2, [macro=`JI(qchPath,"writing_sp ecs")']bitmaps.bmp} <u>Writing</u> <u>Specs</u> {ewc MVBMP2, ViewerBmp2, [macro=`JI(qchPath,"negotiating contracts")']bitmaps.bmp} <u>Negotiating Contracts</u> {ewc MVBMP2, ViewerBmp2, [macro=`JI(qchPath,"checking_t he_work")']bitmaps.bmp} <u>Checking the Work</u></pre>

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{e wM WB P, Ve er B m2, [dt e bi m p b m] }	{ewc MVBM P2, Viewer Bmp2, [macro =`Jump ID(qch Path, "design ing_yo ur_land scape") ']bitma ps.bmp }	Various types of professionals can help you with your landscape project. Landscape architects and landscape contractors, although their primary function is installation. You may decide to be your own contractor and hire skilled tradespeople, such as bricklayers, carpenters, and masons, to install your plan. Other professionals you may need include land surveyors and soils engineers. To find the right individuals, get recommendations from friends or local nurseries, or contact professional associations. Click on the toll-free numbers button to find relevant associations.

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{evcMVBA2, VierBm2, [he]tmas.m}	{ewc MVBM P2, Viewer Bmp2, [macro =`Jump ID(qch Path, "design ing_yo ur_land scape") ']bitma ps.bmp }	Before getting bids, draw up the job specifications. List everything you want done so the bids are comparable. Request an itemized cost breakdown, not a package price. Request references so you can check on quality. Ask for copies of licenses and insurance policies. Ask the contractor to spell out start and completion dates, liabilities, warranties, and the pay schedule. You may want to be shown receipts for materials. Specify <u>lien waivers</u> as you pay for each stage of the job. Also write in a delay of two or three weeks after completion for final payment, so the contractor has an incentive to fix any problem. You might want to add a penalty for late work, or a bonus if work is done ahead of time.	maps.sh g} {ewc MVBMP 2, ViewerB mp2, [dither]bit maps.sh g} {ewc MVBMP 2, ViewerB mp2, [macro=` JumpID( qchPath, "working _with_pr os")'] [dither]bit maps.bm p} {ewc MVBMP 2, ViewerB mp2, [dither]bit maps.bm p} {ewc
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# What to provide:

finished plan

\_\_list of hardscapes to be installed (dimensions, materials)

planting list (botanical names, quantities, sizes)

### What to ask for:

detailed description of each aspect of the job and materials to be used, including recommendations for irrigation, drainage, and lighting

itemized cost breakdown

- \_\_\_start and completion dates
- \_\_\_warranties on work and materials
- pay schedule (ask for delay before final payment)
- lien waivers!
- receipts for materials
- copies of licenses and insurance policies
- list of references
- site cleanup
{ewc MVBMP2, ViewerBmp2, [dither]bitmaps.bmp} {ewc MVBMP2. ViewerBmp 2. [dither]bitma ps.bmp} {ewc MVBMP2, {ewc MVBMP2, ViewerBmp2, bitmaps ViewerBmp .bmp} 2. [dither]bitma Pros - Negotiating Contracts ps.bmp} {ewc MVBMP2, ViewerBmp2, bitmaps .bmp} In preparing a contract, be sure it conforms to your written {e {ewc wc **MVBM** specs or prior discussions, and that it itemizes services and Μ P2, materials your contractor will provide. Ask enough questions to feel satisfied before accepting a dramatically lower bid. VB Viewer Μ Bmp2, Check safeguards in state law, such as your ability to back out P2 [macro of the contract within a certain number of days, or not having to =`Jump pay anything until work commences on-site. νi Click on "Step by Step" to see a sample proposal. You can ID(ach ew Path. print it out to make notes on, or you can copy and paste it into "design your word processor. er B ing\_yo ur Tand mp 2, scape") [dit ']bitma ps.bmp he r]bi tm ар s.b mp }

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{ewc MVBMP2, ViewerBmp2, bitmaps.shg} Sample Proposal Contractor:

Proposal submitted to: Phone: Date: Street: City, State, and ZIP code: Date of plans: Job name: Job location: Job phone:

We propose hereby to furnish material and labor--complete in accordance with specifications below, for the sum of: SEE PRICE BREAKDOWN BELOW

Payment to be made as follows: TERMS: 20% DOWN UPON START OF WORK, 40% MIDWAY, BALANCE WITHIN 14 DAYS OF COMPLETION

All material is guaranteed to be as specified. All work to be completed in a workerlike manner, according to standard practices, on or before \_\_\_\_\_\_\_. Any alteration or deviation from specifications below involving extra costs will be executed only upon written orders, and will become an extra charge over and above the estimate. All agreements contingent upon strikes, accidents or delays beyond our control. Owner to carry fire, tornado, and other necessary insurance. Our workers are fully covered by Worker's Compensation Insurance.

Authorized signature:

Note: This proposal may be withdrawn by us if not accepted within days. We hereby submit specifications and estimates for an itemized cost breakdown, which includes debris removal as per our discussion at site meeting.

1. Front driveway concrete--break out, remove debris, and leave said area graded......\$975

2. Front entry hardscape--remove and dispose, including steps and flatwork. Portion behind the overhang will be by hand, balance with tractor......\$1,275

3. Two stone entry planters--remove and dispose.....\$295

4. Side and rear yard concrete--remove and dispose......\$5,625

5. Front, rear, and side yards--landscape area per landscape plan prepared by \_\_\_\_\_\_. Scope of work includes selective tree removal as per owner direction, all shrubs, junipers, lawn area, south side fence, raised garden lumber, removal of said material and offhauling to dump site. Also includes grading to accept new fencing, hardscape, and landscape......\$9,830

6. Drainage system. These are two separate drain systems that will be in the same trench and tie together approximately 6 feet from their entry through the curb......\$4,625

A) French drain system--said system would have 3" perforated pipe in a 3/4" drain rock envelope, and a filter fabric membrane to prevent soil entry into drain rock. This pipe would be 12" below the footing depth at the rear and sides of the home. Where necessary, said pipe would tie into 3" solid line and would discharge the water into the curb.

B) Solid drain system--said system will pick up all downspouts from roof gutters. System would also have stubs above grade in all key regions to be used as area drains. This would be 3" PVC tight line, with all appropriate fittings. It would discharge into the curb.

Acceptance of Proposal-- The above prices, specifications, and conditions are satisfactory and are hereby accepted. You are authorized to do the work as specified. Payment will be made as outlined above.

Date of acceptance:\_\_\_\_\_ Signature: \_\_\_\_\_ Signature: \_\_\_\_\_

{ewc MVBMP2, ViewerBmp2, [dither]bitmaps.bmp} {ewc MVBMP2. ViewerBmp 2. [dither]bitma ps.bmp} {ewc MVBMP2, {ewc MVBMP2, ViewerBmp2, bitmaps ViewerBmp .bmp} 2. [dither]bitma Pros - Checking the Work ps.bmp} {ewc MVBMP2, ViewerBmp2, bitmaps .bmp} {e Your local building department will inspect work that requires {ewc wc **MVBM** a permit, but don't rely solely on the people there to ensure good Μ P2, work. Check periodically to see that your plans and specifications VB Viewer are being followed. Make sure that dimensions and locations are Μ Bmp2, correct, especially before forms are built and concrete is poured. P2 [macro If you requested receipts for materials, check purchases against =`Jump specs. νi ID(ach If the contractor wants to change your plan, ask for an ew Path. explanation. If you discover you made a mistake, discuss remedies with your contractor. A change may involve extra cost, "design er B ing yo requiring an addendum to your contract. ur Tand mp Try to evaluate the situation before work begins. If the workers 2, scape") don't explain things or answer questions, halt the work until you [dit ']bitma get satisfactory responses. ps.bmp he r]bi tm ар s.b mp }

{ewc **MVBM** P2, Viewer Bmp2, [dither]b itmaps. shg} {ewc **MVBMP** 2. ViewerB mp2, [dither]bi tmaps.s hg} {ewc **MVBMP** 2, ViewerB mp2, [macro= JumpID (qchPat h, "working with pr os")'] [dither]bi tmaps.b mp} {ewc **MVBMP** 2. ViewerB mp2. [dither]bi tmaps.s hg} {ewc **MVBMP** 

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{evd WB P, VeerB m2, [th ebit mas.bmp]	{ewc MVBM P2, Viewer Bmp2, bitmap sd.bm p}	<pre>{ewc MVBMP2, ViewerBmp2, [macro=`JI(qchPath,"before_y ou_start")']bitmaps.bmp} <u>Before You Start</u> {ewc MVBMP2, ViewerBmp2, [macro=`JI(qchPath,"marking easements and utility_lines" )']bitmaps.bmp} <u>Marking</u> <u>Easements and Utility Lines</u> {ewc MVBMP2, ViewerBmp2, [macro=`JI(qchPath,"protectin g_plants_and_structures")']bit maps.bmp} <u>Protecting Plants</u> and Structures {ewc MVBMP2, ViewerBmp2, [macro=`JI(qchPath,"clearing_ the_area")']bitmaps.bmp} <u>Clearing the Area</u> {ewc MVBMP2, ViewerBmp2, [macro=`PI(qchPath,"cleararea ")']bitmaps.bmp} {ewc MVBMP2, ViewerBmp2, [macro=`JI(qchPath,"controllin g_weeds")']bitmaps.bmp} <u>Controlling Weeds</u> {ewc MVBMP2, ViewerBmp2, [macro=`JI(qchPath,"rough_gr ading")']bitmaps.bmp} <u>Rough</u> <u>Grading</u> {ewc MVBMP2, ViewerBmp2, [macro=`JI(qchPath,"rough_gr ading")']bitmaps.bmp} <u>Rough</u> <u>Grading</u> {ewc MVBMP2, ViewerBmp2, [macro=`JI(qchPath,"improvin g_drainage")']bitmaps.bmp}</pre>	Got your wheelbarrow, shovel, and tape measure ready? Here's how to lay the groundwork for your new landscape. {ewc MVBMP2, ViewerBmp2, bitmaps.bmp}	.shg} {ewc MVBMP 2, ViewerB mp2, [dither]bi tmaps.s hg} {ewc MVBMP 2, ViewerB mp2, [dither]bi tmaps.b mp} {ewc MVBMP 2, ViewerB mp2, [dither]bi tmaps.s hg}

<u>Improving Drainage</u> {ewc MVBMP2, ViewerBmp2, [macro=`PI(qchPath,"improvdr ain")']bitmaps.bmp} {ewc MVBMP2, ViewerBmp2, [macro=`JI(qchPath,"controlli ng_erosion")']bitmaps.bmp} <u>Controlling Erosion</u> {ewc MVBMP2, ViewerBmp2, [macro=`JI(qchPath,"choosing drip_irrigation")']bitmaps.bm p} <u>Choosing Drip Irrigation</u> {ewc MVBMP2, ViewerBmp2, [macro=`JI(qchPath,"using_an underground_sprinkler_syste m")']bitmaps.bmp} <u>Using an</u> <u>Underground_Sprinkler</u> <u>System</u> {ewc MVBMP2, ViewerBmp2, [macro=`PI(qchPath,"sprinkler
ViewerBmp2, [macro=`PI(qchPath,"sprinkler _subtop")']bitmaps.bmp}

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{ewc MVBMP2, ViewerBmp2, [macro=`JI(qchPath,"clearing\_the\_area")']bitmaps.bmp} <u>Clearing the Area</u> {ewc MVBMP2, ViewerBmp2, [macro=`JI(qchPath,"transplanting\_shrubs\_and\_trees")']bitmaps.

bmp} Transplanting Shrubs and Trees

{ewc MVBMP2, ViewerBmp2, [macro=`JI(qchPath,"removing\_rocks")']bitmaps.bmp}

Removing Rocks

{ewc MVBMP2, ViewerBmp2,

[macro=`JI(qchPath,"breaking up concrete")']bitmaps.bmp} Breaking Up Concrete

{ewc MVBMP2, ViewerBmp2,

[macro=`JI(qchPath,"removing large roots")']bitmaps.bmp} Removing Large Roots

{ewc MVBMP2, ViewerBmp2, [macro=`JI(qchPath,"removing\_stumps")']bitmaps.bmp}

Removing Stumps

{ewc MVBMP2, ViewerBmp2, [macro=`JI(qchPath,"removing\_a\_lawn")']bitmaps.bmp}

Removing a Lawn

{ewc MVBMP2, ViewerBmp2,

[macro=`JI(qchPath,"discarding debris")']bitmaps.bmp} Discarding Debris

{ewc MVBMP2, ViewerBmp2,

[macro=`FocusWindow("main")']bitmaps.bmp}

{ewc MVBMP2, ViewerBmp2, [macro=`JI(qchPath,"improving\_drainage")']bitmaps.bmp} <u>Improving Drainage</u> {ewc MVBMP2, ViewerBmp2, [macro=`JI(qchPath,"building\_a\_french\_drain")']bitmaps.bmp} <u>Building a French Drain</u>

{ewc MVBMP2, ViewerBmp2, [macro=`JI(qchPath,"installing\_a\_catch\_basin")']bitmaps.bmp} Installing a Catch Basin

{ewc MVBMP2, ViewerBmp2, [macro=`JI(qchPath,"constructing\_drainage\_swales")']bitmaps.b mp} <u>Constructing Drainage Swales</u>

{ewc MVBMP2,

ViewerBmp2, [macro=`FocusWindow("main")']bitmaps.bmp}

{ewc MVBMP2, ViewerBmp2, [macro=`JI(qchPath,"using\_an\_underground\_system")']bitmaps.bmp} <u>Choosing</u> <u>an Underground System</u> {ewc MVBMP2, ViewerBmp2, {ewc MVBMP2, ViewerBmp2,

[macro=`JI(qchPath,"making a design")']bitmaps.bmp} Making

<u>a Design</u>

{ewc MVBMP2, ViewerBmp2,

[macro=`JI(qchPath,"a parts primer")']bitmaps.bmp} <u>A Parts</u> Primer

{ewc MVBMP2, ViewerBmp2, [macro=`JI(qchPath,"tapping\_in")']bitmaps.bmp} <u>Tapping In</u> {ewc MVBMP2, ViewerBmp2,

[macro=`JI(qchPath,"installation")']bitmaps.bmp} Installation

{ewc MVBMP2,

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{ewc MVBMP2, ViewerBmp 2, [dither]bitma ps.bmp}		{ewc MVBMP2, ViewerBmp2, bitmaps .bmp} Before You Start {ewc MVBMP2, ViewerBmp2, bitmaps .bmp}	{ewc MVBM P2, Viewer Bmp2, [dither]b itmaps. shg}
{evc MBP2, VeerBm2, [heimpbp] } {evc MP2, [heimpbp] } {evc	{ewc MVBM P2, Viewer Bmp2, [macro =`Jump ID(qch Path, "prepar ing_the _site")'] bitmap s.bmp}	It's a fine weekend day, you've drawn up your plans, and you're ready to get to work. First, though, take care of the following: {ewc MVBMP2, ViewerBmp2, [macro=`PI(qchPath,"have_you_checked_local_ordinances_and_ building_codes_and_obtained_permits")']bitmaps.bmp} Check_ local ordinances and building codes and obtain permits {ewc MVBMP2, ViewerBmp2, [macro=`PI(qchPath,"have_you_told_your_neighbors_about_you r_plans")']bitmaps.bmp} Tell your neighbors about_you plans {ewc MVBMP2, ViewerBmp2, [macro=`PI(qchPath,"have_you_considered_how_long_the_proje ct_will_take")']bitmaps.bmp} Consider how long the project will take {ewc MVBMP2, ViewerBmp2, [macro=`PI(qchPath,"do_you_have the_right_materials_and_equ ipment_on_hand")']bitmaps.bmp} Have the right materials and_equ ipment_on_hand {ewc MVBMP2, ViewerBmp2, [macro=`PI(qchPath,"can_you_do_the_job_yourself_or_will_you _need_help")']bitmaps.bmp} Determine if you can do the job_ yourself, or if you need help {ewc MVBMP2, ViewerBmp2, [macro=`PI(qchPath,"make_arrangements_to_haul_away_debris" /]bitmaps.bmp} Make_arrangements to haul_away_debris" {ewc MVBMP2, ViewerBmp2, [macro=`PopupID(qchPath, "before_you_start_bybook")']bitmaps.bmp} {ewc MVBMP2, ViewerBmp2, [macro=`PopupID(qchPath, "before_you_start_bybook")']bitmaps.bmp} }	sng} {ewc MVBMP 2, ViewerB mp2, [dither]bi tmaps.s hg} {ewc MVBMP 2, ViewerB mp2, [macro= JumpID (qchPat h, "prepari ng_the_ site")'] [dither]bi tmaps.b mp} {ewc MVBMP 2, ViewerB mp2, [dither]bi tmaps.b mp} {ewc MVBMP 2, ViewerB mp2, [dither]bi tmaps.b mp} {ewc MVBMP 2, ViewerB mp2, [dither]bi tmaps.b mp} {ewc MVBMP 2, ViewerB mp2, [dither]bi tmaps.b mp} {ewc MVBMP 2, ViewerB mp2, [dither]bi tmaps.b mp} {ewc MVBMP 2, ViewerB mp2, [dither]bi tmaps.b mp} {ewc MVBMP 2, ViewerB mp2, [dither]bi tmaps.b mp} {ewc MVBMP 2, ViewerB mp2, [dither]bi tmaps.b mp} {ewc MVBMP 2, ViewerB mp2, [dither]bi tmaps.b mp} {ewc MVBMP 2, ViewerB mp2, [dither]bi tmaps.b mp3, [dither]bi tmaps.b mp3, [dither]bi tmaps.b mp3, [dither]bi tmaps.b mp3, [dither]bi tmaps.b mp3, [dither]bi tmaps.b mp3, [dither]bi tmaps.b mp3, [dither]bi tmaps.b]
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These projects are often governed by local ordinances or require building permits: grading, erosion control, spas and swimming pools, fences, retaining walls, sprinklers, lighting and electrical systems, patio roofs, gas piping, and <u>off-grade</u> or <u>cantilevered decks.</u> Getting a building permit can be as simple as a one-time visit to your local planning department. Or you may need detailed drawings and lengthy design review. Fees vary, depending on location and complexity. An inspector may visit the construction site to make sure everything is being done properly. Your local planning department can advise you of its requirements. Fences, trees, or other features you modify may adversely affect your neighbors' homes and yards. The landscaping process may also inconvenience them. Explain what you're planning and what impact it will have. A muddy, torn-up yard or a driveway blocked by building materials will be hard to take for long. If the project is extensive, tackle it in stages. You may be forced to halt work if you don't have the tools and supplies you need. Double-check your plan to be sure. If in doubt, consult your supplier. Many landscaping projects involve heavy lifting that may require helpers. Some jobs, such as complex bricklaying, call for skills you may lack. To find qualified professionals, check the classified ads of your newspaper or phone book. Or ask a nursery for recommendations. Your garbage-disposal company may rent you a debris box. Or you can re-use some materials, such as broken concrete, in your building projects. By the Book Be sure to obtain all the permits you need. Failure to do so can result in steep penalties or costly changes in your finished landscape. Related Topics {ewc MVBMP2, ViewerBmp2, [macro=`JI(qchPath,"clearing\_the\_area")']bitmaps.bmp} <u>Clearing the Area</u> {ewc MVBMP2, ViewerBmp2, [macro=`JI(qchPath,"working\_with\_pros")']bitmaps.bmp} <u>Working with Pros</u>

{ewc MVBMP2, ViewerBmp2, [dither]bitmaps.bmp} {ewc {ewc **MVBM** MVBMP2. ViewerBmp P2, Viewer 2. [dither]bitma Bmp2, [dither] ps.bmp} bitmaps .bmp} {ewc {ewc MVBMP2, {ewc MVBMP2, ViewerBmp2, bitmaps MVBM. .bmp} P2, ViewerBmp Marking Easements and Utility Viewer 2. [dither]bitma Bmp2. Lines ps.bmp} [dither] {ewc MVBMP2, ViewerBmp2, bitmaps bitmaps .bmp} .shg} {ewc MVBMP2, {e {ewc Before breaking ground on your {ewc **MVBMP** wc **MVBM** project, use special landscape paint (or ViewerBmp2. Μ P2, powdered chalk, sprinkled flour, flags, or fotoseasemnt.bmp} 2, ViewerB VB Viewer stakes and string) to mark the locations of Μ Bmp2, all easements, pipes, cables and other mp2, utility lines. If you don't, you may cause P2 [dither]bi [macro =`Jum damage or accidents. tmaps.s νi Underground utilities lie at different pID(ac hg} depths, from a few inches to several feet. ew hPath. {ewc "prepar Ask your utility company about the MVBMP er depths as well as the locations of buried B ing th 2, e<u>site</u>" )']bitma ViewerB m lines--otherwise simple landscaping tasks, like trenchdigging, may prove mp2, p2 ps.bm hazardous [macro= ĺdi JumpID p} (gchPat th er] h. "prepari bit ng the m site")'] ap [dither]bi s. b tmaps.b mp} m p} {ewc **MVBMP** 2, ViewerB mp2. [dither]bi tmaps.s hg} {ewc MVBMP2, ViewerBmp2, [macro=`PopupID(qchPath, {ewc {e "marking\_easements\_protip")']bitmaps.bmp} МVВМР WC {ewc MVBMP2, ViewerBmp2, [macro=`PopupID(qchPath, Μ 2, ViewerB V "marking easements seealso")']bitmaps.bmp} В mp2, Μ [dither]bit

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Tip from the Pros Use different shades of landscape paint to color-code your utility lines. Also mark their depths on stakes. Utility companies can tell you standard depths, but take care when digging --someone may have changed the grade and made them shallower.

Related Topics {ewc MVBMP2, ViewerBmp2, [macro=`JI(qchPath,"recording\_underground\_utilities")']bitmaps .bmp} <u>Recording Underground Utilities</u> {ewc MVBMP2, ViewerBmp2, [macro=`JI(qchPath,"recording\_property\_lines")']bitmaps.bmp} <u>Recording Property Lines</u>

{ewc MVBMP2, ViewerBmp2, [dither]bitmaps.bmp} {ewc {ewc **MVBM** MVBMP2. ViewerBmp P2, Viewer 2. [dither]bitma ps.bmp} .bmp} {ewc {ewc MVBMP2, {ewc MVBMP2, ViewerBmp2, bitmaps .bmp} P2, ViewerBmp **Protecting Plants and Structures** 2. [dither]bitma {ewc MVBMP2, ViewerBmp2, bitmaps ps.bmp} .bmp} .shg} Fence off everything you {ewl MVBMP2, ViewerBmp2, {e {ewc {ewc wc **MVBM** want to keep intact-including illustnsprotect.bmp} Μ P2, trees and shrubs, structures, 2, VB Viewer pathways, and surfaces. Use Μ Bmp2, plastic fencing (lower right), mp2, P2 hay bales, or colorful tape--[macro =`Jum anything that will keep νi equipment or vehicles away. pID(ac hg} Protect the root systems of ew hPath. {ewc trees by fencing around their "prepar er B ing th driplines, or farther out if 2, e<u></u>site" )']bitma possible. If you'll be disturbing m the ground inside a dripline, mp2, p2 ps.bm consult a certified arborist for ĺdi ways to safeguard the tree. p} th er] h. bit m site")'] ap s. b mp} m p} {ewc 2, mp2. hg} {ewc MVBMP2, ViewerBmp2, [macro=`PopupID(qchPath, {ewc {e WC

"protecting plants and structures seealso")'[bitmaps.bmp] Μ V В Μ P2

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Bmp2, [dither] bitmaps MVBM. Viewer Bmp2. [dither] bitmaps **MVBMP** ViewerB [dither]bi tmaps.s MVBMP ViewerB [macro= JumpID (gchPat "prepari ng the [dither]bi tmaps.b **MVBMP** ViewerB [dither]bi tmaps.s MVBMP 2, ViewerB mp2, [dither]bit maps.bm p}

Vi ew er B m p2 , [di th er] bit ap s. b m p}

Related Topics {ewc MVBMP2, ViewerBmp2, [macro=`JI(qchPath,"transplanting\_shrubs\_and\_trees")']bitmaps. bmp} <u>Transplanting Shrubs and Trees</u>

{ewc MVBMP2, ViewerBmp 2, [dither]bitma ps.bmp}

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{ewc MVBMP2, ViewerBmp2, [dither]bitmaps.bmp}

ViewerBmp 2, [dither]bitma ps.bmp}

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**Clearing the Area** {ewc MVBMP2, ViewerBmp2, bitmaps .bmp}

{e wM B P2 , Vi e e B m p , [dth e bit m p	{ewc MVBM P2, Viewer Bmp2, [macro =`Jum pID(qc hPath, "prepar ing_th e_site" )']bitma ps.bm p}	Once you've marked and protected what you're going to keep, move everything else out of the way. This heavy work can take longer than you think, especially if you have lots of plants and paving. Consider organizing a family work party or hiring people to help you. You'll probably want to tackle it in stages. {ewc MVBMP2, ViewerBmp2, [macro=`JI(qchPath,"transplanti ng_shrubs_and_trees")']bitmaps .bmp} <u>Transplanting Shrubs &amp; Trees</u> {ewc MVBMP2, ViewerBmp2, [macro=`JI(qchPath,"removing rocks")']bitmaps bmp}	<pre>{ewc MVBMP2, ViewerBmp2, fotoslawn.bmp } {ewc MVBMP2, ViewerBmp2, [macro=`JI(qchPath,"removing_ a_lawn")']bitmaps.bmp} <u>Removing a Lawn</u> {ewc MVBMP2, ViewerBmp2, [macro=`JI(qchPath,"discarding debris")']bitmaps.bmp} <u>Discarding Debris</u></pre>	.shg} {ewc MVBMP 2, ViewerB mp2, [dither]bi tmaps.s hg} {ewc MVBMP 2, ViewerB mp2, [macro= `JumpID (qchPat h, "prepari ng_the_ site")"
p} {e		up_concrete")']bitmaps.bmp} <u>Breaking Up Concrete</u> {ewc MVBMP2, ViewerBmp2, [macro=`JI(qchPath,"removing large_roots")']bitmaps.bmp} <u>Removing Large Roots</u> {ewc MVBMP2, ViewerBmp2, [macro=`JI(qchPath,"removing _stumps")']bitmaps.bmp} <u>Removing Stumps</u>		{ewc MVBMP 2, ViewerB mp2, [dither]bi tmaps.s hg} {ewc
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P2 , ew er B m p2 , [di th er] bit m ap s. b m p}

maps.bm p}

{ewc MVBMP2, ViewerBmp2, [dither]bitmaps.bmp} {ewc {ewc **MVBMP** MVBMP2. ViewerBmp 2, ViewerB 2 [dither]bitm mp2,aps.bmp} [dither]bi tmaps.b mp} {ewc {ewc MVBMP2. {ewc MVBMP2, ViewerBmp2, bitmaps **MVBMP** .bmp} ViewerBmp 2. Clearing - Transplanting Shrubs & ViewerB 2. [dither]bitm mp2. Trees [dither]bi aps.bmp} {ewc MVBMP2, ViewerBmp2, bitmaps tmaps.s .bmp} hg} {ewr MVMCI2, ViewerMCI, [device MMMovie][noframe] {e {ewc {ewc **MVBM** [stdcontrol]moviesmovtree.mmm} To move a shrub or small MVBMP2. wc P2, tree, use a shovel to sever the roots about 18 to 24 inches away ViewerB Μ Viewer VB from the trunk. If you can do this a month or two before mp2, Μ Bmp2, transplanting, the growth of new feeder roots will help the plant [dither]bi P2, macro adapt. tmaps.sh Vie =`Jump Next, dig around the **rootball** and undercut the bottom. Bunch q} a large piece of burlap in the bottom of the hole. Gently rock the we ID(qch {ewc rB Path. rootball as you pull the burlap around it. Wrap and tie the burlap MVBMP2, around the rootball. For large plants, place two planks on either "prepari ViewerB mp ng the side. Use a person on each end to gently lift the rootball onto the mp2. 2 site")']b [dit planks and transfer it to the ground. [macro=` her itmaps. JumpID(q chPath, ]bit bmp} ma "clearing the area" ps. bm )'1 [dither]bi **p**} tmaps.b mp} {ewc MVBMP2, ViewerB mp2. [dither]bi tmaps.sh g} {ewc MVBMP2, ViewerBmp2, [macro=`PopupID(qchPath, {ewc {e "transplanting shrubs and trees more")']bitmaps.bmp} MVBMP ŴС {ewc MVBMP2, ViewerBmp2, [macro=`PopupID(qchPath, "transplanting\_shrubs\_and\_trees\_protip")']bitmaps.bmp} {ewc MVBMP2, ViewerBmp2, [macro=`PopupID(qchPath, Μ V

"transplanting\_shrubs\_and\_trees\_safety")']bitmaps.bmp} {ewc MVBMP2, ViewerBmp2, [macro=`PopupID(qchPath, "transplanting\_shrubs\_and\_trees\_tools")']bitmaps.bmp}

{ewc MVBMP2, ViewerBmp2, [macro=`PopupID(qchPath, "transplanting shrubs and trees seealso")']bitmaps.bmp}

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ViewerB mp2, [dither]bit maps.bm

p}

mp2 , [di th er] bit mp s. b mp}

## More

You'll do less damage to a plant if you move it in cool weather, when its growth is less active. In cold-winter climates, this time is just as the ground thaws in spring. In milder areas, the best time is fall.

If you can't replant immediately, <u>heel in</u> the plants in a cool, shaded area.

Tip From the Pros If a plant is too heavy to lift or carry on a wheelbarrow, rock it onto a tarp and drag it to its new location. Be careful not to break the rootball.

Safety Avoid injury to people and property by hiring a <u>certified</u> <u>arborist</u> to remove large trees. Never attempt to remove or prune a tree growing near power lines.
Tools and Materials shovel or spade pruning shears wheelbarrow burlap or cloth sheeting string twine Related Topics {ewc MVBMP2, ViewerBmp2, [macro=`JI(qchPath,"planting\_trees\_and\_shrubs")']bitmaps.bmp } <u>Planting Trees and Shrubs</u>

{ewc MVBMP2, ViewerBmp2, [dither]bitmaps.bmp} {ewc {ewc **MVBM** MVBMP2. ViewerBmp P2, Viewer 2 [dither]bitma Bmp2, ps.bmp} [dither] bitmaps .bmp} {ewc {ewc MVBMP2, {ewc MVBMP2, ViewerBmp2, bitmaps MVBM. .bmp} ViewerBmp P2, Clearing - Removing Rocks Viewer 2. [dither]bitma Bmp2, {ewc MVBMP2, ViewerBmp2, bitmaps .bmp} [dither] ps.bmp} bitmaps .shg} {ewc MVBMP2, ViewerBmp2, {e {ewc Rocks can be surprisingly {ewc wc **MVBM** heavy for their size. A rock the illustnsrocks.bmp} MVBMP2. Μ P2, diameter of a bowling ball may ViewerB VB Viewer weigh 50 pounds. mp2, Μ Bmp2, To move a rock that's [dither]bi P2 [macro embedded in the ground, dig tmaps.sh =`Jum around it with a shovel or pick. g} νi Pry it out with a board or pry pID(ac {ewc ew hPath. bar and lever. As you pry it up MVBMP2, and out, keep it in place by "prepar ViewerB er B ing th wedging smaller rocks or mp2. e<u>site</u>" )']bitma pieces of wood underneath. [macro= m Try rolling a heavy one p2 `JumpID( ps.bm away, or dragging it off on a gchPath, ĺdi sturdy tarp or a rolling dolly. p} "clearing Or use several logs or thick th the are dowels as rollers, constantly a")'] er] moving the last one to the front bit [dither]bi as the rock rolls forward. You'll tmaps.b m probably need help. ap mp} s. {ewc b MVBMP2, ViewerB m p} mp2. [dither]bi tmaps.sh g} {ewc MVBMP2, ViewerBmp2, [macro=`PopupID(qchPath, {ewc {e "removing\_rocks\_more")']bitmaps.bmp} ViewerBmp2, [macro=`PopupID(qchPath, **MVBMP** ŴС {ewc MVBMP2, Μ "removing\_rocks\_safety")']bitmaps.bmp} ViewerB V {ewc MVBMP2, ViewerBmp2, [macro=`PopupID(qchPath, В mp2, "removing rocks tools")']bitmaps.bmp} [dither]bit М P2 maps.bm p} ί ew er В

mp2 , [di th er] bit mp s. b mp}

More If rocks are too big or numerous to move by yourself, hire helpers or rent a tractor with a front-end loader and backhoe.

# Safety

When lifting rocks, avoid injury by keeping your back straight and your knees bent. Wear thick gloves. When rolling large rocks, keep your fingers and feet away. On sloping ground, don't let the rock get away from you and harm people or property below. Tools and Materials pry bar tarp shovel wheelbarrow

{ewc MVBMP2, ViewerBmp 2, [dither]bitma ps.bmp}		{ewc MVBMP2, ViewerBmp2, [dither]bitmaps.bmp}	{ewc MVBM P2, Viewer Bmp2, [dither] bitmaps
{ewc MVE View 2, [dith ps.b	SMP2, VerBmp er]bitma mp}	{ewc MVBMP2, ViewerBmp2, bitmaps .bmp} Clearing - Breaking Up Concrete {ewc MVBMP2, ViewerBmp2, bitmaps .bmp}	.bmp} {ewc MVBM P2, Viewer Bmp2, [dither] bitmaps
{evcMVMP, VeerBmp, [dthebmasbmp]	{ewc MVBM P2, Viewer Bmp2, [macro =`Jump ID(qch Path, "prepar ing_the _site")'] bitmap s.bmp}	<pre>{ewr MVMCI2, ViewerMCI, [device MMMovie][noframe] [stdcontrol]moviesbreakcn.mmm} There's no easy way around itremoving existing concrete patios, driveways, and pathways is hard work. Whether or not you can do it by yourself depends on the thickness of the concrete and the strength of your back. If the concrete is under 3 inches thick, you can break it up with a sledgehammer. Go to an edge and with a shovel dig a short distance under the concrete. Pry it up, then swing away. A pry bar will help you separate the pieces.</pre>	.sng} {ewc MVBMP2, ViewerB mp2, [dither]bi tmaps.sh g} {ewc MVBMP2, ViewerB mp2, [macro= `JumpID( qchPath, "clearing _the_are a")'] [dither]bi tmaps.b mp} {ewc MVBMP2, ViewerB mp2, [dither]bi tmaps.sh a}
{e wc M V B M P2 , Vi ew er		{ewc MVBMP2, ViewerBmp2, [macro=`PopupID(qchPath, "breaking_up_concrete_more")']bitmaps.bmp} {ewc MVBMP2, ViewerBmp2, [macro=`PopupID(qchPath, "breaking_up_concrete_safety")']bitmaps.bmp} {ewc MVBMP2, ViewerBmp2, [macro=`PopupID(qchPath, "breaking_up_concrete_tools")']bitmaps.bmp} {ewc MVBMP2, ViewerBmp2, [macro=`PopupID(qchPath, "breaking_up_concrete_seealso")']bitmaps.bmp}	{ewc MVBMP 2, ViewerB mp2, [dither]bit maps.bm p}

B

mp2 , [di th er] bit mp s. b mp}

More For bigger jobs, rent an electric jackhammer or **pneumatic** jackhammer.

Safety Wear safety goggles, thick gloves and heavy work boots.

Tools and Materials shovel scoop shovel wheelbarrow sledgehammer steel rake Related Topics {ewc MVBMP2, ViewerBmp2, [macro=`JI(qchPath,"discarding\_debris")']bitmaps.bmp} Discarding Debris

{ewc MVBMP2, ViewerBmp 2, [dither]bitma ps.bmp}		{ewc MVBMP2, ViewerBmp2,	, [dither]bitmaps.bmp}	{ewc MVBM P2, Viewer Bmp2, [dither] bitmaps
{ewc MVE View 2, [dith ps.b	c 3MP2, verBmp er]bitma mp}	{ewc MVBMP2, ViewerBmp2, bitmaps .bmp} Clearing - Remov {ewc MVBMP2, ViewerBmp2, bitmaps .bmp}	ing Large Roots	.bmp} {ewc MVBM P2, Viewer Bmp2, [dither] bitmaps
{ecMBA2, VeerBm2, [ther]tmas.bmp}	{ewc MVBM P2, Viewer Bmp2, [macro =`Jum pID(qc hPath, "prepar ing_th e_site" )]bitma ps.bm p}	Large tree roots near the surface can get in the way of building and planting. To remove one, start at the end nearest the stump and with a shovel expose as much of it as you can. Cut it into small sections with an axe or a <u>mattock</u> , tool at right, and pry it out with a pry bar.	{ewc MVBMP2, ViewerBmp2, illustnsroots.bmp }	.shg} {ewc MVBMP2, ViewerB mp2, [dither]bi tmaps.sh g} {ewc MVBMP2, ViewerB mp2, [macro= `JumpID( qchPath, "clearing _the_are a")'] [dither]bi tmaps.b mp} {ewc MVBMP2, ViewerB mp2, [dither]bi tmaps.sh
{e wc M V B M P2 , Vi ew er B		{ewc MVBMP2, ViewerBmp2, [n "removing_large_roots_safety")']} MVBMP2, ViewerBmp2, [macro= "removing_large_roots_tools")']bi	nacro=`PopupID(qchPath, bitmaps.bmp} {ewc =`PopupID(qchPath, tmaps.bmp}	<sup>g</sup> {ewc MVBMP 2, ViewerB mp2, [dither]bit maps.bm p}

mp2 , [di th er] bit mp s. b mp}

Safety Before removing a large live root, consult a <u>certified arborist</u> to make sure you won't harm the tree or increase its chance of falling.

Tools and Materials shovel pick pry bar axe or <u>mattock</u> wheelbarrow

{ewc MVBMP2, ViewerBmp 2, [dither]bitma ps.bmp}		{ewc MVBMP2, ViewerBmp2, [dither]bitmaps.bmp}		{ewc MVBM P2, Viewer Bmp2, [dither] bitmaps .bmp}	
{ewc MVE View 2, [dith ps.b	: BMP2, /erBmp er]bitma mp}	{ewc MVBMP2, ViewerBmp2, bitmaps .bmp} Clearing - Remov {ewc MVBMP2, ViewerBmp2, bitmaps .bmp}	ving Stum	ps	{ewc MVBM P2, Viewer Bmp2, [dither] bitmaps
{evcMVBP, VeerBmp, [thebmas.bmp]	{ewc MVBM P2, Viewer Bmp2, [macro =`Jum pID(qc hPath, "prepar ing_th e_site" )']bitma ps.bm p}	Perhaps you have an old stump that's in the way. The easiest way to remove it is with a stump grinder, <i>right</i> , which abrades it down to 6 to 12 inches below the soil. Or you can expose the larger roots with a shovel or <b>mattock</b> , then dislodge the stump with a tractor or bulldozer. Chemical stump removers are another alternative, but they take a long time to work.	{ewc MVBMP2, fotos.bmp}	, ViewerBmp2,	DITMAPS .shg} {ewc MVBMP2, ViewerB mp2, [dither]bi tmaps.sh g} {ewc MVBMP2, ViewerB mp2, [macro= `JumpID( qchPath, "clearing _the_are a")'] [dither]bi tmaps.b mp} {ewc MVBMP2, ViewerB mp2, [dither]bi tmaps.sh
{e wc M V B M P2 , Vi ew		{ewc MVBMP2, ViewerBmp2, "removing_stumps_protip")']bi MVBMP2, ViewerBmp2, [mac "removing_stumps_tools")']bit ViewerBmp2, [macro=`PopupI "removing_stumps_seealso")']b	, [macro=`PopupII tmaps.bmp} ro=`PopupID(qch maps.bmp} D(qchPath, pitmaps.bmp}	D(qchPath, {ewc Path, {ewc MVBMP2,	g} {ewc MVBMP 2, ViewerB mp2, [dither]bit maps.bm p}

er B mp2 , [di th er] bit mp s. b mp} Tip from the Pros If you're paving over a ground stump, try to take the roots out. Otherwise, the pavement may settle and crack as they decay. Tools and Materials axe pry bar shovel or <u>mattock</u> {ewc MVBMP2, ViewerBmp2, [macro=`JI(qchPath,"stump\_grinder")']bitmaps.bmp} <u>Stump</u> <u>Grinder</u> tractor or bulldozer Related Topics {ewc MVBMP2, ViewerBmp2, [macro=`JI(qchPath,"removing\_large\_roots")']bitmaps.bmp} <u>Removing Large Roots</u>

{ewc MVBMP2, ViewerBmp 2, [dither]bitma ps.bmp}		{ewc MVBMP2, ViewerBmp2, [dither]bitmaps.bmp}		{ewc MVBM P2, Viewer Bmp2, [dither] bitmaps	
{ewc MVE View 2, [dith ps.b	s MP2, verBmp er]bitma mp}	{ewc MVBMP2, ViewerBmp2, bitmaps .bmp} Clearing - Remov {ewc MVBMP2, ViewerBmp2, bitmaps .bmp}	ing a Lav	wn	{ewc MVBM P2, Viewer Bmp2, [dither] bitmaps
{ecMBP, VeeBmp, [thebmas.bmp]	{ewc MVBM P2, Viewer Bmp2, [macro =`Jum pID(qc hPath, "prepar ing_th e_site" )']bitma ps.bm p}	Taking out a lawn is like laying sod in reverseyou undercut it with a shovel and lift it out. If you have a vigorous, warm-season grass, kill it first with a systemic herbicide. Otherwise it will regrow. For larger lawns, rent a sod cutter, right, from a tool-rental company.	{ewc MVBMI fotos.bmp}	P2, ViewerBmp2,	.shg} {ewc MVBMP2, ViewerB mp2, [dither]bi tmaps.sh g} {ewc MVBMP2, ViewerB mp2, [macro= `JumpID( qchPath, "clearing _the_are a")'] [dither]bi tmaps.b mp} {ewc MVBMP2, ViewerB mp2, [dither]bi tmaps.sh
{e wc M V B M P2		{ewc MVBMP2, ViewerBmp2, [1 "removing_a_lawn_safety")']bitm ViewerBmp2, [macro=`PopupID( "removing_a_lawn_protip")']bitm ViewerBmp2, [macro=`PopupID( "removing_a_lawn_tools")']bitma	nacro=`PopupII aps.bmp} qchPath, aps.bmp} qchPath, ups.bmp}	D(qchPath, {ewc MVBMP2, {ewc MVBMP2,	{ewc MVBMP 2, ViewerB mp2, [dither]bit maps.bm
, Vi ew er					۲ <u>۲</u>

В

mp2 , [di th er] bit mp s. b mp} Tip From the Pros To make digging easier, make sure the lawn is moist before you start.

Safety Read the label of an herbicide before you use it, and follow the instructions to the letter. Don't spray on a hot or windy day, and don't let the spray touch desirable plants -- it'll kill them.

Tools spade steel rake wheelbarrow spray tank sod cutter

{ewc MVBMP2, ViewerBmp2, [dither]bitmaps.bmp} {ewc {ewc MVBMP2. **MVBM** ViewerBmp P2, Viewer 2. [dither]bitma Bmp2, [dither] ps.bmp} bitmaps .bmp} {ewc {ewc MVBMP2, {ewc MVBMP2, ViewerBmp2, bitmaps **MVBM** .bmp} P2, ViewerBmp **Clearing** - Discarding Debris Viewer 2. [dither]bitma Bmp2. {ewc MVBMP2, ViewerBmp2, bitmaps ps.bmp} .bmp} [dither] bitmaps .shg} Installing a new landscape {ewc MVBMP2, ViewerBmp2, {e {ewc {ewc wc **MVBM** can create a lot of debris. fotosdebris.bmp} MVBMP2. P2, Μ especially around an older ViewerB VB Viewer home with existing plants, mp2, Μ Bmp2, pavings, and structures. Ask [dither]bi P2 your garbage company about [macro tmaps.sh =`Jum renting a large debris box, or g} νi look in the Yellow Pages under pID(ac {ewc "Rubbish Containers & ew hPath. MVBMP2, "prepar Hauling." A week's debris box-ViewerB er rental can cost several hundred B ing th mp2. e<u>site</u>" )']bitma m dollars--so schedule your work [macro= time to fill the box efficiently. p2 `JumpID( ps.bm gchPath, ĺdi p} "clearing th the are \_\_\_\_] er] bit [dither]bi m tmaps.b ap mp} {ewc S. b MVBMP2, ViewerB m p} mp2. [dither]bi tmaps.sh g} {ewc MVBMP2, ViewerBmp2, [macro=`PopupID(qchPath, {ewc {e "discarding debris moneytip")']bitmaps.bmp} **MVBMP** ŴС Μ 2, ViewerB V В mp2, [dither]bit М P2 maps.bm p} ί ew er В

mp2 , [di th er] bit mp s. b mp}

Money-Saving Tip Instead of throwing away debris, re-use it. You can turn plant materials into <u>compost</u> or rent a <u>chipper</u> to chop them into <u>mulch</u>. Broken concrete can become a small retaining wall or a new patio.

{ewc MVBMP2, ViewerBmp 2, [dither]bitma ps.bmp}		{ewc MVBMP2, ViewerBmp2,	[dither]bitmaps.bmp}	{ewc MVBM P2, Viewer Bmp2, [dither] bitmaps
{ewc MVE View 2, [dithe ps.bl	: MP2, /erBmp er]bitma mp}	{ewc MVBMP2, ViewerBmp2, bitmaps .bmp} Controlling Weed {ewc MVBMP2, ViewerBmp2, bitmaps .bmp}	S	.bmp} {ewc MVBM P2, Viewer Bmp2, [dither] bitmaps
{evcMVBA2, VeerBm2, [th ebitmas.bm]	{ewc MVBM P2, Viewer Bmp2, [macro =`Jum pID(qc hPath, "prepar ing_th e_site" )']bitma ps.bm p}	You'll avoid problems later if you eliminate tough perennial weeds like Bermuda grass and quack grass. Spray them with a systemic herbicide. It will be most effective in warm weather and when the weeds are growing actively. To eliminate weed seeds that will sprout later, water the area to make them germinate. Once they sprout, in a week or two, remove them with a hoe or spray them with herbicide. Repeat the cycle until no more weeds grow. The entire process may take 8 to 12 weeks.	{ewc MVBMP2, ViewerBmp2, fotosweeds.bmp}	sng} {ewc MVBMP 2, ViewerB mp2, [dither]bi tmaps.s hg} {ewc MVBMP 2, ViewerB mp2, [macro= JumpID (qchPat h, "prepari ng_the_ site")'] [dither]bi tmaps.b mp} {ewc MVBMP 2,
{e wc M V B M P2 ,		{ewc MVBMP2, ViewerBmp2, [n "controlling_weeds_safety")']bitm	nacro=`PopupID(qchPath, aps.bmp}	ViewerB mp2, [dither]bi tmaps.s hg} {ewc MVBMP 2, ViewerB mp2, [dither]bit maps.bm p}

Vi ew er B m p2 , [di th er] bit ap s. b m p}

Safety Read the label of an herbicide before you use it, and follow the instructions to the letter. Don't spray on a hot or windy day, and don't let the spray touch desirable plants--it'll kill them.

{ewc MVBMP2, ViewerBmp 2, [dither]bitma ps.bmp}	{ewc MVBMP2, ViewerBmp2, [dither]bitmaps.bmp}	{ewc MVBM P2, Viewer Bmp2, [dither] bitmaps .bmp}
{ewc MVBMP2, ViewerBmp 2, [dither]bitma ps.bmp}	{ewc MVBMP2, ViewerBmp2, bitmaps .bmp} <b>Rough Grading</b> {ewc MVBMP2, ViewerBmp2, bitmaps .bmp}	{ewc <sup>2</sup> MVBM P2, Viewer Bmp2, [dither] bitmaps
<pre>{e {ewc wc MVBM M P2, V Viewer B Bmp2, M [macro P2 =`Jum , pID(qc Vi hPath, ew "prepar er ing_the B _site")'] m bitmap p2 s.bmp} , [di th er] bit m ap s. b m p}</pre>	<pre>{ewr CUTFILL2, CutFillPane, unused} If your yard slopes, creating a flat space can require a lot of earth moving. Use the calculator, <i>right</i>, to determine how much dirt you'll be moving. Enter the length and width of the flat space you want. Next, enter the depth of soil to cut (a retaining wall over 3 feet may require a permit). Finally, enter the total <u>rise</u> of the section you'll be working on. Ideally, the volume you cut will equal the volume you fill so you won't need to buy or dispose of extra soil.</pre>	.sng} {ewc MVBMP 2, ViewerB mp2, [dither]bi tmaps.s hg} {ewc MVBMP 2, ViewerB mp2, [macro= `JumpID (qchPat h, "prepari ng_the_ site")'] [dither]bi tmaps.b mp} {ewc MVBMP 2, ViewerB mp2, [dither]bi tmaps.s
{e wc M V B M P2	{ewc MVBMP2, ViewerBmp2, [macro=`JI("3dland3.mvb>steps", "rough_grading_step_by_step")']bitmaps.bmp} {ewc MVBMP2, ViewerBmp2, [macro=`PopupID(qchPath, "rough_grading_tools")']bitmaps.bmp}	hg} {ewc MVBMP 2, ViewerB mp2, [dither]bi tmaps.b mp}

Vi ew er B m p2 , [di th er] bit ap s. b m p}

{ewc MVBMP2, ViewerBmp2, bitmaps.shg}

Step by Step: Rough Grading

Rough grading creates the basic contours of your landscape. You can do it with just a shovel, or with a landscape contractor and a bulldozer. Follow these steps:

1. Mark out features on the ground. Use <u>landscape paint</u>, sprinkled flour, or stakes and string. At high and low points, place stakes marked with the number of feet to cut or fill.

2. Create terraces by cutting and filling.

3. Make cuts for footings. The **footing** depth depends on what you're building and how deeply the soil freezes in your area. Consult your local building department.

4. Grade for walkways, patios, lawns and plant beds. Soil under these features should slope at 1/4 inch per foot to guide rainwater away from your house or toward <u>catch basins</u>. Mark the grade with stakes, string and a <u>line level</u>, then dig and rake accordingly, removing enough to allow for the thickness of the pavement
Tools shovel steel rake wheelbarrow tractor with front-end loader and rear scraper backhoe

{ewc MVBMP2, ViewerBmp2, [dither]bitmaps.bmp} {ewc {ewc **MVBM** MVBMP2. ViewerBmp P2, Viewer 2. [dither]bitma Bmp2, [dither] ps.bmp} bitmaps .bmp} {ewc {ewc MVBMP2, {ewc MVBMP2, ViewerBmp2, bitmaps MVBM. .bmp} ViewerBmp P2, Improving Drainage Viewer 2. [dither]bitma Bmp2, {ewc MVBMP2, ViewerBmp2, bitmaps .bmp} [dither] ps.bmp} bitmaps .shg} {ewc MVBMP2, ViewerBmp2, {e {ewc A properly draining yard is {ewc critical to a good landscape. wc **MVBM** fotosdrain.bmp} **MVBMP** Μ P2, Make a mistake here, and you 2, ViewerB VB Viewer could flood your house or wash Bmp2, away parts of your yard. mp2, Μ P2 Check to be sure that the [dither]bi [macro =`Jum ground around your house-tmaps.s Vi including paving--slopes away at pID(ac hg} least 1/4 inch per foot, for a ew hPath, {ewc distance of at least 6 feet from the MVBMP "prepar er B ing th foundation. If you suspect a 2, e<u>site</u>" )']bitma ViewerB problem, call a landscape m architect, landscape contractor, p2 mp2, ps.bm or soils engineer. [macro= ĺdi Also provide drainage at the JumpID p} bottom of hillsides, from behind th (gchPat retaining walls, and away from er] h. "prepari bit low spots. ng the m {ewc MVBMP2, ViewerBmp2, site")'] ар macro=`JI(qchPath,"building a [dither]bi S. french drain")']bitmaps.bmp} tmaps.b b Building a French Drain mp} m p} {ewc MVBMP2, ViewerBmp2, {ewc [macro=`JI(qchPath,"installing a **MVBMP** catch\_basin")']bitmaps.bmp} 2, Installing a Catch Basin ViewerB {ewc MVBMP2, ViewerBmp2, mp2. [dither]bi [macro=`JI(qchPath,"constructing drainage\_swales")']bitmaps.bmp tmaps.s <u>Constructing Drainage Swales</u> hg} {ewc MVBMP2, ViewerBmp2, [macro=`PopupID(qchPath, "improving\_drainage\_more")']bitmaps.bmp} {ewc {ewc {e MVBMP WC Μ MVBMP2, ViewerBmp2, [macro=`PopupID(qchPath, 2, ViewerB V "improving drainage seealso")']bitmaps.bmp} В mp2, Μ [dither]bit P2 maps.bm **p**}

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Vi ew er B m p2 , [di th er] bit ap s. b m p}

Related Topics {ewc MVBMP2, ViewerBmp2, [macro=`JI(qchPath,"drainage\_pipe")']bitmaps.bmp} <u>Drainage</u> <u>Pipe</u>

More If you live on a steep slope or if your home is lower than other parts of your property, have a <u>landscape architect</u> or <u>soils</u> <u>engineer</u> design your drainage system.

{ewc MVBMP2, ViewerBmp 2, [dither]bitma ps.bmp}		{ewc MVBMP2, ViewerBmp2	, [dither]bitmaps.bmp}	{ewc MVBM P2, Viewer Bmp2, [dither] bitmaps
{ewo MVE Viev 2, [dith ps.b	c 3MP2, verBmp er]bitma mp}	{ewc MVBMP2, ViewerBmp2, bitmaps .bmp} Drainage - Buildi {ewc MVBMP2, ViewerBmp2, bitmaps .bmp}	ng a French Drain	.bmp} {ewc MVBM P2, Viewer Bmp2, [dither] bitmaps
{ecMBP, VeerBm2, [thebmas.bmp]	{ewc MVBM P2, Viewer Bmp2, [macro =`Jum pID(qc hPath, "prepar ing_th e_site" )']bitma ps.bm p}	A French drain picks up subsurface water from near your house, or from poorly drained parts of your yard. Its destination is usually the street or a <u>dry well</u> . The drain consists of a sloping trench lined with <u>soil- filter fabric</u> and filled with gravel. For more efficient drainage or longer runs, lay perforated drain pipe along the bottom and connect it to a solid drain line.	{ewc MVBMP2, ViewerBmp2, illustnstrenchd.bmp}	bitmaps .shg} {ewc MVBMP2, ViewerB mp2, [dither]bi tmaps.sh g} {ewc MVBMP2, ViewerB mp2, [macro= `JumpID( qchPath, "improvi ng_drain age")'] [dither]bi tmaps.b mp} {ewc MVBMP2, ViewerB mp2, [dither]bi tmaps.ch
{e wc M V B M P2	{ewc MVBMP2, ViewerBmp2, [macro=`JI("3dland3.mvb>steps", "building_a_french_drain_step_by_step")']bitmaps.bmp} {ewc MVBMP2, ViewerBmp2, [macro=`PopupID(qchPath, "building_a_french_drain_tools")']bitmaps.bmp} {ewc MVBMP2, ViewerBmp2, [macro=`PopupID(qchPath, "building_a_catch_basin_seealso")']bitmaps.bmp}			{ewc MVBMP 2, ViewerB mp2, [dither]bit maps.bm
, Vi ew er				þ}

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mp2 , [di th er] bit mp s. b mp}

{ewc MVBMP2, ViewerBmp2, bitmaps.shg}
Step by Step: Building a French Drain
 1. With a shovel or trencher, dig a trench. As you dig, maintain a slope of at least 1 foot
 per 100 feet (use a line level) so it will drain properly.
 2. If you are installing pipe, line the trench with soil-filter fabric. Lay pipe on top of the
 for a state of the provided of the prov

fabric with perforations in pipe facing down. Fill in <u>drain rock</u> above. Wrap fabric over the drain rock and cover the top with 2 - 6 inches of soil or gravel.

3. If you use only gravel, your trench should be no longer than 50 feet. Fill the trench with soil-filter fabric and drain rock. Don't cover with soil.

Tools and Materials 4-foot mason's level line level **soil-filter fabric** perforated drainpipe drain rock gravel hacksaw wheelbarrow shovel {ewc MVBMP2, ViewerBmp2, [macro=`JI(qchPath,"trencher")']bitmaps.bmp} <u>Trencher</u>

{ewc MVBMP2, ViewerBmp 2, [dither]bitma ps.bmp}		{ewc MVBMP2, ViewerBmp2, [dither]bitmaps.bmp}	
{ewc MVBMP2, ViewerBmp 2, [dither]bitma ps.bmp}		{ewc MVBMP2, ViewerBmp2, bitmaps .bmp} Drainage - Installing a Catch Basin {ewc MVBMP2, ViewerBmp2, bitmaps .bmp}	{ewc MVBM P2, Viewer Bmp2, [dither] bitmaps
{ecM>BMP,VeerBm2,[thebmas.bmp}	{ewc MVBM P2, Viewer Bmp2, [macro =`Jum pID(qc hPath, "prepar ing_the _site")'] bitmap s.bmp}	<pre>{ewr MVBMP2, ViewerBmp2, illustnsctbasin.bmp} A catch basin collects water from poorly drained or low-lying areas and disperses it through solid pipe. It works best in a patio or in a spot you have graded to collect runoff. Buy plastic catch basins at home centers. The basin is usually covered with a removable grate so you can clean it out.</pre>	bitmaps .shg} {ewc MVBMP 2, ViewerB mp2, [dither]bi tmaps.s hg} {ewc MVBMP 2, ViewerB mp2, [macro= JumpID (qchPat h, "improv ng_drain age")'] [dither]bi tmaps.b mp} {ewc MVBMP 2, ViewerB mp2, [dither]bi
{e wc M V B M P2		{ewc MVBMP2, ViewerBmp2, [macro=`JI("3dland3.mvb>steps", "building_a_catch_basin_step_by_step")']bitmaps.bmp} {ewc MVBMP2, ViewerBmp2, [macro=`PopupID(qchPath, "building_a_catch_basin_tools")']bitmaps.bmp}	hg} {ewc MVBMP 2, ViewerB mp2, [dither]bi tmaps.b mp}

Vi ew er B m p2 , [di th er] bit ap s. b m p}

Related Topics {ewc MVBMP2, ViewerBmp2, [macro=`JI(qchPath,"patios")']bitmaps.bmp} <u>Building Patios</u>

{ewc MVBMP2, ViewerBmp2, bitmaps.shg}
Step by Step: Installing a Prefabricated Catch Basin
1. At a low point or where water accumulates, dig a hole deep enough so that the basin's top
grate will be about 1/4 inch below grade.
2. Place basin in bala

2. Place basin in hole.

3. Dig a trench deep enough to accommodate a drainage pipe connecting to the basin. Using string and a <u>line level</u>, establish a slope of at least 1/8 inch per foot for proper drainage.

4. Connect basin to drainpipe.

5. Backfill trench and around basin with soil.

Tools and Materials shovel wheelbarrow prefabricated catch basin drainpipe hacksaw line level string shovel drainpipe glue

{ewc MVBMP2, ViewerBmp2, [dither]bitmaps.bmp} {ewc {ewc **MVBM** MVBMP2. ViewerBmp P2, Viewer 2. [dither]bitma Bmp2, [dither] ps.bmp} bitmaps .bmp} {ewc {ewc MVBMP2, {ewc MVBMP2, ViewerBmp2, bitmaps MVBM. .bmp} P2, ViewerBmp **Drainage** - Constructing Drainage Viewer 2. [dither]bitma Bmp2. Swales [dither] ps.bmp} {ewc MVBMP2, ViewerBmp2, bitmaps bitmaps .bmp} .shg} {ewc MVBMP2, ViewerBmp2, {e {ewc One simple way to make {ewc wc **MVBM** water drain where you want it illustnsswale.bmp } MVBMP2. Μ P2, is to contour the ground into ViewerB VB Viewer swales, or long depressions mp2, Μ Bmp2, that guide surface runoff. [dither]bi P2 Water in swales moves [macro tmaps.sh =`Jum naturally toward its intended g} νi destination, usually the street. pID(ac {ewc A dry creek bed along the ew hPath. MVBMP2, swale can make an attractive "prepar ViewerB er B ing th landscape feature. mp2. e\_site" )']bitma m Keep in mind that swales [macro= work only after the soil is p2 `JumpID( ps.bm completely saturated. gchPath, ĺdi "improvi p} th ng drain er] age")'] bit [dither]bi m tmaps.b ap mp} S. {ewc b MVBMP2, ViewerB m p} mp2. [dither]bi tmaps.sh g} {ewc MVBMP2, ViewerBmp2, [macro=`JI("3dland3.mvb>steps", {ewc {e "constructing\_drainage\_swales\_step\_by\_step")']bitmaps.bmp} {ewc MVBMP2, ViewerBmp2, [macro=`PopupID(qchPath, "constructing\_drainage\_swales\_tools")']bitmaps.bmp} МVВМР ŴС Μ 2, ViewerB V В mp2, [dither]bit М P2 maps.bm p} ί ew er В

mp2 , [di th er] bit mp s. b mp}

- {ewc MVBMP2, ViewerBmp2, bitmaps.shg}
  Step by Step: Constructing A Drainage Swale

  Cut or grade a long V-shaped depression in the soil.
  Adjust the grade so there's at least a 1-foot drop for every 50-foot length of swale.
  Check with a <u>line level</u> if necessary.

Tools and Materials shovel line level mason's line stakes steel rake wheelbarrow

{ewc MVBMP2, ViewerBmp 2, [dither]bitma ps.bmp}		{ewc MVBMP2, ViewerBmp2, [dither]bitmaps.bmp}		{ewc MVBM P2, Viewer Bmp2, [dither] bitmaps
{ewc MVE View 2, [dithe ps.b	; 3MP2, /erBmp er]bitma mp}	{ewc MVBMP2, ViewerBmp2, bitmaps .bmp} <b>Controlling Erosio</b> {ewc MVBMP2, ViewerBmp2, bitmaps .bmp}	n	.bmp} {ewc MVBM P2, Viewer Bmp2, [dither] bitmaps
{evMVBP, VeerBmp, [thebmasbmp]	{ewc MVBM P2, Viewer Bmp2, [macro =`Jum pID(qc hPath, "prepar ing_th e_site" )']bitma ps.bm p}	Water gushing from downspouts can damage your foundation and erode soil from around plants. If downspouts empty too close to your house, try placing <u>splash blocks</u> beneath them. Or lead downspouts into <u>tight-line</u> <u>drains</u> or <u>catch basins</u> . On gentle slopes, cut lengths of <u>landscape fabric</u> and pin them to the ground to keep soil from washing away. Or use <u>mulch</u> , or <u>soil-holding plants</u> . On steep or terraced slopes, get help from a landscape architect or soils engineer.	{ewc MVBMP2, ViewerBmp2, fotoserosion.bmp}	.sng} {ewc MVBMP 2, ViewerB mp2, [dither]bi tmaps.s hg} {ewc MVBMP 2, ViewerB mp2, [macro= JumpID (qchPat h, "prepari ng_the_ site")'] [dither]bi tmaps.b mp} {ewc MVBMP 2,
{e wc ₩ ₩ ₽2 ,	e {ewc MVBMP2, ViewerBmp2, [macro=`PopupID(qchPath, wc "controlling_erosion_seealso")']bitmaps.bmp} M J S M P2		mp2, [dither]bi tmaps.s hg} {ewc MVBMP 2, ViewerB mp2, [dither]bit maps.bm p}	

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Related Topics {ewc MVBMP2, ViewerBmp2, [macro=`JI(qchPath,"working\_with\_pros")']bitmaps.bmp} Working with Pros

{ewc MVBMP2, ViewerBmp2, [dither]bitmaps.bmp} {ewc {ewc **MVBM** MVBMP2. ViewerBmp P2, Viewer 2. [dither]bitma Bmp2, ps.bmp} [dither] bitmaps .bmp} {ewc {ewc MVBMP2, {ewc MVBMP2, ViewerBmp2, bitmaps MVBM. .bmp} ViewerBmp P2, **Choosing Drip Irrigation** Viewer 2. [dither]bitma {ewc MVBMP2, ViewerBmp2, bitmaps Bmp2. .bmp} [dither] ps.bmp} bitmaps .shg} {ewc MVBMP2, ViewerBmp2, {e {ewc Drip is the most efficient way {ewc wc **MVBM** to water your yard, without the bitmaps/dripirr.bmp} **MVBMP** Μ P2, expense of high-pressure 2, ViewerB VB Viewer sprinkler system parts. Unlike Μ Bmp2, sprinklers which deliver 5-8 mp2, P2 [dither]bi [macro gallons of water per minute, the =`Jum low-pressure, low-volume drip tmaps.s νi system provides water to trees, pID(ac hg} ew hPath, shrubs and ground covers slowly {ewc so water soaks into the ground MVBMP "prepar er B ing th and doesn't run off. Tubes at 2, e<u>site</u>" )']bitma ViewerB m the base of each plant deliver water only to the roots. This mp2, p2 [macro= ps.bm keeps leaves dry and therefore ĺdi less susceptible to disease, and JumpID p} minimizes evaporation. Drip th (qchPat also discourages weeds since er] h. "prepari surfaces between plantings bit remain dry. It is especially good ng the m in drought conditions or for any site")'] ap poorly drained soil. [dither]bi S. b tmaps.b mp} m p} {ewc **MVBMP** 2, ViewerB mp2. [dither]bi tmaps.s hg} {e {ewc МVВМР WC Μ 2, ViewerB V В mp2,

[dither]bit

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The biggest drawbacks: Drip irrigation requires maintenance and you can't use it for lawns.

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{ewc MVBMP2. ViewerBmp 2 [dither]bitm aps.bmp}

{ewc MVBMP2, ViewerBmp 2, [dither]bitm aps.bmp}

{ewc MVBMP2, ViewerBmp2, bitmaps .bmp}

# Using an Underground Sprinkler System

{ewc MVBMP2, ViewerBmp2, bitmaps .bmp}

{e	{ewc	For large vards lawns or
WC.	MVBM	sprawling ground cover spray
M	P2	watering is the best option And
V	Viewer	if you want to spend time
Ř	Rmn2	enjoying your yard rather than
M	Imacro	watering it an underground
		aprinkler system is on
ГΖ		sprinkler system is an
<i>?</i>	piD(dc	investment that will pay off
VI	nPath,	handsomely in the years ahead.
ew	"prepa	If you want to buy your
er	ring_th	materials from a discount home
В	e_site"	supply store, take advantage of
m	)']bitm	the installation instructions and
p2	aps.b	toll-free help lines provided by
	m'p}	most parts manufacturers. You
ĺdi		may find however that the
th		additional personal service you
۵rl		get from a dedicated sprinkler
bit		get from a dedicated sprinkler
DIL		the high reserve A
m		the higher cost. A
ар		knowledgeable sprinkler
S.		distributor can help you choose
b		the right sprinkler configuration
m		and avoid errors.
p}		

{ewc MVBMP2, arge yards, lawns, or g ground cover, spray ViewerBmp2, bitmaps.bmp} g is the best option. And {ewc MVBMP2, ViewerBmp2, ant to spend time g your yard rather than [macro=`JI(qchPath,"making a design")']bitmaps.bmp} g it, an underground Making a Design r system is an {ewc MVBMP2, ViewerBmp2, ent that will pay off nely in the years ahead. [macro=`JI(qchPath,"a parts p want to buy your rimer")']bitmaps.bmp} <u>A Parts</u> s from a discount home

**Primer** {ewc MVBMP2, ViewerBmp2, [macro=`JI(qchPath,"tapping\_i n")']bitmaps.bmp} <u>Tapping In</u> {ewc MVBMP2, ViewerBmp2, [macro=`JI(qchPath,"installatio n")']bitmaps.bmp} Installation

{ewc **MVBMP** 2. ViewerB mp2,[dither]bi tmaps.b mp} {ewc **MVBMP** 2. ViewerB mp2. [dither]bi tmaps.s hg} {ewc **MVBMP** 2, ViewerB mp2, [dither]bit maps.sh g} {ewc **MVBMP** 2 ViewerB mp2. [macro=` JumpID( gchPath. 'preparin g\_the\_sit e")'] [dither]bit maps.bm p} {ewc **MVBMP** 2. ViewerB mp2, [dither]bit maps.sh g} {ewc **MVBMP** 2, ViewerB mp2, [dither]bit maps.bm p}

### {e ŴC М V В Μ P2

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[dither]bitm aps.bmp}			ViewerB mp2, [dither]bi tmaps.b
{ewc MVBMP2, ViewerBmp 2, [dither]bitm aps.bmp}		{ewc MVBMP2, ViewerBmp2, bitmaps .bmp} Sprinklers - Making a Design	filp} {ewc MVBMP 2, ViewerB
		{ewc MVBMP2, ViewerBmp2, bitmaps .bmp}	
{e wc M	{ewc MVBM P2	{ewr MVBMP2, ViewerBmp2, illustns/3covrage.bmp} Your first goal in the design process is to position sprinkler heads for overlapping or head-to-head coverage. This is known as head-	9} {ewc MVBMP2
V B M P2	Viewer Bmp2, [macro =`Jum pID(qc	<ul> <li>to-head coverage. Each spot of ground should be covered by the throw of at least two sprinklers.</li> <li>Next, divide the system into circuits. These are the rules:</li> <li>(1) Don't put plants with different watering needslawns and shrubs, for instanceon the same circuit.</li> </ul>	, ViewerB mp2, [dither]bit maps.sh g}
Vi ew er	hPath, "prepar ing_the site")'l	(2) The combined flow of all the heads on a single circuit must not equal more than 75% of the total flow rate available. (3) All the heads on a circuit must be of the same type. For instance, don't mix array heads with single stream heads	{ewc MVBMP2
B m p2 , [di th er] bit m ap s. b m p}	_site")'] bitmap s.bmp}	don't mix spray heads with single-stream heads.	ViewerB mp2, [macro=` JumpID( qchPath, "preparin g_the_sit e")'] [dither]bit maps.bm p} {ewc MVBMP2
61			, ViewerB mp2, [dither]bit maps.sh
{e wc M V B M P2 , Vi		<pre>{ewc MVBMP2, ViewerBmp2, [macro=`PopupID(qchPath, "more_making_a_design")']bitmaps.bmp} {ewc MVBMP2, ViewerBmp2, [macro=`JI("3dland3.mvb&gt;steps", "step_by_step_sprinkler_design")']bitmaps.bmp} {ewc MVBMP2, ViewerBmp2, [macro=`PopupID(qchPath, "tools_sprinkler")']bitmaps.bmp} {ewc MVBMP2, ViewerBmp2, [macro=`PopupID(qchPath, "thumb_sprinkler")']bitmaps.bmp} {ewc MVBMP2, ViewerBmp2, [macro=`PopupID(qchPath, "thumb_sprinkler")']bitmaps.bmp} {ewc MVBMP2, ViewerBmp2, [macro=`PopupID(qchPath,</pre>	4 {ewc MVBMP 2, ViewerB mp2, [dither]bit maps.bm p}

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More This will be a trial and error process, so use the Designer to try different sprinkler configurations. Then print your plan and note sprinkler head types and water requirements as shown..

{ewc MVBMP2, ViewerBmp2, bitmaps.shg}

Step by Step: Making a Design

1. Pick a time of day when you plan to run your sprinkler system--probably early morning--when no water is in use in your house. Then, measure the pressure and flow rate at a fully opened outdoor hose bib. Gauges for both tasks are often available for loan where you buy sprinkler parts. You can also measure flow by seeing how long it takes to fill a two-gallon bucket. If it takes 15 seconds, the flow rate is 8 gallons per minute.

2. Reproduce your property layout in the Designer. It should be accurate to about one foot. Note the location of lawns, trees, flower beds, walkways, patios, etc.

3. Place sprinkler heads to cover rectangular sections of your yard first, then place heads to cover any remaining, irregularly-shaped areas. Adjust the throw to achieve head-to-head coverage. Try a number of different configurations to find the one that works best.

4. Print your plan.

5. Divide the system into circuits. Each circuit must be composed of heads of one type and assigned to water only one type of planting. The combined flow rate of all the heads on a circuit should be no more than 75% of the total flow available.

6. Map out the pipe route from tap-in point to the first valve manifold. From there, mark the routes of the lines for each circuit served by the manifold to the heads, and the route of lines to any additional manifolds. Heads should be supplied by pipes branching off a main circuit feeder pipe, rather than by a single pipe that wanders from head to head. A wandering pipe layout causes a drop in water pressure. Although you can tunnel under obstacles such as walkways, avoid them if possible.

**Tools** Pressure gauge Flow gauge or 2-gallon bucket

Rule of thumb For full coverage in a rectangular area, first place quarter-circle heads in the corners. Then place half-circle heads midway along each side. If necessary, set one or more full circle heads along the centerline of the area's length.

## **Tip from the Pros**

Use more sprinkler heads than you think you need! Plan to adjust your heads for less than maximum <u>throw</u>. That way, if it turns out that your water pressure is lower than you thought, you can compensate by increasing the throw distance of the heads. Also, design your system so that all the heads on a single circuit are at approximately the same elevation.

Related topics {ewc MVBMP2, ViewerBmp2, [macro=`JI(qchPath,"recording\_what\_you\_have")']bitmaps.bmp } <u>Recording What You Have</u>

{ewc MVE Viev 2, [dith ps.b	c 3MP2, verBmp er]bitma mp}	{ewc MVBMP2, ViewerBmp2, [	dither]bitmaps.bmp}	{ewc MVBM P2, Viewer Bmp2, [dither] bitmaps .bmp}
{ewc MVBMP2, ViewerBmp 2, [dither]bitma ps.bmp}		{ewc MVBMP2, ViewerBmp2, bitmaps .bmp} Sprinklers - A Parts {ewc MVBMP2, ViewerBmp2, bitmaps .bmp}	Primer	{ewc MVBM P2, Viewer Bmp2, [dither] bitmaps shg}
{e vc M VB P , Vi e e B m p , [dth e b th m a s . b m p}	{ewc MVBM P2, Viewer Bmp2, [macro =`Jum pID(qc hPath, "prepar ing_th e_site" )']bitma ps.bm p}	There is a bewildering array of sprinkler parts, pipe and paraphernalia available. How should you choose? Local code and climate dictate how some parts of your system must be constructed. Once you've identified the necessities, decide how much automation you want and how much you're willing to spend. Click on these pictures to familiarize yourself with the options for pipes, heads, valves, and other accessories.	{ewc MVBMP2, ViewerBmp2, bitmaps.shg}	<pre>{ewc MVBMP 2, ViewerB mp2, [dither]bi tmaps.s hg} {ewc MVBMP 2, ViewerB mp2, [macro= JumpID (qchPat h, "prepari ng_the_ site")'] [dither]bi tmaps.b mp} {ewc MVBMP 2, ViewerB mp2, [dither]bi tmaps.s</pre>
{e wc M V B M P2		{ewc MVBMP2, ViewerBmp2, [ma "moneytip_primer")']bitmaps.bmp}	acro=`PopupID(qchPath,	fig} {ewc MVBMP 2, ViewerB mp2, [dither]bit maps.bm p}

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Money-Saving Tip If you can't fit automation into this month's budget, run the necessary wires before you backfill your trenches and select valves that can be operated either manually or automatically. Then automate your system whenever you're ready.

{ewc MVBMP2, ViewerBmp2		{ewc MVBMP2, ViewerBmp2, [dither]bitmaps.bmp}	{ewc MVBM P2, ViewerB mp2
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[dither]bitma ps.bmp}		{ewc MVBMP2, ViewerBmp2, bitmaps .bmp}	mp2, [dither]b itmaps.s
{e wc M V B M P2, Vi ew er B mp 2, [di th ps. bm p]	{ewc MVBM P2, Viewer Bmp2, [macro =`Jump ID(qch Path, "prepari ng_the_ site")']b itmaps. bmp}	<pre>{ewr MVBMP2, ViewerBmp2, illustns/3two.bmp} In areas where winter temperatures dip below freezing, home water meters are usually located in the basementand that's where you'll have to tap in to your pipe. If freezing isn't a problem, tap in near an outdoor water meter, or feed the system from a tee installed just before an outdoor hose bib (outside faucet). Only use the bib method if the total length of pipe from the street to the bib is less than 125 ft., and the entire length is composed of at least <sup>3</sup>/<sub>4</sub>-in. pipe.</pre>	fig} {ewc MVBMP 2, ViewerB mp2, [dither]bi tmaps.sh g} {ewc MVBMP 2, ViewerB mp2, [macro=` JumpID( qchPath, "preparin g_the_sit e")'] [dither]bi tmaps.b mp} {ewc MVBMP 2, ViewerB mp2, [dither]bi tmaps.b mp} {ewc MVBMP 2, ViewerB mp2, [dither]bi tmaps.b
{e wc M V B M P2, Vi ew		{ewc MVBMP2, ViewerBmp2, [macro=`PopupID(qchPath, "more_tapping_in")']bitmaps.bmp} {ewc MVBMP2, ViewerBmp2, [macro=`JI("3dland3.mvb>steps", "step_by_step_tapping_in")']bitmaps.bmp}	g} {ewc MVBMP 2, ViewerB mp2, [dither]bi tmaps.b mp}

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Regardless of which tap-in method you use, if the connecting pipe from the water meter to the first valve manifold is less than 100 feet, use the same size connecting pipe as the service line. If the distance is greater than 100 feet, use one size larger pipe for the connecting line.

A hose bib tap-in. {ewr MVBMP2, ViewerBmp2, illustns/3three.bmp} In a non-freezing area, one of the simplest ways to supply a sprinkler system is from the line leading to a hose bib--an outdoor faucet with a threaded nozzle. First, turn off the water supply. If the In a nonhose bib and supply line are galvanized metal, unscrew the bib and install a tee as shown. If the line is copper, cut it and install a tee.

Tapping in near an outdoor water meter. {ewr MVBMP2, ViewerBmp2, illustns/3four.bmp} Shut off the water supply at the meter. Dig a hole to access the service line at a convenient spot downstream of the meter. Remove a 1 ½-in. section of the service line and install a slip-type compression tee. Install a separate shutoff valve for the sprinkler system line as shown, so you won't have to turn off all the water to your house if you ever need to repair the sprinkler service line. {ewc MVBMP2, ViewerBmp2, bitmaps.shg}

Step-by-Step: Tapping In

Basement tap-in:

1. Shut off the water supply at the valve next to the water meter.

2. Downstream of the water meter, cut out a  $1\frac{1}{2}$  in. section of the service line with a tube cutter if the service line is copper, or a hacksaw if it is PVC or galvanized pipe. 3. To install PVC pipe, slip a compression tee onto the service line and tighten the compression

nuts.

4. Install fittings, pipe, a shut-off valve, and a drain cap as illustrated. Leave enough room to slide a bucket beneath the drain.

5. Run pipe out to where you plan to install your backflow prevention valve and valve manifold. If you plan to mount the control box in the basement, run any necessary wiring, too.

{ewc MVBMP2, ViewerBmp 2, [dither]bitma ps.bmp}	{ewc MVBMP2, ViewerBmp2, [dither]bitmaps.bmp}	{ewc MVBM P2, Viewer Bmp2, [dither] bitmaps .bmp}
{ewc MVBMP2, ViewerBmp 2, [dither]bitma ps.bmp}	{ewc MVBMP2, ViewerBmp2, bitmaps .bmp} <u>Sprinklers</u> - Installation {ewc MVBMP2, ViewerBmp2, bitmaps .bmp}	{ewc MVBM P2, Viewer Bmp2, [dither] bitmaps shq}
<pre>{e {ewc wc MVBM M P2, V Viewer B Bmp2, M [macro P2 =`Jum , pID(qc Vi hPath, ew "prepar er ing_the B _site")'] m bitmap p2 s.bmp} , [di th er] bit m ap s. b m p}</pre>	{ewr MVBMP2, ViewerBmp2, illustns/3five.bmp} Installing a sprinkler system isn't a complex job, but it can be time- consuming. It pays to work methodically and avoid mistakes. This means making sure you have all the parts, materials and tools you'll need on hand, double-checking that sprinkler heads are located properly, and testing each circuit before you backfill the trenches. And remember, any yard that is big enough to need an underground sprinkler system is big enough to warrant renting a trenching machine. Your back will thank you.	<pre>{ewc MVBMP 2, ViewerB mp2, [dither]bi tmaps.s hg} {ewc MVBMP 2, ViewerB mp2, [macro= JumpID (qchPat h, "prepari ng_the_ site")'] [dither]bi tmaps.b mp} {ewc MVBMP 2, ViewerB mp2, [dither]bi tmaps.s</pre>
{e wc M V B M P2	<pre>{ewc MVBMP2, ViewerBmp2, [macro=`PopupID(qchPath, "more_installation")']bitmaps.bmp} {ewc MVBMP2, ViewerBmp2, [macro=`JI("3dland3.mvb&gt;steps", "step_by_step_installation")']bitmaps.bmp} {ewc MVBMP2, ViewerBmp2, [macro=`PopupID(qchPath, "protip_installation")']bitmaps.bmp} {ewc MVBMP2, ViewerBmp2, [macro=`PopupID(qchPath, "safety_installation")']bitmaps.bmp} {ewc MVBMP2,</pre>	hg} {ewc MVBMP 2, ViewerB mp2, [dither]bi tmaps.b mp}

Vi ew er B m p2	ViewerBmp2, [macro=`PopupID(qchPath, "relatedtop_installation")']bitmaps.bmp}
, [di th er] bit m ap s. b m p}	

Related Topics {ewc MVBMP2, ViewerBmp2, [macro=`JI(qchPath,"trencher")']bitmaps.bmp}<u>Trencher</u> Tip from the Pros Before you install sprinkler heads on completed circuits, it's critical that you run water through the assembled pipe to flush out particles that clog heads.

Safety Don't even think of digging near streets or sidewalks without identifying and marking the location of underground utility lines. Call Underground Service Alert at (800) 642-2444.

More If your sprinkler system has more than one valve manifold, remember to run wires with the supply pipe from the first manifold to any others before you backfill the trenches.

{ewc MVBMP2, ViewerBmp2, bitmaps.shg}

Step-by-Step: Installation Installing a sprinkler system.

This is the basic sequence of steps for most systems. For details, refer to the instructions provided by your parts manufacturer.

1. Mark the location of all sprinkler heads with stakes or flags, and all trench routes with flour or builder's chalk. Double-check the layout and make adjustments.

2. Dig trenches 6- to10-in. deep.

3. Assemble valve manifolds and attach them to the water supply.

4. Assemble piping for circuits and flush debris from the lines.

5. Attach sprinkler heads.

6. Test each circuit for coverage and adjust sprinkler heads as necessary.

7. Run wiring from first valve manifold to any additional valve manifolds.

8. Install control system.

9. Test again.

10. Backfill trenches.

{ewc MVBMP2, ViewerBmp 2, [dither]bitma ps.bmp}

{ewc

2.

MVBMP2,

ViewerBmp

[dither]bitma

ps.bmp}

# {ewc MVBMP2, ViewerBmp2, [dither]bitmaps.bmp}

{ewc MVBMP2, ViewerBmp2, bitmaps .bmp}

# Building Projects

{ewc MVBMP2, ViewerBmp2, bitmaps .bmp}

{e	{ewc	{ewc MVBMP2,	
wc	MVBM	ViewerBmp2,	
Μ	PZ, Viewor	[macro=`JI(qchPath,"retaining	
VB	Rmn2	walls")']bitmaps.bmp}	
Μ	bitmap	Retaining Walls {ewc	
P2	sd.bm	MVBMP2, ViewerBmp2,	
,	p}	[macro=`PI(qchPath,"retwalls"	
Vi		)']bitmaps.bmp}	
ew		{ewc MVBMP2,	
er		ViewerBmp2,	
В		[macro=`JI(qchPath,"patios")']	
m		bitmaps.bmp} Patios {ewc	
p2		MVBMP2, ViewerBmp2,	
,		[macro=`PI(qchPath,"patiosub	
[di		s")']bitmaps.bmp}	
th		{ewc MVBMP2,	
er]		ViewerBmp2,	
bit		[macro=`JI(qchPath,"walkway	
m		s")']bitmaps.bmp} <u>Walkways</u>	
ар		{ewc MVBMP2,	
s.		ViewerBmp2,	
b		[macro=`PI(qchPath,"walkway	
m		subs")']bitmaps.bmp}	
p}		{ewc MVBMP2,	
		ViewerBmp2,	
		[macro=`JI(qchPath,"stairs")']	
		bitmaps.bmp} Stairs {ewc	
		MVBMP2, ViewerBmp2,	
		[macro=`PI(qchPath,"stairsubs	
		")']bitmaps.bmp}	

You've cleared the way for your landscape and decided which projects to tackle yourself. Now what? Landscape contractors usually start with the projects that require moving the most earth and then go on to smaller projects. The projects here follow the order in which a professional would build them.

{ewc MVBMP2, ViewerBmp2, bitmaps.bmp}

{ewc **MVBM** P2, Viewer Bmp2, [dither] bitmaps .bmp} {ewc **MVBM** P2, Viewer Bmp2, [dither] bitmaps .shg} {ewc **MVBMP** 2, ViewerB mp2, [dither]bi tmaps.s hg} {ewc **MVBMP** 2, ViewerB mp2, [dither]bi tmaps.b mp} {ewc **MVBMP** 2, ViewerB mp2, [dither]bi tmaps.s hg}

{ewc MVBMP 2, ViewerB mp2, [dither]bit maps.bm p}

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{ewc MVBMP2, ViewerBmp2, [macro=`JI(qchPath,"retaining walls")']bitmaps.bmp} **Retaining Walls** {ewc MVBMP2, ViewerBmp2, [macro=`JI(qchPath,"wood retaining walls")']bitmaps.bmp} Wood {ewc MVBMP2, ViewerBmp2, [macro=`JI(qchPath,"gravity\_stack\_concrete\_retaining\_walls")'] bitmaps.bmp} Gravity-Stack Concrete {ewc MVBMP2, ViewerBmp2, [macro=`JI(qchPath,"brick retaining walls")']bitmaps.bmp} Brick Veneer {ewc MVBMP2, ViewerBmp2, [macro=`JI(qchPath,"stone\_retaining\_walls")']bitmaps.bmp} Stone {ewc MVBMP2, ViewerBmp2, [macro=`FocusWindow("main")']bitmaps.bmp}

{ewc MVBMP2, ViewerBmp2,

- [macro=`JI(qchPath,"patios")']bitmaps.bmp} <u>Patios</u> {ewc MVBMP2, ViewerBmp2,
- [macro=`JI(qchPath,"concrete\_patios")']bitmaps.bmp} <u>Concrete</u> {ewc MVBMP2, ViewerBmp2,
- [macro=`JI(qchPath,"brick\_patios")']bitmaps.bmp} <u>Brick</u> {ewc MVBMP2, ViewerBmp2,
- [macro=`JI(qchPath,"stone\_patios")']bitmaps.bmp} <u>Stone</u> {ewc MVBMP2, ViewerBmp2,
- [macro=`FocusWindow("main")']bitmaps.bmp}

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{ewc MVBMP2, ViewerBmp2,

[macro=`JI(qchPath,"poured\_concrete\_walkways")']bitmaps.bm

p} Concrete

{ewc MVBMP2, ViewerBmp2,

[macro=`JI(qchPath,"brick\_walkways")']bitmaps.bmp} <u>Brick</u> {ewc MVBMP2, ViewerBmp2,

[macro=`JI(qchPath,"flagstone\_walkways")']bitmaps.bmp} Flagstone

(ave MVDMD2

{ewc MVBMP2, ViewerBmp2,

[macro=`JI(qchPath,"gravel\_walkways")']bitmaps.bmp} <u>Gravel</u> {ewc MVBMP2, ViewerBmp2,

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- [macro=`JI(qchPath,"wood\_stairs")']bitmaps.bmp} <u>Wood</u> {ewc MVBMP2, ViewerBmp2,
- [macro=`JI(qchPath,"stairs\_from\_landscape\_timber")']bitmaps.b
- mp} Landscape Timber
- {ewc MVBMP2, ViewerBmp2,
- [macro=`JI(qchPath,"concrete\_stairs")']bitmaps.bmp} <u>Concrete</u> {ewc MVBMP2, ViewerBmp2,
- [macro=`JI(qchPath,"brick\_stairs")']bitmaps.bmp} Brick
- {ewc MVBMP2, ViewerBmp2,
- [macro=`JI(qchPath,"stone\_and\_gravel\_stairs")']bitmaps.bmp}

Stone and Gravel

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- [macro=`JI(qchPath,"wood\_rail")']bitmaps.bmp} <u>Wood Rail</u> {ewc MVBMP2, ViewerBmp2,
- [macro=`JI(qchPath,"picket")']bitmaps.bmp} <u>Picket</u> {ewc MVBMP2, ViewerBmp2,
- [macro=`JI(qchPath,"chain\_link")']bitmaps.bmp} <u>Chain Link</u> {ewc MVBMP2, ViewerBmp2,
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{ewc MVBMP2, ViewerBmp2,

[macro=`JI(qchPath,"garden\_walls")']bitmaps.bmp} <u>Garden Walls</u> {ewc MVBMP2, ViewerBmp2,

[macro=`JI(qchPath,"brick\_walls")']bitmaps.bmp} <u>Brick</u> {ewc MVBMP2, ViewerBmp2,

[macro=`JI(qchPath,"stone\_walls")']bitmaps.bmp} <u>Stone</u> {ewc MVBMP2, ViewerBmp2,

[macro=`JI(qchPath,"concrete\_block\_walls")']bitmaps.bmp} Concrete Block

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- [macro=`JI(qchPath,"raised\_beds")']bitmaps.bmp} <u>Raised Beds</u> {ewc MVBMP2, ViewerBmp2,
- [macro=`JI(qchPath,"wood\_raised\_beds")']bitmaps.bmp} <u>Wood</u> {ewc MVBMP2, ViewerBmp2,
- [macro=`JI(qchPath,"concrete\_block\_raised\_beds")']bitmaps.bm
- p} Concrete Block
  - {ewc MVBMP2, ViewerBmp2,
- [macro=`JI(qchPath,"brick\_raised\_beds")']bitmaps.bmp} <u>Brick</u> {ewc MVBMP2, ViewerBmp2,
- [macro=`JI(qchPath,"stone\_raised\_beds")']bitmaps.bmp} <u>Stone</u> {ewc MVBMP2, ViewerBmp2,
- [macro=`FocusWindow("main")']bitmaps.bmp}

{ewc MVBMP2, ViewerBmp2, [macro=`JI(qchPath,"edgings")']bitmaps.bmp} Edgings

{ewc MVBMP2, ViewerBmp2,

[macro=`JI(qchPath,"wood\_edgings")']bitmaps.bmp} <u>Wood</u> {ewc MVBMP2, ViewerBmp2,

[macro=`JI(qchPath,"concrete\_edgings")']bitmaps.bmp}

<u>Concrete</u>

{ewc MVBMP2, ViewerBmp2,

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[macro=`JI(qchPath,"stone\_edgings")']bitmaps.bmp} <u>Stone</u> {ewc MVBMP2, ViewerBmp2,

[macro=`FocusWindow("main")']bitmaps.bmp}

{ewc MVBMP2, ViewerBmp 2, [dither]bitma ps.bmp}

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ViewerBmp

[dither]bitma

ps.bmp}

# {ewc MVBMP2, ViewerBmp2, [dither]bitmaps.bmp}

{ewc MVBMP2, ViewerBmp2, bitmaps .bmp}

# Retaining Walls

{ewc MVBMP2, ViewerBmp2, bitmaps .bmp}

{e wc MB P, Ve er B m 2, [dt er]th ebit m ap. b m p}	{ewc MVBM P2, Viewer Bmp2, [macro =`Jum pID(qc hPath, "buildin g_proj ects")'] bitmap s.bmp}	A retaining wall holds back soil and groundwater where you've cut or terraced a slope. Unmortared stone walls, <i>right</i> , are one of many kinds you can build. To relieve the pressure of water against the wall's back side, a drainage system is a must. It usually consists of a perforated drainpipe, embedded in gravel and enclosed in <u>soil-filter fabric</u> . These kinds of retaining walls are the easiest to build: {ewc MVBMP2, ViewerBmp2, [macro=`JI(qchPath,"wood_ret aining_walls")']bitmaps.bmp} <u>Wood</u> {ewc MVBMP2, ViewerBmp2, [macro=`JI(qchPath,"gravity_s tack_concrete_retaining_walls" )']bitmaps.bmp} <u>Gravity-Stack</u> <u>Concrete</u> {ewc MVBMP2, ViewerBmp2, [macro=`JI(qchPath,"brick_ret aining_walls")']bitmaps.bmp} <u>Brick Veneer</u> {ewc MVBMP2, ViewerBmp2, [macro=`JI(qchPath,"brick_ret aining_walls")']bitmaps.bmp}	{ewc MVBMP2, ViewerBmp2, fotosrtwall.bmp}
		aining_walls")']bitmaps.bmp}	
		<u>510110</u>	

{ewc MVBM P2, Viewer Bmp2, [dither] bitmaps .bmp} {ewc MVBM P2, Viewer Bmp2, [dither] bitmaps .shg} {ewc **MVBMP** 2, ViewerB mp2, [dither]bi tmaps.s hg} {ewc **MVBMP** 2, ViewerB mp2, [macro= `JumpID (qchPat h, "building \_project s")'] [dither]bi tmaps.b mp} {ewc **MVBMP** 2, ViewerB mp2, [dither]bi tmaps.s

{e wc M V B M P2	{ewc MVBMP2, ViewerBmp2, [macro=`PopupID(qchPath, "retaining_walls_bybook")']bitmaps.bmp} {ewc MVBMP2, ViewerBmp2, [macro=`PopupID(qchPath, "retaining_walls_seealso")']bitmaps.bmp}	hg} {ewc MVBMP 2, ViewerB mp2, [dither]bit maps.bm
, Vi		p}
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By the Book Because the retained soil can weigh a great deal, walls over 3 feet high usually require a building permit. You may also be required to consult a licensed soils or structural engineer. The building instructions in this program are for walls 3 feet or under.

Related Topics {ewc MVBMP2, ViewerBmp2, [macro=`JI(qchPath,"does\_your\_yard\_slope")']bitmaps.bmp} <u>Does Your Yard Slope?</u> {ewc MVBMP2, ViewerBmp2, [macro=`JI(qchPath,"improving\_drainage")']bitmaps.bmp} <u>Improving Drainage</u> {ewc MVBMP2, ViewerBmp2, [macro=`JI(qchPath,"controlling\_erosion")']bitmaps.bmp} <u>Controlling Erosion</u> {ewc MVBMP2, ViewerBmp2, [macro=`JI(qchPath,"rough\_grading")']bitmaps.bmp} <u>Rough</u> <u>Grading</u> {ewc MVBMP2, ViewerBmp2, [macro=`JI(qchPath,"rough\_grading")']bitmaps.bmp} <u>Kording with Pros</u>

{ewc {ewc MVBMP2, ViewerBmp2, [dither]bitmaps.bmp} {ewc MVBMP2. ViewerBmp 2. [dither]bitma ps.bmp} {ewc MVBMP2, {ewc MVBMP2, ViewerBmp2, bitmaps .bmp} ViewerBmp Retaining Walls - Wood 2 [dither]bitma {ewc MVBMP2, ViewerBmp2, bitmaps .bmp} ps.bmp} Retaining walls of wood {ewc MVBMP2, ViewerBmp2, {e {ewc (shown in cross section, *right*) illustnsrtwallw.bmp} **MVBM** WC are probably the least Μ P2, 2, expensive and easiest to build. VB Viewer Because the wood contacts the Μ Bmp2, soil directly, you'll need a rot-P2 resistant type such as [macro redwood, cypress or pressure-=`Jum treated wood rated for ground Vi pID(qc hg} contact (the longest lasting of hPath, ew the three). "buildin er Most walls have posts 2. В g\_proj made from 4 by 4s, 4 by 6s or landscape timber. They are set ects")'] m in a deep, concrete-lined hole p2 bitmap to provide support. A s.bmp} perforated pipe behind the [di wall provides drainage. th er] h, bit m )'] ap s. b m p}

**MVBM** P2, Viewer Bmp2. [dither] bitmaps .bmp} {ewc **MVBM** P2, Viewer Bmp2, [dither] bitmaps .shg} {ewc **MVBMP** ViewerB mp2, [dither]bi tmaps.s {ewc **MVBMP** ViewerB mp2, [macro= `JumpID (qchPat "retainin g\_walls" [dither]bi tmaps.b mp} {ewc **MVBMP** 2, ViewerB mp2, [dither]bi tmaps.s

<pre>{e {ewc MVBMP2, ViewerBmp2, [macro=`JI("3dland3.mvb&gt;steps", {ewc "wood_retaining_walls_step_by_step")']bitmaps.bmp} {ewc MVBMP2, ViewerBmp2, [macro=`JI("3dland3.mvb&gt;why", "wood_retaining_walls_spreadsheet")']bitmaps.bmp} {ewc MVBMP2, ViewerBmp2, [macro=`PopupID(qchPath, "wood_retaining_walls_bybook")']bitmaps.bmp} {ewc MVBMP2, ViewerBmp2, [macro=`PopupID(qchPath, [ewc mWVBMP2, ViewerBmp2, [ewc mWUB, [ewc mWUBM2, [ewc mWUB, [ew</pre>	hg} ewc /VBMP ?, /iewerB np2, dither]bit naps.bm )}
, [di th er] bit m ap s.	
b m	

m p} **Related Topics** {ewc MVBMP2, ViewerBmp2, [macro=`JI(qchPath,"does your yard slope")']bitmaps.bmp} Does Your Yard Slope? {ewc MVBMP2, ViewerBmp2, [macro=`JI(qchPath,"before you start")']bitmaps.bmp} Before You Start {ewc MVBMP2, ViewerBmp2, [macro=`JI(qchPath,"clearing the area")']bitmaps.bmp} Clearing the Area {ewc MVBMP2, ViewerBmp2, [macro=`JI(qchPath,"improving drainage")']bitmaps.bmp} Improving Drainage {ewc MVBMP2, ViewerBmp2, [macro=`JI(qchPath,"controlling\_erosion")']bitmaps.bmp} Controlling Erosion {ewc MVBMP2, ViewerBmp2, [macro=`JI(qchPath,"working with pros")']bitmaps.bmp} Working with Pros {ewc MVBMP2, ViewerBmp2, [macro=`JI(qchPath,"rough grading")']bitmaps.bmp} Rough Grading

By the Book Building codes for retaining walls vary. Check local code requirements before you begin.

# {ewc MVBMP2, ViewerBmp2, bitmaps.shg} Step by Step: A Wood Retaining Wall

This wall is  $34 \frac{1}{2}$  inches above grade.

1. Dig and clear a level area.

2. Use stakes and **mason's line** to mark the locations of the wall and posts. The back of the wall should stand 12 inches from the bottom of the cut into the slope.

3. Dig postholes 42 inches deep on center, and 3 feet 10 inches apart for the 4-by 4-inch posts. After aligning the posts, add 1 inch of soil or gravel to each hole around the bottom of each post, and fill with concrete. The top of the concrete should sit 2 inches above grade and should be rounded to help water drain away from the post.

4. Nail horizontal 2 by 6s to the soil side of the posts. Space 2 by 6s 1/8 inch apart to allow for expansion.

5. Use a handsaw to trim the post tops flush with the top board, then center a 2-by 8-inch cap over the posts and wall boards.

6. Install drainage behind the wall.

### {ewc MVBMP2, ViewerBmp2, bitmaps.shg}

# Wood Retaining Wall

**Description:** 8 feet long, 3 feet above grade. Constructed with 3 pressure-treated (for ground contact) 4- by 4-inch posts positioned every 3 feet 10 inches on center and sunk 42 inches below grade; 2- by 6-inch pressure-treated (for ground contact) lumber nailed to posts; a 2- by 8-inch cap; and a drainpipe laid at the base.

<u>Material</u>	<u>Use</u>	<u>Quantity</u>	<u>Comment</u>	<u>Cost</u>
wood stakes	layout	5		\$ 1.55
pressure-treated 4"x4"x8'	post	3	includes both ends	\$ 22.32
pressure-treated 2"x8"x8'	сар	1		\$ 8.80
pressure-treated 2"x6"x8'	side	6		\$ 36.48
16d hot-dipped galvanized nails		2 lb		\$ 2.00
perforated drainpipe		10'	includes 1' at ends	\$ 4.00
pea gravel	at drainpipe	1/2 cu yd		\$ 15.00
soil-filter fabric		10'x 6'		\$ 10.20
concrete mix	to anchor	eight 90-		<u>\$ 26.40</u>
TOTAL COST	μοειε	in pags		<u>\$126.75</u>

## IOTAL COST

**Cost Variables** 

Size: Each additional 8-foot length will increase the cost by about \$200. Materials: Redwood may cost 50 percent more than pressure-treated lumber.
Tools 4-foot mason's level combination square <u>mason's line</u> posthole digger hand or circular saw shovel wheelbarrow

{ewc {ewc MVBMP2, ViewerBmp2, [dither]bitmaps.bmp} {ewc MVBMP2. **MVBM** ViewerBmp P2, 2. Viewer [dither]bitma Bmp2, ps.bmp} [dither] bitmaps .bmp} {ewc {ewc MVBMP2, {ewc MVBMP2, ViewerBmp2, bitmaps **MVBM** .bmp} ViewerBmp P2, Retaining Walls - Gravity-Stack Concrete 2. Viewer [dither]bitma {ewc MVBMP2, ViewerBmp2, bitmaps Bmp2, .bmp} ps.bmp} [dither] bitmaps .shg} {ewc MVBMP2, ViewerBmp2, Relatively new on the {e {ewc {ewc **MVBM** scene, gravity-stack concrete illustnsrtwallc.bmp} wc **MVBMP modules** can make a durable Μ P2, 2, V Viewer retaining wall. In place of the ViewerB В Bmp2, traditional mortar and rebar, [macro they lock together with pins, mp2, Μ P2, lips or by their weight and =`Jump [dither]bi shape. They're faster to install Vi ID(qch tmaps.sh than standard concrete blocks. Path. ew **g**} "buildi The modules come in er {ewc В ng proj different sizes. The largest that **MVBMP** mp ects")'] are practical for a homeowner bitmaps weigh about 90 pounds. 2, 2, [di .bmp} ViewerB the mp2, r]b [macro=` itm JumpID( aps qchPath, .b "retainin mp } g walls") '] [dither]bi tmaps.b mp} {ewc **MVBMP** 2, ViewerB mp2,[dither]bi tmaps.sh **g**}

{e wc M V B M P2	<pre>{ewc MVBMP2, ViewerBmp2, [macro=`JI("3dland3.mvb&gt;steps", "concrete_block_retaining_walls_step_by_step")']bitmaps.bmp} {ewc MVBMP2, ViewerBmp2, [macro=`JI("3dland3.mvb&gt;why", "retaining_concrete_spreadsheet")']bitmaps.bmp} {ewc MVBMP2, ViewerBmp2, [macro=`PopupID(qchPath, "building_concrete_block_retaining_walls_safety")']bitmaps.bmp } {ewc MVBMP2, ViewerBmp2, [macro=`PopupID(qchPath]]bitmaps.bmp}}</pre>	{ewc MVBMP 2, ViewerB mp2, [dither]bit maps.bm
, Vi ew	"building_concrete_block_retaining_walls_tools")']bitmaps.bmp } {ewc MVBMP2, ViewerBmp2,	p}
er	[macro= PopupiD(qcnPath, "building concrete block retaining walls seealso")']bitmaps.bm	
В	p}	
m p2		
, [di th		
er]		
DIL m		
ар		
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b		
m		

p}

Safety Lifting concrete blocks or modules is tough on backs, arms and hands. Have strong helpers transport the materials to your site. Work slowly, wearing leather workgloves.

{ewc MVBMP2, ViewerBmp2, bitmaps.shg}
Step by Step: A Gravity-Stack Retaining Wall

This 3-foot-high wall uses one of several brands of gravity-stack modules. Each brand looks somewhat different, but building steps are similar for all.

1. Mark-off the wall line and dig a trench the width of a block and 8 inches deep (or the depth specified by the manufacturer). Level the bottom with compacted gravel.

2. Set-in the bottom layer of blocks, checking that each is level in both directions.

3. Stack each successive layer (for a total of 6), making sure to stagger the vertical joints. Design of modules establishes the proper setback.

4. Glue precast cap modules to the top of the wall, according to the manufacturer's instructions.

5. Add drainage line and backfill.

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Gravity-Stack Concrete Block Retaining Wall
Description: 8 feet long, 3 feet above grade. Using gravity-stack blocks set on a gravel or
compacted sand footing 8 inches deep, with a drainpipe laid at the base.

Materials	Use	Quantity	Comment	С	ost
gravel	base	3 cu ft	300 lb	\$	3.80
8"x12"x16" block stretchers		24		\$	110.40
8"x12"x16" block corners		12		\$	62.40
8"x4"x16" cap	сар	6		\$	12.00
construction adhesive	fasten cap	3 tubes		\$	10.50
perforated drainpipe		10' piece	includes 1' at ends	\$	4.00
pea gravel	backfill at wall, at drainpipe	1 cu yd		\$	30.00
soil-filter fabric TOTAL COST		12' x 12'		<u>\$</u> \$	24.50 257.60

### **Cost Variables**

Size: The cost for each additional 8-foot section will be about the same as for this first section. Maufacturers: This estimate is based on prices for the Allan Block system; prices for other locally available systems may vary.

Tools 4-foot mason's level mason's line shovel wheelbarrow **Related** Topics {ewc MVBMP2, ViewerBmp2, [macro=`JI(qchPath,"does your yard slope")']bitmaps.bmp} Does Your Yard Slope? {ewc MVBMP2, ViewerBmp2, [macro=`JI(qchPath,"before you start")']bitmaps.bmp} Before You Start {ewc MVBMP2, ViewerBmp2, [macro=`JI(qchPath,"clearing the area")']bitmaps.bmp} Clearing the Area {ewc MVBMP2, ViewerBmp2, [macro=`JI(qchPath,"improving drainage")']bitmaps.bmp} Improving Drainage {ewc MVBMP2, ViewerBmp2, [macro=`JI(qchPath,"controlling\_erosion")']bitmaps.bmp} Controlling Erosion {ewc MVBMP2, ViewerBmp2, [macro=`JI(qchPath,"working with pros")']bitmaps.bmp} Working with Pros {ewc MVBMP2, ViewerBmp2, macro=`JI(qchPath,"rough grading")']bitmaps.bmp} <u>Rough</u> Grading {ewc MVBMP2, ViewerBmp2, [macro=`JI(qchPath,"concrete blocks")']bitmaps.bmp} Concrete Blocks

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{e wc M VB M P2, Vi e e B m p2, [di h e r] th e bit m a s. b m p}	{ewc MVBM P2, Viewer Bmp2, [macro =`Jump ID(qch Path, "buildi ng_proj ects")'] bitmaps .bmp}	This hybrid wall combines the strength and economy of concrete block with the more traditional look of brick. Bricks are mortared to the front, top and sides of concrete blocks reinforced with <u>rebar</u> that do the actual retaining.	{ewc MVBMP2, ViewerBmp2, illustnsrtwallb.bmp}	.shg} {ewc MVBMP 2, ViewerB mp2, [dither]bi tmaps.sh g} {ewc MVBMP 2, ViewerB mp2, [macro=` JumpID( qchPath, "retainin g_walls") '] [dither]bi tmaps.b mp} {ewc MVBMP 2, ViewerB mp2, [dither]bi tmaps.b mp} {ewc MVBMP 2, ViewerB mp2, [dither]bi tmaps.b mp} {ewc MVBMP 2, ViewerB mp2, [dither]bi tmaps.b mp} {ewc MVBMP 2, ViewerB mp2, [dither]bi tmaps.b mp} {ewc MVBMP 2, ViewerB mp2, [dither]bi tmaps.b mp} {ewc MVBMP 2, ViewerB mp2, [dither]bi tmaps.b mp} {ewc MVBMP 2, ViewerB mp2, [dither]bi tmaps.b mp} {ewc MVBMP 2, ViewerB mp2, [dither]bi tmaps.b mp} {ewc MVBMP 2, ViewerB mp2, [dither]bi tmaps.b mp} {ewc MVBMP 2, ViewerB mp3, [dither]bi tmaps.b mp} {ewc MVBMP 2, ViewerB mp3, [dither]bi tmaps.b mp3, {ewc MVBMP 2, ViewerB mp3, {ewc MVBMP 2, ViewerB mp3, {ewc MVBMP 2, ViewerB mp3, {ewc MVBMP 2, ViewerB mp3, {ewc MVBMP 2, ViewerB mp3, {ewc MVBMP 2, ViewerB mp2, [dither]bi tmaps.b mp3, {ewc MVBMP 2, [dither]bi tmaps.b mp3, {ewc MVBMP 2, [dither]bi tmaps.b mp2, [dither]bi tmaps.b mp3, {ewc} MVBMP 2, [dither]bi tmaps.b] mp3, {ewc} MVBMP 2, [dither]bi tmaps.b] mp3, {ewc} MVBMP 2, [dither]bi tmaps.b] mp3, {ewc} MVBMP 2, [dither]bi tmaps.b] mp3, {ewc} MVBMP 2, [dither]bi tmaps.b] mp3, {ewc} MVBMP 2, [dither]bi tmaps.b] mp3, {ewc} MVBMP 2, [dither]bi tmaps.b] mp3, [dither]bi tmaps.sh g}

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# Safety Wait five days for the mortar to dry before backfilling any masonry wall.

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Step by Step: A Brick Veneer Retaining Wall This 3-foot-high, 1-foot-thick wall consists of concrete blocks joined to a brick facing with mortar and <u>brick ties</u>. Bricks also cover the top and sides.

1. Lay out, excavate, level and build a reinforced 24-inch-wide, 10-inch-deep footing with a top 6 inches below ground. (Footing dimensions will vary with local building code and height of wall.) Before pouring, add <u>rebar</u> crossbars every 32 inches, securing them to the long pieces with tie wire. Create vertical reinforcement by bending a 55-inch length of rebar into an L-shape whose foot is 10 inches long. Starting 8 inches from end of wall, place an L every 32 inches along the wall. With tie wire, bind the foot of each L along the center length of rebar. The Ls will poke up through the hollow cells in concrete blocks.

2. On the cured footing, mark-off the front edge for the brick veneer. Measure back the width of the brick (plus 1/2 inch for mortar) for the base of the concrete block.

3. On the footing, <u>throw a line of mortar</u> along the front and back edges where concrete blocks will go, and along both end joints. Lay first layer of block, making sure it is aligned and level.

4. Lay rebar over the first layer through notches in blocks. Apply mortar and start the second layer with a half block. Set brick ties into mortar every 12 inches along top of second layer, then start the third layer with a full block. Alternate between rebar and brick ties until the wall is 7 layers high.

5. Allow a day for mortar to cure. Then mix mortar or **concrete grout** and fill all concreteblock cells with it. Poke down through the grout with a piece of rebar to force out any air pockets.

6. Lay out the face of the brick veneer with stakes and **mason's line**. Deposit a brick-wide bed of mortar along front of the block wall. Then lay the first layer, buttering the back and one end of each brick with mortar before setting it in place. Check that bricks are aligned and level.

7. Lay the remaining layers, starting every other layer with a half brick. Brick ties protruding from concrete-block wall will protrude into mortar between layers of brick.

8. As you work, tool joints in bricks before the mortar becomes too firm.

9. Lay a brick cap across both walls, setting the front row of brick perpendicular to the face of the wall. Edges of bricks should be flush with wall or overhanging it slightly. Lay a back row of bricks parallel with length of wall.

10. To finish the sides, lay staggered layers of  $1 \frac{1}{2}$  bricks each.

11. After 5 days, apply **masonry waterproofer** on the back of wall. Install drainage pipe at the base, then backfill.

{ewc MVBMP2, ViewerBmp2, bitmaps.shg}
Brick Veneer Retaining Wall
Description: 8 feet long, 12 inches thick, 3 feet above grade. Constructed of brick on open
side and attached to a mortared concrete block wall; cores reinforced with rebar and filled with
grout; set on and tied to a poured concrete footing 10 inches deep and 30 inches wide with a
dmining heid at the base drainpipe laid at the base.

<u>Material</u>	<u>Use</u>	<u>Quantiy</u>	<u>Comment</u>	<u>(</u>	<u>Cost</u>
ready-mix concrete 3000 psi	footing	0.62 yd	pay for full yard	[\$1	[25.00]
or					
hand-mixed concrete using:	footing	0.62 yd		\$	43.15
portland cement		3 bags	total price		\$21.90
sand & gravel mix		1 ton			\$21.25
2"x6"x12'	forms	2		\$	16.56
form stakes	forms	12			\$
8d duplex nails	forms	1 lb			3.72 \$ 0.80
16d duplex nails	forms	1 lb			\$
common bricks, 4 x 8 x 2 2/3	wall	210		\$	94.50
mortar mix	wall	six 80-lb bags		\$	28.20
nonshrink grout	wall	twelve 50-lb bags		\$	144.00
8"x6"x16" concrete block stretchers	wall	42		\$	69.30
8"x6"x16" concrete block corners	wall	6		\$	9.90
8"x6"x8" half block corners	wall	4		\$	4.40
#4 rebar, 20' lengths		4		\$	18.00

construction grout,	fill cores	twelve 80- lb. bags	8 cu ft	\$	60.00
6 mil polyethylene membrane	waterpro of	4' x 10'	buy 10'x25' roll	\$	7.00
perforated drain pipe		10' piece	includes 1' at ends	\$	4.00
pea gravel	at drainpipe	1/2 cu yd		\$	15.00
brick ties		36		\$	7.20
soil-ilter fabric	at drainpipe		10' x 6'	<u>\$</u>	10.20
TOTAL COST				\$5	536.73

(cost of ready-mix delivered concrete not included in total)

**Cost Variables Size:** Each additional 8-foot length will increase the cost by about \$470-\$480. **Materials:** Cost of ready-mix concrete depends on location and difficulty of delivery. Footings may need to be deeper under some conditions.

Tools shovel hammer hand and circular saws hand sledge stake and mason's line 4-foot mason's level brick chisel trowel wheelbarrow rebar bender **Related** Topics {ewc MVBMP2, ViewerBmp2, [macro=`JI(qchPath,"does your yard slope")']bitmaps.bmp} Does Your Yard Slope? {ewc MVBMP2, ViewerBmp2, [macro=`JI(qchPath,"before you start")']bitmaps.bmp} Before You Start {ewc MVBMP2, ViewerBmp2, [macro=`JI(qchPath,"clearing the area")']bitmaps.bmp} Clearing the Area {ewc MVBMP2, ViewerBmp2, [macro=`JI(qchPath,"improving drainage")']bitmaps.bmp} Improving Drainage {ewc MVBMP2, ViewerBmp2, [macro=`JI(qchPath,"controlling\_erosion")']bitmaps.bmp} Controlling Erosion {ewc MVBMP2, ViewerBmp2, macro=`JI(qchPath,"working with pros")']bitmaps.bmp} Working with Pros {ewc MVBMP2, ViewerBmp2, [macro=`JI(qchPath,"rough grading")']bitmaps.bmp} <u>Rough</u> Grading {ewc MVBMP2, ViewerBmp2, [macro=`JI(qchPath,"mortar")']bitmaps.bmp} Mortar {ewc MVBMP2, ViewerBmp2, [macro=`JI(qchPath,"concrete blocks")']bitmaps.bmp} Concrete Blocks

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{ewc MVBM P2, Viewer Bmp2, [dither] bitmaps .bmp} {ewc **MVBM** P2, Viewer Bmp2, [dither] bitmaps .shg} {ewc **MVBMP** 2, ViewerB mp2,[dither]bi tmaps.s hg} {ewc **MVBMP** 2. ViewerB mp2, [macro= `JumpID (qchPat h, "retainin g\_walls" )'] [dither]bi tmaps.b mp} {ewc **MVBMP** 2, ViewerB mp2. [dither]bi tmaps.s

{ewc MVBMP2, ViewerBmp2, illustnsrtwalls.bmp} Μ Bmp2, mortar). A dry wall, *right*, P2 relies on the weight of the rock [macro and an angled **<u>batter</u>** to hold it =`Jum in position. You simply pile the Vi pID(qc rocks in layers, wedging soil hPath. ew between rocks to steady them. "buildin er Mortar allows you to use В g\_proj rounder rocks that would otherwise tumble down. ects")'] m Neither type needs a concrete p2 bitmap footing if you keep it under 3 s.bmp} feet high. [di th er] bit m ap s. b m p}

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To help support the wall, stones stacked dry should angle back 2 inches for every foot of wall height. Mortared walls should angle back 1 inch per foot. To help you check and maintain the angle, build a <u>batter board</u>.

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Step by Step: A Dry-Stack Stone Retaining Wall
This 3-foot-high dry wall uses <u>fieldstones</u> or <u>flagstones</u>. The wall is 12 inches wide at the top, 16 inches at the base.

1. With stakes and string, lay out a 16-inch-wide trench and dig it 10 inches deep. Compact the soil at the bottom, and level the trench by adding 4 inches of compacted sand.

2. Set the largest rocks into the trench as the bottom layer, working from corners to center.

3. Fill voids with soil before laying next layer. With your **<u>batter board</u>**, check that the wall angles into hill at 2 inches per foot of height. Use a 4-foot mason's level to hold the batter board plumb.

5. Every 2 or 3 layers, extend longer rocks into the hillside to add more anchoring.

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Dry-Stack Stone Retaining Wall
Description: 8 feet long and 3 feet above grade. Dry-stacked, battered wall built of
fieldstones or flagstones on a 4-inch sand base.

<u>Material</u>	<u>Use</u>	<u>Quantity</u>	<u>Comment</u>	<u>Cost</u>
stones		1.4 cu yd	approx. 2 tons	\$200.00
sand	base	4 cu ft	4" layer	<u>\$</u>
TOTAL COST				\$206.00

### **Cost Variables**

Size: The cost for each additional 8-foot section will be about the same as for this first section, unless there is a price break for larger quantities of stone. Materials: Cost of the stone may vary widely with quality, geographical location and

difficulty of delivery.

Tools <u>batter board</u> 4-foot mason's level wheelbarrow shovel <u>mason's line</u> <u>rubber mallet</u> **Related Topics** {ewc MVBMP2, ViewerBmp2, [macro=`JI(qchPath,"does your yard slope")']bitmaps.bmp} Does Your Yard Slope? {ewc MVBMP2, ViewerBmp2, [macro=`JI(qchPath,"before you start")']bitmaps.bmp} Before You Start {ewc MVBMP2, ViewerBmp2, [macro=`JI(qchPath,"clearing the area")']bitmaps.bmp} Clearing the Area {ewc MVBMP2, ViewerBmp2, [macro=`JI(qchPath,"improving drainage")']bitmaps.bmp} Improving Drainage {ewc MVBMP2, ViewerBmp2, [macro=`JI(qchPath,"controlling\_erosion")']bitmaps.bmp} Controlling Erosion {ewc MVBMP2, ViewerBmp2, [macro=`JI(qchPath,"working with pros")']bitmaps.bmp} Working with Pros {ewc MVBMP2, ViewerBmp2, [macro=`JI(qchPath,"rough grading")']bitmaps.bmp} Rough Grading

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## Patios

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Patios - Concrete

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ew	"concrete_patios_seealso")']bitmaps.bmp}	
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Safety The ingredients in concrete are caustic. Wear gloves to protect your hands.

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Step by Step: A Concrete Patio This patio consists of 10-foot squares separated with rot-resistant wood dividers.

1. Lay out the perimeter and height of the paving with stakes and mason's line (leveled with a line level). To allow for proper drainage, adjust the line so that each 1-foot run of patio slopes 1/4 inch away from the house or toward a French drain or catch basin.

2. Excavate for a 2-4 inch compacted pea gravel base plus a 4-inch-thick slab. Consult your local building code for prescribed thicknesses.

3. Line the perimeter with 2 by 4s and nail them to form stakes set at 3-foot intervals. The sides of the patio should follow the slope established by the mason's line.

4. Divide the patio into 10-foot squares. Lay out a grid for the wood dividers by stretching mason's line across the forms.

5. Lay the dividers on edge, flush with mason's line. Every 3 feet, nail them to stakes with 8d nails and then trim the stake tops 2 inches below tops of the dividers. Use 16d nails to fasten the 2 by 4s together at the corners. To keep dividers from popping up from the concrete, run short pieces of rebar through holes drilled in the dividers, or drive hot-dipped galvanized 16d nails into both sides.

6. Cut two 7- by 9 1/2-foot rectangles of 6-inch-square concrete reinforcing mesh, and lay them inside each module with the curled edges down. Extend rectangles into a 9 1/2-foot square at the center of each module. Support the mesh on 1 1/2-inch **dobies** so it will be centered inside the slab.

7. Pour and finish one square at a time.

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## **Concrete Patio**

**Description:** 10- by 10-foot section, 3 1/2-inches thick; laid on 2-inch pea gravel base; reinforced with 6- by 6-inch welded wire mesh; divided with redwood or pressure-treated 2 by 4s.

<u>Material</u>	<u>Use</u>	<u>Quantity</u>	<u>Comment</u>	<u>Cost</u>
5 sack, 3/4" rock, ready mix concrete	slab	1.33 cu yd	includes a little extra	\$150.00
pea gravel	base	3/4 cu yd	2" layer	\$ 28.00
concrete wire mesh	reinforcement	100 sq ft	250 sq ft roll	20.00 \$ 38.00
2" dobie spacers	support mesh	25		\$ 5.00
6 mil polyethylene	cure slab	10'x25' roll		\$ 7.00
pressure treated 2"x4"x12'	perimeter	4		\$ 22.60
2"x4"x16'	screed board	1		\$ 8.00
8d galvanized nails		1 lb		\$.00 \$ 1.00
16d galvanized nails		1 lb		\$ 1.00
18" lengths #3 rebar	connect sections	two 20' lengths	if you are pouring more than 1 square	\$ 6.00
form stakes		24		<u>\$</u> 7 44
TOTAL COST				\$ 274.04

### Cost Variables

**Size:** Each additional 10- by 10-foot-section will increase the cost by about \$200-\$230. **Materials:** The cost of ready-mix concrete will vary depending on location and difficulty of delivery. Hand-mixed concrete may be considerably less in locations where ready-mix delivery is difficult. Footings may be needed under some conditions. Redwood may cost 50 percent more than pressure-treated lumber. Tools bolt cutter or rebar cutter combination square electric drill with 1/2-inch bit framing square hammer hand sledge line level mason's line hand or circular saw shovel 50-foot tape measure wheelbarrow concrete finishing tools: <u>screed</u> board or bull float hand float <u>concrete trowel</u> edger jointer concrete finishing broom **Related** Topics {ewc MVBMP2, ViewerBmp2, macro=`JI(qchPath,"how big to make it")']bitmaps.bmp} How Big to Make It {ewc MVBMP2, ViewerBmp2, [macro=`JI(qchPath,"where to put it")']bitmaps.bmp} Where to <u>Put It?</u> {ewc MVBMP2, ViewerBmp2, [macro=`JI(qchPath,"using sun and shade")']bitmaps.bmp} Using Sun and Shade {ewc MVBMP2, ViewerBmp2, [macro=`JI(qchPath,"building a french drain")']bitmaps.bmp} Building a French Drain {ewc MVBMP2, ViewerBmp2, [macro=`JI(qchPath,"clearing the area")']bitmaps.bmp} Clearing the Area {ewc MVBMP2, ViewerBmp2, [macro=`JI(qchPath,"improving drainage")']bitmaps.bmp} Improving Drainage {ewc MVBMP2, ViewerBmp2, [macro=`JI(qchPath,"rough grading")']bitmaps.bmp} <u>Rough</u> Grading {ewc MVBMP2, ViewerBmp2, [macro=`JI(qchPath,"concrete")']bitmaps.bmp} Concrete

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Tip from the pros Bricks vary in size. Before laying out your patio, find out the exact size of the brick you'll be using. To allow space for mortared joints, start setting bricks from two adjacent patio edges. Set the last edges when you're done laying the bricks.
Step by Step: A Brick-on-Sand Patio

This is a 10- by 10-foot patio on a sand base, with 1/2-inch gaps between the bricks for mortar.

1. Lay out the perimeter of a 10- by 10-foot patio using stakes and leveled mason's line.

2. Establish slope away from the house. (A 10-foot run should drop 2-1/2 inches.)

3. Excavate enough for at least 1 1/2 inches of sand plus thickness of brick. Check to see whether your community recommends a different depth. Compact the soil.

4. Build perimeter forms with staked 2 by 4s, following the slope established by mason's line. Add a temporary, staked 2 by 4 in the center to support a <u>screed</u>.

5. Add sand and level it with a screed. Wet and compact.

6. Working from one corner, set bricks on sand, spacing them with strips of 1/2-inch plywood. Remove center screed board, fill stake holes, and continue working across. Adjust the opposite forms as needed to accommodate actual size of brick.

7. Brush dry mortar into the joints, then tamp down with a plywood spacer held edgewise. Repeat.

8. Sweep the surface clean, then spray it lightly two or three times to dampen the mortar mix. You may have to scrub the bricks clean with rags and water. The form stays in place as a border.

## Brick-on-Sand Patio

**Description:** 10- by 10-foot section. Bricks laid on 2-inch sand base; perimeter is staked redwood or pressure-treated 2 by 4s.

<u>Material</u>	<u>Use</u>	Quantity Co		<u>ost</u>
common bricks, 4x8x 2 2/3 in.		approx. 450	\$ 2	202.50
sand, 2" layer	base	0.75cu yd	\$	15.00
mortar mix		six 80-lb bags	\$	28.20
pressure-treated 2"x4"x12'	perimeter	4	\$	22.56
2"x4"x16'	screed board	1	\$	8.00
18" redwood stakes		24	\$	4.80
8d hot-dipped galvanized nails		1 lb	\$	1.00
16d hot-dipped galvanized nails		1 lb	<u>\$</u>	1.00
TOTAL COST			\$2	283.06

### **Cost Variables**

Size: Each additional 10- by 10-foot section will increase the cost by about \$275-280. Materials: The cost of brick pavers may vary with quality and location. Redwood may cost 50 percent more than pressure-treated lumber. Tools brick chisel 1/2-inch plywood spacer 4-foot mason's level 50-foot tape measure combination square garden hose with spray nozzle hammer hand sledge line level mason's line hand or circular saw rubber mallet shovel vibratory plate compactor or vibratory rammer wheelbarrow **Related** Topics {ewc MVBMP2, ViewerBmp2, macro=`JI(qchPath,"how big to make it")']bitmaps.bmp} How Big to Make It {ewc MVBMP2, ViewerBmp2, [macro=`JI(qchPath,"where to put it")']bitmaps.bmp} Where to Put It? {ewc MVBMP2, ViewerBmp2, [macro=`JI(qchPath,"using sun and shade")']bitmaps.bmp} Using Sun and Shade {ewc MVBMP2, ViewerBmp2, [macro=`JI(qchPath,"building a french drain")']bitmaps.bmp} Building a French Drain {ewc MVBMP2, ViewerBmp2, [macro=`JI(qchPath,"clearing the area")']bitmaps.bmp} Clearing the Area {ewc MVBMP2, ViewerBmp2, [macro=`JI(qchPath,"improving drainage")']bitmaps.bmp} Improving Drainage {ewc MVBMP2, ViewerBmp2, [macro=`JI(qchPath,"rough grading")']bitmaps.bmp} <u>Rough</u> Grading {ewc MVBMP2, ViewerBmp2, [macro=`JI(qchPath,"sand")']bitmaps.bmp} Sand {ewc MVBMP2, ViewerBmp2, [macro=`JI(qchPath,"mortar")']bitmaps.bmp} Mortar

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Step by Step: A Stone-Tile Patio

This 10-foot-square patio uses 12- by 12-inch stone tiles mortared to a concealed concrete footing around the perimeter; inner tiles lie on a sand base.

1. Lay out the perimeter with stake and mason's line, using the actual size of tiles plus joints as a guide.

2. Establish slope away from house; 1/4 inch per foot of run.

3. Build forms for a <u>concrete perimeter footing</u> (12-inches wide and 10-inches deep). When figuring the finished surface height, allow for the depth of the tile and a 1/2-inch-thick <u>mortar</u> <u>bed</u>.

4. Place two lengths of <u>rebar</u> on <u>dobies</u> 2 inches from edges of forms. Pour concrete footing and <u>screed</u> the top.

5. Remove inner form and let the concrete cure. Then excavate the center to allow at least a 2inch-deep compacted sand bed that will put the tiles flush with those mortared to the perimeter footing. Use the outer form as a base for the screed board. Screed sand to level and compact it.

6. The next day, remove the outer form board. Mortar tiles to the top of one corner of the footing.

7. At the same corner, lay tiles on the sand base, working diagonally across the sand bed toward the untiled footing.

8. When sand bed is almost covered, check that the remaining space is sufficient for the remaining tiles. Then mortar tiles to remaining exposed footings. Finish laying tiles on sand.

9. Sweep dry sand into the joints to lock tiles in place.

**Stone-Tile Patio** 

**Description:** 10- by 10-foot section of 12- by 12-inch stone tiles laid on 2-inch sand base; perimeter is concrete footing 12 inches wide and 10 inches deep with tiles mortared to it.

<u>Material</u>	<u>Use</u>	<u>Quantity</u>	<u>Comment</u>	<u>Cost</u>	
12" x 12" stone tiles		104	a few extra	\$ :	572.00
sand	base & between tiles	0.75 cu yd	2" layer	\$	15.00
concrete	footing	1.5 cu yd		\$	165.00
#3 rebar, 20' lengths		5	eight 10' pieces eight 2'-6" pieces	\$	15.00
mortar mix		two 80-lb bags		\$	9.40
2"x4"x12'	forms	4		\$	24.00
form stakes		24		\$	7.44
form release		1 gal		\$	7.00
8d duplex nails		1 lb		\$	1.00
16d duplex nails		1 lb		<u>\$</u>	1.00
TOTAL COST				\$ 3	816.84

## **Cost Variables**

**Size:** Each additional 10- by 10-foot section will increase the cost by about \$750-\$780. **Materials:** The cost of the 12- by 12-inch stone pavers may vary with quality and location. The cost of ready-mix concrete will vary depending on location and difficulty of delivery. Footings need to be deeper under some conditions and more shallow under others (6 inches deep is minimum in warm dry climates). Tools 50-foot tape measure bolt cutter or rebar bender/cutter concrete finishing broom combination square hammer hand sledge line level mason's line mason's line mason's trowel hand or circular saw rubber mallet shovel sledgehammer wheelbarrow **Related** Topics {ewc MVBMP2, ViewerBmp2, macro=`JI(qchPath,"how big to make it")']bitmaps.bmp} How Big to Make It {ewc MVBMP2, ViewerBmp2, [macro=`JI(qchPath,"where to put it")']bitmaps.bmp} Where to Put It? {ewc MVBMP2, ViewerBmp2, [macro=`JI(qchPath,"using sun and shade")']bitmaps.bmp} Using Sun and Shade {ewc MVBMP2, ViewerBmp2, [macro=`JI(qchPath,"building a french drain")']bitmaps.bmp} Building a French Drain {ewc MVBMP2, ViewerBmp2, [macro=`JI(qchPath,"clearing the area")']bitmaps.bmp} Clearing the Area {ewc MVBMP2, ViewerBmp2, [macro=`JI(qchPath,"improving drainage")']bitmaps.bmp} Improving Drainage {ewc MVBMP2, ViewerBmp2, [macro=`JI(qchPath,"rough grading")']bitmaps.bmp} <u>Rough</u> Grading {ewc MVBMP2, ViewerBmp2, [macro=`JI(qchPath,"sand")']bitmaps.bmp} Sand {ewc MVBMP2, ViewerBmp2, macro=`JI(qchPath,"concrete")']bitmaps.bmp} Concrete {ewc MVBMP2, ViewerBmp2, [macro=`JI(qchPath,"mortar")]bitmaps.bmp} <u>Mortar</u>

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Walkways {ewc MVBMP2, ViewerBmp2, bitmaps .bmp}

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Safety The ingredients in concrete are caustic. Wear gloves to protect your hands. **Related** Topics {ewc MVBMP2, ViewerBmp2, [macro=`JI(qchPath,"before you start")']bitmaps.bmp} Before You Start {ewc MVBMP2, ViewerBmp2, [macro=`JI(qchPath,"how big to make it")']bitmaps.bmp} How Big to Make It {ewc MVBMP2, ViewerBmp2, [macro=`JI(qchPath,"clearing the area")']bitmaps.bmp} Clearing the Area {ewc MVBMP2, ViewerBmp2, [macro=`JI(qchPath,"does your yard slope")']bitmaps.bmp} Does Your Yard Slope? {ewc MVBMP2, ViewerBmp2, [macro=`JI(qchPath,"improving drainage")']bitmaps.bmp} Improving Drainage {ewc MVBMP2, ViewerBmp2, [macro=`JI(qchPath,"rough grading")']bitmaps.bmp} Rough Grading {ewc MVBMP2, ViewerBmp2, [macro=`JI(qchPath,"edgings")']bitmaps.bmp} Edgings {ewc MVBMP2, ViewerBmp2, [macro=`JI(qchPath,"working with pros")']bitmaps.bmp} Working with Pros {ewc MVBMP2, ViewerBmp2, [macro=`JI(qchPath,"concrete patios")']bitmaps.bmp} <u>Concrete</u> Patios {ewc MVBMP2, ViewerBmp2, [macro=`JI(qchPath,"concrete")']bitmaps.bmp} Concrete

Step by Step: A Concrete Walkway This walkway is 6 feet wide. The 4-inch-thick concrete is reinforced with 6-inch-square wire mesh. (Thickness, however, may vary locally.)

1. Outline the path with <u>mason's line</u> and stakes. Excavate enough to allow a 4-inch slab and a minimum 2-inch bed of pea gravel. Follow your local code for depth.

2. Build 2 by 4 forms with tops true to line and sloped to one side for drainage at 1/8 inch per foot (On a 6-foot-wide walk, that's 3/4 inch). Nail forms to concrete stakes on the outside face of the form.

3. Lay the gravel bed, then place 6-inch-square concrete reinforcing mesh on 2-inch <u>dobies</u>, spaced closely enough to keep the mesh an even height above the base. The mesh should be 2 inches narrower and shorter than the concrete. Cut it with <u>bolt cutters</u> or a hacksaw.

4. Pour concrete in 6-to 8-foot sections so you can finish each in one pour. Use form sides as base for screed board, which you work side-to-side down the length of the path.

5. Smooth surface with a wooden float followed by a concrete trowel, then use tools for edging and adding <u>control joints</u> across the walk at intervals.

6. Continue working with a concrete trowel. Finally, use a concrete finishing broom to texture the surface. This hides trowel marks and provides traction. Cure slab and remove forms after three days. Then pour the next section to butt against it.

Concrete Walkway Description: 6- by 25-foot section, 4 inches thick; laid on a 2-inch gravel base; reinforced with welded wire mesh; formed with 2 by 4s.

<u>Material</u>	<u>Use</u>	<u>Quantity</u>	<u>Comment</u>	<u>Cost</u>
concrete	slab	2.0 cu yd		\$ 200.00
pea gravel, 2" layer	base	1.0 cu yd		\$
#10 6"x6" welded wire mesh	reinforcement	150 sq ft	buy 7' x 25' roll	\$ \$ 26.25
2" dobie spacers	support mesh	52		\$
2"x4"x16'	forms	4		10.40 \$
<i>c</i>	,			32.00
form stakes	forms	32		\$
2"x4"x8'	screed	1		9.92 \$
				4.00
form release		1 gal		\$
				7.00
8d duplex nails		1 lb		\$
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Tod duplex halls		di T		<u>⊅</u> 1 00
TOTAL COST				<u>1.00</u> \$ 321 57
				Ψ 521.57

### **Cost Variables**

Size: Each additional 6- by 25-foot section will increase the cost \$245-\$275. Materials: The cost of ready-mix concrete will vary depending on location and difficulty of delivery (cost of hand-mixed concrete may be considerably less in locations where delivery is difficult).

Tools 50-foot tape measure **bolt cutter** concrete finishing tools: screed board or bull float hand float steel trowel edger jointer concrete finishing broom hammer **hand sledge** jointer mason's level **mason's line** hand or circular saw shovel sledgehammer finishing trowel wheelbarrow wood float {ewc MVBMP2, ViewerBmp 2, [dither]bitma ps.bmp}

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Step by Step: A Brick-on-Sand Walkway

This straight 6-foot-wide walkway is bordered by 2 by 4s that hold the sides in place. It has butted joints. Be sure to measure the actual width of the brick before laying out walkway.

1. Lay out path with stakes and mason's line. Excavate for at least 1 1/2 inches of sand plus the thickness of brick. Check whether your community requires a different depth. Compact the soil.

2. Set border of rot-resistant 2 by 4s (redwood or pressure-treated wood). Make the top level with the finished height of walk. Saw off stakes at an angle, with tops flush with 2 by 4s.

3. Lay sand base. Screed, using edging as a guide for the screed board. Dampen the sand, roll or tamp it down, add more sand and repeat until base is firm and level.

4. Starting in one corner, place bricks on sand--<u>cutting</u> as necessary-- and set them with a tap of a rubber mallet.

5. When all bricks are laid, spread dry sand across top. Sweep into cracks to fill them. Wet the surface. Repeat, adding sand as needed.

**Brick Walkway Description**: 6' x 25' section, bricks laid on 2" sand base; perimeter is staked redwood or pressure-treated 2"x4"s.

<u>Material</u>	<u>Use</u>	<u>Quantity</u>	<u>Comment</u>	<u>Cost</u>
common brick 4"x8"x2 2/3"		approx. 700		\$315.00
sand, 2" layer	base	1.0 cu yd		\$ 21.25
pressure-treated 2"x4"x16'	perimeter	4		\$ 30.08
2"x4"x6'	screed	1		\$ 3.00
redwood stakes, 18"	perimeter	30		\$ 6.00
8d hot-dipped galvanized nails		1 lb		\$ 1.00
16d hot-dipped galvanized nails		1 lb		<u>\$</u> <u>1.00</u>
TOTAL COST				\$ 377.33

### **Cost Variables**

Size: Each additional 6- by 25-foot section will cost about the same as this first section. Materials: The cost of brick pavers varies with quality and location. Redwood may cost 50 percent more than pressure-treated lumber.

Tools 4-foot mason's level 50-foot tape measure framing square garden hose with spray nozzle hammer hand sledge mason's line hand or circular saw shovel rubber mallet sledgehammer wheelbarrow

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Step by Step: A Flagstone Walkway This 6-foot-wide walkway is laid on sand.

1. Lay out 6-foot-wide path with mason's line and stakes.

2. Install temporary form of 2 by 4s and excavate interior. Allow for the 2-inch thickness of flagstone and a 2-inch base of sand over the compacted soil. Check whether your community requires a different depth for the base.

3. Since rocks vary in thickness, lay a puddle of wet mortar directly on the sand under each stone. Work stone to a level position.

4. Fill in voids between stones with potting soil.

5. Remove temporary form, dig away outside sand, backfill with soil and compact.

**Flagstone Walkway Description:** 6- by 25-foot section, 2-3 inches deep. Flagstones laid on 2-inch sand base; mortar used to level uneven stones; center voids filled with soil.

<u>Material</u>	<u>Use</u>	<u>Quantity</u>	<u>Comment</u>	<u>Cost</u>
2"-3" thick flagstone	150 sq ft	approx 1 1/2 tons		\$480.00
sand, 2" layer	base	1.0 cu yd		\$ 21 25
mortar mix		four 80-lb bags		\$
2"x4"x16'	forms	4		18.80 \$ 30.08
form stakes	forms	24	buy bundle of 25	\$ 7.44
8d duplexnails		1 lb		\$ 0.80
potting soil mix	fill between	four 50-lb bags		<u>\$</u> <u>8.00</u>
TOTAL COST	3101165			\$566.37

## **Cost Variables**

Size: The cost for each additional 6- by 25-foot section will be about the same as for this first section, unless there is a price break for larger quantities of the paving stone. Materials: The cost of flagstone pavers may vary widely with quality, geographic location and difficulty of delivery.

Tools 4-foot mason's level 50-foot tape measure garden hose with spray nozzle mason's line mason's trowel <u>rubber mallet</u> shovel wheelbarrow

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Walkways - Gravel

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{ewc MVBMP2, ViewerBmp2, The easiest walkways to {e {ewc install are gravel paths. illustnswalkg.bmp} **MVBM** WC Pleasantly informal, they are Μ P2, great for leading you through VB Viewer the garden or into wooded Μ Bmp2, areas. Instead of round pea P2 gravel, use crushed rock with [macro broken edges, which lock the =`Jum stones together for more stable Vi pID(qc footing. hPath. ew To keep gravel from shifting "buildin er onto lawns or beds, edge the В g\_proj walkway with wood. The wood border here (shown in cross ects")'] m section) is a 4 by 4 held in place p2 bitmap by stakes along the sides. You s.bmp} can substitute thinner or thicker [di lumber if you prefer. th er] bit m ap s. b m p}

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Money-Saving Tip Use inexpensive rock as a base, and top it with a 2-inch layer of better-quality rock. **Related** Topics {ewc MVBMP2, ViewerBmp2, [macro=`JI(qchPath,"before you start")']bitmaps.bmp} Before You Start {ewc MVBMP2, ViewerBmp2, [macro=`JI(qchPath,"how big to make it")']bitmaps.bmp} How Big to Make It {ewc MVBMP2, ViewerBmp2, [macro=`JI(qchPath,"clearing the area")']bitmaps.bmp} Clearing the Area {ewc MVBMP2, ViewerBmp2, [macro=`JI(qchPath,"does your yard slope")']bitmaps.bmp} Does Your Yard Slope? {ewc MVBMP2, ViewerBmp2, [macro=`JI(qchPath,"improving\_drainage")']bitmaps.bmp} Improving Drainage {ewc MVBMP2, ViewerBmp2, [macro=`JI(qchPath,"rough grading")']bitmaps.bmp} Rough Grading {ewc MVBMP2, ViewerBmp2, [macro=`JI(qchPath,"edgings")']bitmaps.bmp} Edgings {ewc MVBMP2, ViewerBmp2, [macro=`JI(qchPath,"working with pros")']bitmaps.bmp} Working with Pros {ewc MVBMP2, ViewerBmp2, [macro=`JI(qchPath,"gravel")']bitmaps.bmp} Gravel
Step by Step: A Gravel Walkway This straight 6-foot-wide walkway has a border of pressure-treated 4 by 4s.

1. Establish line of walkway with stake and mason's line set parallel and 6 feet apart.

2. Excavate, level and compact the defined area to a 3-inch depth.

3. Set stakes every 3 feet on alternating sides of walkway. Nail 4 by 4s to stakes, level and true to mason's line. Trim tops of stakes with an angled cut.

4. Place soil-filter fabric on compacted soil to inhibit weed growth.

5. Fill the walk with gravel to within 1/2 inch of top of wood edging.

# Gravel Walkways

**Description:** 6- by 25-foot section; bordered with 4 by 4s; center is crushed gravel over compacted soil with soil-filter fabric for weed control.

<u>Material</u>	<u>Use</u>	<u>Quantity</u>	<u>Comment</u>	<u>Cost</u>
crushed rock	walk	1.5 cu yd		\$ 45.00
pressure-treated 4"x4"x16'	border	4		\$ 53.12
redwood stakes, 18"	border	24	buy bundle of 25	\$ 4.80
soil-filter fabric		150 sq ft		\$ 7 50
8d hot-dipped galvanized nails		1 lb		<u>\$</u> <u>1.00</u>
TOTAL COST				\$111.42

## **Cost Variables**

**Size:** The cost for each additional 6- by 25-foot section will be about the same as for this first section.

Materials: For the perimeter, redwood may cost 50 percent more than pressure-treated lumber.

Tools 4-foot mason's level 50-foot tape measure combination square hammer mason's line hand or circular saw shovel wheelbarrow {ewc MVBMP2, ViewerBmp 2, [dither]bitma ps.bmp}

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Stairs

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# More

To find the number of stairs you'll need, divide the total <u>rise</u> of the stairway by the riser height you've chosen. Choose a height between 4 and 8 inches. The result gives you the number of risers to use.

To find the tread depth, divide the total <u>**run**</u> by the number of risers. Remember, you may have one more riser than tread.

Safety In most locations, building codes require a railing for stairways of 4 or more risers.

By the Book

Most building codes prescribe certain tread depths and riser heights, based on <u>ergonomic</u> principles. Usually, the depth of the tread plus two times the riser height should equal 26 to 28 inches. For example, a stair with 15-inch-deep treads needs risers 6 inches high. There are limits within this formula: risers should be no taller than 8 inches and no shorter than 4 inches. Treads should be no shallower than 11 inches. Related Topics {ewc MVBMP2, ViewerBmp2, [macro=`JI(qchPath,"before\_you\_start")']bitmaps.bmp} <u>Before</u> <u>You Start</u> {ewc MVBMP2, ViewerBmp2, [macro=`JI(qchPath,"how\_big\_to\_make\_it")']bitmaps.bmp} <u>How</u> <u>Big to Make It</u> {ewc MVBMP2, ViewerBmp2, [macro=`JI(qchPath,"rough\_grading")']bitmaps.bmp} <u>Rough</u> <u>Grading</u> {ewc MVBMP2, ViewerBmp2, [macro=`JI(qchPath,"clearing\_the\_area")']bitmaps.bmp} <u>Clearing the Area</u> {ewc MVBMP2, ViewerBmp2, [macro=`JI(qchPath,"working\_with\_pros")']bitmaps.bmp} <u>Working with Pros</u> {ewc MVBMP2, ViewerBmp 2, [dither]bitma ps.bmp}

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Stairs - Wood {ewc MVBMP2, ViewerBmp2, bitmaps .bmp}

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# More

To determine the rise, lay a straight board on the top surface and hold or stake it level. Measure the distance from the board to the place on the ground where the stairs will end. Assume a 15-inch tread depth and adjust if needed.

Step by Step: Wood Stairs. This is a 6-foot-wide stair mounted to a deck that is 18 inches above ground level.

1. Divide the **rise** by a **riser** height that will yield a whole number of risers. Calculate the tread depth. In this case, you'll need two 6-inch risers and two 15-inch treads. The deck frame functions as a third riser.

2. Lay out risers and treads on a stringer. Cut out the stringer and use it as a template for two more.

3. Build a 66-inch wide, 6- by 8-inch concrete footing using 2 by 6s. The footing's outermost edge should be 27 inches from edge of porch or deck. Center a backnailed 2 by 6 pressure-treated nailer board into the top of the footing, and press it down into the wet concrete. Be sure the board is level.

4. Mount stringers to a <u>ledger</u> on deck frame or edge of porch, placing one along the middle of the stairway and the others 30 inches from its center. Attach stringers to the ledger with <u>joist</u> <u>hangers</u>. Toenail other ends to 2 by 6 nailer board in footing.

5. Center and nail on the treads. You'll use two 2 by 6s and one 2 by 4 per step. Leave a 1/8-inch space between them, and between inner 2 by 6 and the riser.

# Wood Stairs

**Description:** 6-foot width, 18-inch change in elevation; three 6-inch risers and two 15 inch treads; three 2- by 12-inch stringers; open risers set on concrete footing with block. Wood handrails included.

<u>Material</u>	<u>Use</u>	<u>Quantity</u>	<u>Comment</u>	<u>Cost</u>
pressure-treated 2"x12"x10'	3 stringers	1		\$ 9.96
pressure-treated 2"x6"x12'	treads	2		\$ 9.12
pressure-treated 2"x4"x12'	treads	1		\$ 5.64
pressure-treated 2"x6"x12'	ledger/block	1		\$ 9.12
16d hot-dipped galvanized nails		1 lb		\$ 1.00
concrete mix	footing	3 90-lb	2 1/4 cu ft	\$ 9.90
#3 rebar, 10' length	footing	1		\$
joist hangers		3		1.50
joist hanger nails		1/4 lb		1.50
1/2" diameter x 4" lag bolts, nuts, washers		8		0.25 \$ 6.40
1/2" x 4" lag bolts, washers	fasten ledger	4		\$ 2.48
pressure-treated 2"x6"x8'	handrail	1		\$ 6.08
pressure-treated 2"x4"x10'	railing	1		\$ 4.70
pressure-treated 2"x4"x8'	bottom rail	1		\$ 3.76
pressure-treated 4"x4"	posts	2		\$ 14.88
concrete mix	anchor posts	2 90-lb		\$

bags	<u>7.00</u>
	\$ 93.29

# **TOTAL COST**

# **Cost Variables**

Size: The cost for each additional step is about \$20. Materials: Redwood may cost 50 percent more than pressure-treated lumber. Concrete footing may be unnecessary in some site conditions. One set of handrail posts may be unnecessary if handrail can be attached to an existing deck railing or adjacent structure.

Tools crescent wrench (for bolts to ledger) electric drill with 1/2-inch bit framing square hammer hand or circular saw 4-foot mason's level **rebar bender/cutter** shovel **hand sledge** 50-foot tape measure wheelbarrow **Related Topics** {ewc MVBMP2, ViewerBmp2, macro=`JI(qchPath,"before you start")']bitmaps.bmp} Before You Start {ewc MVBMP2, ViewerBmp2, [macro=`JI(qchPath,"how\_big\_to\_make\_it")']bitmaps.bmp} How Big to Make It {ewc MVBMP2, ViewerBmp2, [macro=`JI(qchPath,"rough grading")']bitmaps.bmp} Rough Grading {ewc MVBMP2, ViewerBmp2, [macro=`JI(qchPath,"clearing the area")']bitmaps.bmp} Clearing the Area {ewc MVBMP2, ViewerBmp2, [macro=`JI(qchPath,"working\_with\_pros")']bitmaps.bmp} Working with Pros {ewc MVBMP2, ViewerBmp2, [macro=`JI(qchPath,"concrete")']bitmaps.bmp} Concrete

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{e vc M V B M P, V e e B m p,[dth e b th m a s. b m p}	{ewc MVBM P2, Viewer Bmp2, [macro =`Jum pID(qc hPath, "buildi ng_pro jects")'] bitmap s.bmp}	A sloping site is ideal for stairs made with landscape timber, a modern replacement for the railroad ties that were once used extensively in landscaping. These broad pieces of wood become the riser and the front part of a deep tread. You fill in behind them with gravel. If the slope is gentle, the graveled tread can be quite long and can have a shallow pitch. To hold the ties or timber in place, drill holes through their tops and drive lengths of <u>rebar</u> or 3/4- inch galvanized pipe 18 to 24 inches into the ground.	<pre>{ewc MVBMP2, ViewerBmp2, illustnsstairr.bmp}</pre>	shg} {ewc MVBMP 2, ViewerB mp2, [dither]bi tmaps.s hg} {ewc MVBMP 2, ViewerB mp2, [macro= `JumpID (qchPat h, "stairs")' ] [dither]bi tmaps.b mp} {ewc MVBMP 2, ViewerB mp2, [dither]bi tmaps.b mp} {ewc MVBMP 2, ViewerB mp2, [dither]bi tmaps.b mp} {ewc MVBMP 2, [dither]bi tmaps.b mp} {ewc MVBMP 2, [dither]bi tmaps.b mp} {ewc MVBMP 2, [dither]bi tmaps.b mp} {ewc MVBMP 2, [dither]bi tmaps.b mp} {ewc MVBMP 2, [dither]bi tmaps.b mp} {ewc MVBMP 2, [dither]bi tmaps.b mp}
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Step by Step: Stairs of Landscape Timber This 6-foot-wide stairway uses 6 by 8 timber for risers and 2 by 6s for sides.

1. Center and predrill 2 evenly spaced holes through the 8-inch-side of each timber.

2. Start from the bottom of slope and work up. Cut, level and compact a base pad with 3-inchtall back wall. Anchor the lowest timber, at grade, with rebar stakes through holes.

3. Butt 1-foot-long 2 by 6s into back outside edges of timber, run them back into the slope, level with timbers. Stake and nail them in place. (The 2 by 6s should be shorter for steeper slopes, longer for gentler slopes. This will produce more or fewer steps, respectively.)

4. Excavate tread area to make sure there's at least 3 inches of depth for gravel.

5. Level pad for next timber and repeat steps 2-4.

6. Fill excavated treads with crushed gravel.

{ewc MVBMP2, ViewerBmp2, bitmaps.shg}
Landscape Timber Stairs
Description: 6-foot width, 18-inch change in elevation (3 risers); three 6- by 8- inch timber
treads retaining a 12 inch gravel tread; 3 inches deep with 2- by 6-inch headers on side to retain gravel.

<u>Material</u>	<u>Use</u>	<u>Quantity</u>	<u>Comment</u>	<u>Cost</u>
6"x8"x6' landscape timbers	treads	3		\$ 54.00
pressure-treated 2"x6"x8'	headers	1		\$ 6.11
30" lengths #4 rebar	stake timbers	6	buy one 20-ft length	\$ 4.50
redwood stakes, 18"	stake headers	12		\$ 2.40
crushed rock		4.5 cu ft		\$ 7 50
8d hot-dipped galvanized nails <b>TOTAL COST</b>		1 lb		1.00 <u>\$</u> <b>1.00</b> <b>\$ 75.51</b>

## **Cost Variable**

Size: Each additional step will cost about \$25.

Tools combination square electric drill with 1/2-inch bit framing square hammer level hand or circular saw {ewc MVBMP2, ViewerBmp2, [macro=`JI(qchPath,"rebar\_bender\_cutter")']bitmaps.bmp} <u>rebar</u> <u>bender/cutter</u> shovel sledgehammer 50-foot tape measure wheelbarrow **Related Topics** {ewc MVBMP2, ViewerBmp2, macro=`JI(qchPath,"before you start")']bitmaps.bmp} Before You Start {ewc MVBMP2, ViewerBmp2, [macro=`JI(qchPath,"how\_big\_to\_make\_it")']bitmaps.bmp} How Big to Make It {ewc MVBMP2, ViewerBmp2, [macro=`JI(qchPath,"rough grading")']bitmaps.bmp} Rough Grading {ewc MVBMP2, ViewerBmp2, [macro=`JI(qchPath,"clearing the area")']bitmaps.bmp} Clearing the Area {ewc MVBMP2, ViewerBmp2, [macro=`JI(qchPath,"working\_with\_pros")']bitmaps.bmp} Working with Pros {ewc MVBMP2, ViewerBmp2, [macro=`JI(qchPath,"gravel")']bitmaps.bmp} Gravel

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Safety The ingredients in concrete are caustic. Wear gloves to protect your hands.

Step by Step: Concrete Stairs

This cast-concrete stairway is 6 feet wide and rises 18 inches in 3 steps with 14-inch treads. The risers are faced with pressure-treated 2 by 6s that also function as forms.

1. Determine the stair location and build footing form as part of the bottom step. Footing is continuous across width of stairs; depth is per local code. Add gravel.

2. Mark out risers and treads in pencil on both sides of both 2 by 12 stringers. Allow a 1/4-inch slope for drainage, from the inside to the outside of each tread.

3. <u>Stake stringers</u> in position. Set the brace stakes at an angle against the forms to keep them from bulging when filled.

4. Align 2 by 6 risers to location drawn on stringers and nail in position with duplex nails through forms. Also, drive lag bolts into backs of risers to extend into concrete. If the top and bottom of the footing abut the pavement, also add an **expansion joint** to match the depth of the pavement.

5. Add rebar per code. Paint insides of form--not risers--with form release.

6. Working from bottom to top, pour concrete for the entire staircase. Use a wood float to level each tread. Finish treads by tooling edges, steel troweling the tops and sweeping them with a broom to add traction.

## **Concrete Stairs**

**Description**: 6-inch width, 18-inch change in elevation; three 2- by 6-inch risers; formed, poured concrete over a 2-inch base.

<u>Material</u>	<u>Use</u>	<u>Quantity</u>	<u>Cost</u>	
ready-mix concrete	stairs	1.5 cu yd	\$162.50	
2"x12"x12'	stringers	1	\$	19.92
pressure-treated 2"x6"x6'	risers	3	\$	13.68
#3 rebar, 20' lengths		3		\$
gravel	base	6 cu ft		9.00 \$ 6.00
2"x8"x10' Douglas fir	forms	2	\$	19.80
2"x4"x10' Douglas fir	form bracing	4	\$	20.00
form stakes, 24"	forms	10		\$
#12 wire for tying rebar		one 50' roll		3.10 \$ 1.00
8d duplex nails		1 lb		\$
16d duplex nails		1 lb		1.00 \$ 1.00
12 1/4"x3" lag bolts				\$
form release		1 gal		3.00 <u>\$</u> 7.00
TOTAL COST			\$2	267.00

## **Cost Variables**

**Materials:** The cost of ready-mix concrete will vary depending on location and difficulty of delivery (alternatives include hand-mixing the concrete and using modular forms). Footings may need to be deeper under some conditions. Risers made from redwood may cost 50 percent more than pressure-treated lumber.

Tools bolt cutter or rebar cutter combination square concrete edging tool framing square hammer hand or circular saw shovel

hand sledge sledgehammer soft-bristle concrete broom concrete trowel 50-foot tape measure wheelbarrow

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Tips From the Pros Dampen bricks with water before mortaring them to the concrete core. A dry brick pulls moisture from the mortar and weakens the bond.

Step by Step: Brick Stairs

This 18-brick-wide (72-inch) stairway has 3 steps, each 2 brick thicknesses (6 inches) tall with treads 1 1/2 bricks (12 inches) deep. It meets a brick walkway at the bottom.

1. Determine the stair location and build a footing form at least 6-inches deep. Local codes may require a deeper footing. Footing is continuous across width of stairs; depth is per local code.

2. Mark out risers and treads in pencil on both sides of both 2 by 12 stringers. Don't notch the stringers.

3. <u>Stake stringers</u> in position. Angle the brace stakes to keep the forms from bulging when filled.

4. Align 2 by 6 risers to location drawn on stringers and nail in position with duplex nails through forms.

5. Add rebar per code. Paint the interiors of all forms with form release.

6. Working from bottom to top, pour concrete and level with wood float. Don't tool or sweep the edges--a float finish is all you need.

7. Build risers from 2 by 8s ripped to the proper width (in this case, 6 inches).

8. Mortar tread with headers facing base of stairs.

9. Continue to top, starting brick for next riser on the brick tread below.

## **Brick Stairs**

**Description:** 6-foot width, 18-inch change in elevation (3 steps). Brick steps laid over concrete footing, poured over a 2-inch gravel base.

<u>Material</u>	<u>Use</u>	<u>Quantity</u>	<u>Cost</u>
common brick 4x8x2-2/3"	treads & risers	140	\$ 63.00
mortar-mix		three 80-lb bags	\$ 13.10
ready-mix concrete, delivered	stairs	1 cu yd	\$125.00
2"x12"x12'	stringers	1	\$
pressure-treated 2"x6"x6'	risers	3	19.92 \$ 13.68
# 3 rebar, 20' lengths		3	\$ 9.00
gravel	base	4 cu ft	\$
2"x8"x10'	forms	2	6.00 \$
2"x4"x10'	form bracing	4	19.80 \$ 20.00
form stakes, 24"	forms	20	\$
#12 wire for tying rebar		one 50' roll	6.20 \$ 1.00
8d duplex nails		1 lb	\$
16d duplex nails	forms	1 lb	1.00 \$
form release		1 gal	1.00 <u>\$</u> 7.00
TOTAL COST			\$305.70

# **Cost Variable**

**Materials:** The cost of ready-mix concrete will vary depending on location and difficulty of delivery (alternatives include hand-mixing the concrete and using modular forms). Footings may need to be deeper under some conditions.

Tools bolt cutter or rebar bender combination square framing square hammer hand or circular saw shovel hand sledge 50-foot tape measure mason's trowel wheelbarrow wood float
**Related Topics** {ewc MVBMP2, ViewerBmp2, macro=`JI(qchPath,"before you start")']bitmaps.bmp} Before <u>You Start</u> {ewc MVBMP2, ViewerBmp2, [macro=`JI(qchPath,"how\_big\_to\_make\_it")']bitmaps.bmp} How Big to Make It {ewc MVBMP2, ViewerBmp2, [macro=`JI(qchPath,"rough grading")']bitmaps.bmp} Rough Grading {ewc MVBMP2, ViewerBmp2, [macro=`JI(qchPath,"clearing the area")']bitmaps.bmp} Clearing the Area {ewc MVBMP2, ViewerBmp2, [macro=`JI(qchPath,"working\_with\_pros")']bitmaps.bmp} Working with Pros {ewc MVBMP2, ViewerBmp2, [macro=`JI(qchPath,"mortar")']bitmaps.bmp} Mortar

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# More

For a stone stairway that's easier on your back, use flagstones. Use a circular saw with a masonry blade to cut them into narrow strips. Stack mortar between them to form risers, and pave the treads with broad flagstones.

Step by Step: Stone and Gravel Stairs

To build this 6-foot-wide stairway, select fieldstones 14 to 16 inches long or wide that are of uniform thickness. A 6-inch thickness would be ideal. Look for stones that are flat on the top and bottom--they'll be easier to stack and walk on.

1. Lay out the stair location and excavate leveled pads with 6-inch risers that angle back slightly. You may need to adjust the tread depth for the slope of the site.

2. Dig a 6-inch-deep trench, the width of the stone, at the base the each riser. Level the bottom with sand. Starting at the bottom riser, place and adjust a row of stones into the trench. Their tops should extend above the top of riser by a uniform 3 inches across the width of the next level. Lean them against the riser, and butt them together as closely as possible. Fill voids with soil.

3. After stones are in place, cut in header board to contain gravel on sides. Stake and nail headers. Backfill trench with soil and cover path below stairs (or each subsequent tread) with a 3-inch layer of compacted crushed gravel. This leaves a 6-inch rise of exposed stone.

4. Repeat steps 2 and 3 for each subsequent step, adding and compacting gravel before moving on.

# Stone and Gravel Stairs

**Description:** 6-foot width;18-inch change in elevation (3 steps); large rocks as treads retaining a bed of gravel 12 inches wide and 3 inches deep.

<u>Material</u>	<u>Use</u>	<u>Quantity</u>	<u>Cost</u>
rocks approx. 12"x12"x6"	treads	approx. 18	\$180.00
pressure treated 2"x6"x6'	headers	1	\$ 4.56
18" redwood stakes		12	\$
			2.40
sand for leveling		3 cu ft	\$
			3.00
gravel		4 cu ft	\$
			5.00
8d galvanized nails		1 lb	<u>\$</u>
			<u>1.00</u>
TOTAL COST			\$195.96

## **Cost Variables**

Size: Each additional step will cost about \$65.

Materials: The cost of the crushed rock may vary with quality and location.

Tools 4-foot mason's level flat-blade shovel hammer mason's line and stakes 50-foot tape measure wheelbarrow **Related Topics** {ewc MVBMP2, ViewerBmp2, macro=`JI(qchPath,"before you start")']bitmaps.bmp} Before You Start {ewc MVBMP2, ViewerBmp2, [macro=`JI(qchPath,"how\_big\_to\_make\_it")']bitmaps.bmp} How Big to Make It {ewc MVBMP2, ViewerBmp2, [macro=`JI(qchPath,"rough grading")']bitmaps.bmp} Rough Grading {ewc MVBMP2, ViewerBmp2, [macro=`JI(qchPath,"clearing the area")']bitmaps.bmp} Clearing the Area {ewc MVBMP2, ViewerBmp2, [macro=`JI(qchPath,"working\_with\_pros")']bitmaps.bmp} Working with Pros {ewc MVBMP2, ViewerBmp2, [macro=`JI(qchPath,"gravel")']bitmaps.bmp} Gravel

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By the Book Before buying materials, check with your local building department about restrictions such as <u>setback lines</u> and fence heights.

# More

Some fence styles, such as picket fences and solid panels with decorative lattice tops, are sold at home centers in prefabricated sections. They're great time savers. Simply nail them to posts spaced according to the width of the panels.

**Related** Topics {ewc MVBMP2, ViewerBmp2, macro=`JI(qchPath,"before you start")']bitmaps.bmp} Before You Start {ewc MVBMP2, ViewerBmp2, [macro=`JI(qchPath,"marking\_easements\_and\_utility\_lines")']bit maps.bmp} Marking Easements and Utility Lines {ewc MVBMP2, ViewerBmp2, [macro=`JI(qchPath,"how big to make it")']bitmaps.bmp} How Big to Make It {ewc MVBMP2, ViewerBmp2, [macro=`JI(qchPath,"clearing the area")']bitmaps.bmp} Clearing the Area {ewc MVBMP2, ViewerBmp2, [macro=`JI(qchPath,"rough grading")']bitmaps.bmp} <u>Rough</u> Grading {ewc MVBMP2, ViewerBmp2, [macro=`JI(qchPath,"concrete")']bitmaps.bmp} Concrete {ewc MVBMP2, ViewerBmp2, [macro=`JI(qchPath,"working with pros")']bitmaps.bmp} Working with Pros

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and add latticework at the top,

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Step by Step: An Interlap Board Fence

Also known as a "good neighbor" fence, an interlap fence looks the same from both sides. The advantage is that no one has to see the post-and-rail (bad) side. This one stands 6 feet tall and has 1 by 8 boards spaced 6 inches apart on both sides.

1. Establish the fence line with stakes and <u>mason's line</u>. Mark post locations with stakes spaced 8 feet <u>on center</u>.

2. **<u>Dig postholes</u>** 24 inches deep and 12 inches wide.

3. Set posts in holes on a few handfuls of gravel and add 4 inches of gravel around the bottom of the post for drainage. Align the posts and stake them in two directions. Fill holes with concrete, mounding it 1 inch above ground level so water drains away from the post.

4. Trim the post tops level, 66 inches from the ground. Use mason's line with a <u>line level</u> as a guide.

5. Add the rails. The top rails will need to be 16 feet long to span the tops of three posts. Center and bottom rails are 8 feet or shorter. Bottom rails lie 6 inches above the ground and middle ones are centered. **Fit, cut and toenail rails** in place with 16d nails.

6. Add the boards. On one side of the rails, **space the boards**, plumb and nail with 8d nails. Repeat for other side, centering boards over gaps on first side.

# **Interlap Board Fence**

**Description:** 16-foot section, 6-foot height. Constructed with three 4- by 4-inch posts, 8 feet on center; horizontal 2- by 4-inch rails, 30 inches on center; and interlapped 1- by 8-inch boards every 12 inches on center.

<u>Material</u>	<u>Use</u>	<u>Quantity</u>	<u>Cost</u>
4"x4"x10'construction heart redwood (or pressure-treated lumber)	posts	3	\$ 31.49
2"x4"x16' construction heart redwood (or pressure-treated lumber)	rails	3	\$ 36.00
1"x8"x6' construction heart redwood (or pressure-treated lumber)	fence boards	32	\$ 144.00
8d hot-dipped galvanized nails		1 lb	\$ 1.00
16d hot-dipped galvanized nails		1 lb	\$ 1.00
concrete mix	post anchors	six 90-lb bags	\$ 19.80
pea gravel		1 cu ft	<u>\$</u>
TOTAL COST			<u>∠.00</u> <b>\$ 235.29</b>

#### **Cost Variables**

**Size:** The cost for each additional 16- by 6-foot section will cost about \$220. **Materials:** Redwood may cost 50 percent more than pressure-treated lumber.

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Tools 4-foot-long level hand or circular saw combination square line level posthole digger shovel **mason's line** and stakes 50-foot tape measure wheelbarrow

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Step by Step: A Wood Rail Fence

This fence stands 4 feet high. To make it stronger, don't let the boards all meet and butt together on the same post. Instead, stagger the joints on the middle boards.

1. Set line of fence with <u>mason's line</u> and stakes. Mark and space the location of postholes 8 feet <u>on center</u>. (The first and last posts in a long fence line should be 7 feet 10 inches on center from the next post.) <u>Dig postholes</u> 24 inches deep.

2. Place a few handfuls of gravel in each hole for drainage. Align and stake posts. Add 4 inches of pea gravel to hole, then fill with concrete.

3. Mark points on first and last posts that are 48 inches from ground. Stretch and snap a **<u>chalk</u>** <u>line</u> across all the intervening posts. Cut the tops level (or equidistant from the ground).

4. Nail first board flush with tops of posts. Leave a 9-inch space between each of the next two boards. (Start the middle row with an 8-foot length, so breaks between boards won't all occur on the same post.) The bottom 1 by 6 should be approximately 12 inches from the ground.

## Wood Rail Fence

**Description:** 16-foot section, 4-foot height. Constructed with 4- by 4-inch posts, 8 feet on center; horizontal 1- by 6-inch rails, 9 inches on center from ground.

<u>Material</u>	<u>Use</u>	<u>Quantity</u>	<u>Cost</u>
4"x4"x8' construction heart redwood (or pressure-treated lumber)	posts	3	\$ 35.76
1"x6"x16' construction heart redwood (or pressure-treated lumber)	rails	5	\$ 48.80
8d hot-dipped galvanized nails		1 lb	\$ 1.00
concrete mix	post anchors	six 90-lb bags	\$ 19.80
pea gravel		1 cu ft	<u>\$</u> 2 00
TOTAL COST			<u>2.00</u> \$ 107.36

## **Cost Variables**

Size: The cost of each additional 16- by 4-foot section will be about \$87. Materials:Redwood may cost 50 percent more than pressure-treated lumber. Tools 4-foot mason's level chalk line hand or circular saw combination square hammer <u>mason's line</u> posthole digger shovel wheelbarrow **Related** Topics {ewc MVBMP2, ViewerBmp2, macro=`JI(qchPath,"before you start")']bitmaps.bmp} Before You Start {ewc MVBMP2, ViewerBmp2, [macro=`JI(qchPath,"marking\_easements\_and\_utility\_lines")']bit maps.bmp} Marking Easements and Utility Lines {ewc MVBMP2, ViewerBmp2, [macro=`JI(qchPath,"how big to make it")']bitmaps.bmp} How Big to Make It {ewc MVBMP2, ViewerBmp2, [macro=`JI(qchPath,"clearing the area")']bitmaps.bmp} Clearing the Area {ewc MVBMP2, ViewerBmp2, [macro=`JI(qchPath,"rough grading")']bitmaps.bmp} <u>Rough</u> Grading {ewc MVBMP2, ViewerBmp2, [macro=`JI(qchPath,"concrete")']bitmaps.bmp} Concrete {ewc MVBMP2, ViewerBmp2, [macro=`JI(qchPath,"working with pros")']bitmaps.bmp} Working with Pros

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# Fences - Picket

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#### **Picket Fence**

**Description:** 16-foot section, 4-foot height. Constructed with 4- by 4-inch posts, 8 foot on center; horizontal 2- by 4-inch rails, 6" from top and bottom; and 1- by 4-inch pickets +/- 4 1/2" on center.

<u>Material</u>	<u>Use</u>	<u>Quantity</u>	<u>Comment</u>	<u>Cost</u>
4"x4"x8' construction heart redwood (or pressure-treated lumber)	posts	3		\$ 35.76
2"x4"x16' construction heart redwood (or pressure-treated lumber)	rails	2		\$ 24.00
1"x4"x6' construction heart redwood (or pressure-treated lumber)	pickets	43		\$113.52
4"x4'x1/4"piece tempered hardboard	template	1	or use scrap lumber	\$ 0.00
8d hot dipped galvanized nails		2 lbs		\$ 2.00
16d hot-dipped galvanized nails		1 lb		\$ 1.00
concrete mix	post anchors	six 90-lb bags		\$ 19.80
pea gravel		1 cu ft		<u>\$</u>
TOTAL COST				<u>∠.∪∪</u> \$198.08

## **Cost Variables**

Size: Each additional 16- by 4-foot section will cost about \$175. Materials: Redwood may cost 50 percent more than pressure-treated lumber. Precut gothicshaped pickets 2 1/2 inches wide may cost 50 percent more than making your own.

Tips From the Pros To save time and make identically shaped pickets, cut a template for the tops out of a scrap piece of <u>hardboard</u>, heavy cardboard, or thin plywood.

Step by Step: A Picket Fence This 4-foot-tall fence has pickets cut from 1 by 4s.

1. Cut 1 by 4s to a length of 48 inches.

2. Cut a template shaped like an <u>isosceles triangle</u>, with a base equal to the width of the 1 by 4. On each fence board, use a combination square to draw a line  $3 \frac{1}{2}$  inches (the height of the template) from the top and parallel to it. Place the base of the template on the line, trace its top and cut the angled sides.

3. Establish the fence line with stakes and <u>mason's line</u>. Dig 24-inch-deep holes for the fenceposts spaced 8 feet <u>on center</u>. (The first and last post should be just 7 feet 10 inches from their neighboring posts so boards will fully overlap them.)

4. Place a few handfuls of gravel in each hole for drainage. Align and stake fenceposts. Add 4 inches of pea gravel, then fill holes with concrete.

5. Mark points 40 inches from ground on the two end posts. Stretch and snap a <u>chalk line</u> between these points. Cut post tops level.

6. Nail a 16-foot-long 2 by 4 to top. (It will span the tops of three posts.) Cut the lower 2 by 4 eight feet long and toenail it to posts so it is 6 inches from the ground. Repeat for each 16-foot section of fence.

7. Nail the first and last pickets to the rails so their bottoms are 3 inches from ground. (Nail the last picket only part way so you can remove it.) Stretch mason's line between their tops to align intervening pickets. Cut a 1- by 48-inch piece of wood to use as a spacer, then nail on the pickets. As you work, check that pickets are vertical.

Tools and Materials 4-foot mason's level chalk line combination square hammer hand or circular saw line level **mason's line** shovel sledgehammer wheelbarrow **Related Topics** 

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Fast and inexpensive to {ewc {e *MVBM* install, steel chain link fences wc P2, make secure enclosures for Μ Viewer dogs' and children's play areas. VB Bmp2, They may not be the world's Μ [macro most beautiful fences, but P2 they're durable and practical. =`Jump In addition to the standard ID(qch Path. galvanized gray, chain link Vi fencing comes coated in black "buildi ew or green **PVC** that makes it ng proj er ects")'] less visible in the landscape. В bitmaps You can also weave wooden strips through the links, or train m .bmp} a vine such as ivy up the fence p2 to mask it. Look for fence components [di at home centers. Note that the th first and last posts will be er] thicker than the others, since they must take more pressure bit and tension. m ap s. b m p}

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## **Chain Link Fence**

**Description:** 20-foot section, 4-foot height. Constructed with 2 3/8-inch-diameter terminal posts and 1 5/8-inch-diameter line posts, 10 feet on center; 1 3/8-inch diameter top rail; 11-gauge chain link.

<u>Material</u>	<u>Use</u>	<u>Quantity</u>	<u>Cost</u>	
18-gauge galvanized 2 3/8" diameter x 7'	terminal posts	2	\$ 6.00	
18-gauge galvanized 1 5/8" diameter x 7'	line posts	1	\$ 6.20	
20-gauge galvanized 1 3/8" diameter x 10'	top rail	2	\$12.50	
11-gauge chain link fabric 4' high x 10' roll		2 rolls	\$27.00	
4' galvanized tension bar	ends	2	\$	
2 3/8" diameter plain dome cap	terminal posts	2	3.04 \$ 1.40	
2 3/8" diameter top rail sleeve	terminal posts	2	\$ 1.76	
1 5/8" x 1 3/8" diameter loop cap	line posts	1	\$ 0.84	
2 3/8" diameter clips	terminal posts	6	\$ 2.70	
14-gauge wire ties	line	3	\$ 0.12	
fence post concrete mix	posts post anchors	six 90- lb.bags	\$ 19.80	
carriage bolts, nuts, washers		8 sets	<u>\$</u> 6.40	
IUTAL CUST			φ01.10	

## **Cost Variables**

Size: Purchase of partial roll lengths of chain link fencing could result in additional cost per linear foot of 30 percent or more. Materials: A gate may cost over \$36.

Step by Step: A Chain Link Fence The finished fence stands 4 feet high.

1. Establish line for fence with <u>mason's line</u> and stakes. Mark and dig 24-inch-deep holes for posts spaced 10 feet <u>on center</u>. Terminal post holes should have a 12-inch diameter, line post holes should have an 8-inch diameter.

2. Set thicker terminal posts at ends, then align the posts in between. Stake and brace posts, making sure their tops are level. (Stretch a line level between the end posts as a guide.) Fill holes with concrete that extends 1 inch above ground level and slopes away from posts.

3. To hold and tension the wire fabric, slip 3 prefabricated clips over the terminal posts. Next, slip the <u>top rail sleeves</u> on the <u>terminal posts</u>, and the <u>loop caps</u> on the thinner <u>line posts</u> between them. Add the horizontal top rails.

4. Unroll the metal fabric and weave a <u>tension bar</u> vertically through one end. Space the clips on one terminal post, slip the tension bar between their ends, and close the clips with nuts, bolts and washers.

5. Stretch the fence to reach the other terminal post. Weave the tension bar through at a point closest to the post. To draw the fencing taut, use a come-along winch to pull the tension bar into the clips. Close clips with nuts, bolts and washers, then cut off any excess fencing.

6. Use wire ties to secure fencing to line posts and top rail.
Tools 4-foot mason's level bolt cutter {ewc MVBMP2, ViewerBmp2, [macro=`JI(qchPath,"come\_along")']bitmaps.bmp} <u>Come-Along</u> <u>Winch</u> crescent wrench <u>line level</u> <u>mason's line</u> pliers posthole digger shovel wheelbarrow **Related** Topics {ewc MVBMP2, ViewerBmp2, macro=`JI(qchPath,"before you start")']bitmaps.bmp} Before You Start {ewc MVBMP2, ViewerBmp2, [macro=`JI(qchPath,"marking\_easements\_and\_utility\_lines")']bit maps.bmp} Marking Easements and Utility Lines {ewc MVBMP2, ViewerBmp2, [macro=`JI(qchPath,"how big to make it")']bitmaps.bmp} How Big to Make It {ewc MVBMP2, ViewerBmp2, [macro=`JI(qchPath,"clearing the area")']bitmaps.bmp} Clearing the Area {ewc MVBMP2, ViewerBmp2, [macro=`JI(qchPath,"rough grading")']bitmaps.bmp} <u>Rough</u> Grading {ewc MVBMP2, ViewerBmp2, [macro=`JI(qchPath,"concrete")']bitmaps.bmp} Concrete {ewc MVBMP2, ViewerBmp2, [macro=`JI(qchPath,"working with pros")']bitmaps.bmp} Working with Pros

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{e wM VB M P,Vie er B m p,[dth er]th m p s. b m p}	{ewc MVBM P2, Viewer Bmp2, [macro =`Jump ID(qch Path, "buildi ng_proj ects")'] bitmaps .bmp}	If you've built a wall or fence, you probably need a gate. Some home centers sell them ready- made in standard dimensions, such as for a 36-inch opening. Or you can have one custom built. For privacy, choose a solid gate. To offer a view, chose an open style. You can hang your gate with any of four basic styles of hinges( <i>click on hot text</i> <i>to see illustrations</i> ): <b>butt, T, strap</b> or <b>gate</b> . You can also choose latches: <u>thumb latch</u> , <u>ring latch</u> , <u>strike latch</u> , <u>slide bolt</u> or <u>lever latch</u> .	<pre>{ewc MVBMP2, ViewerBmp2, illustnsgate.bmp}</pre>	.shg} {ewc MVBMP 2, ViewerB mp2, [dither]bi tmaps.s hg} {ewc MVBMP 2, ViewerB mp2, [macro= `JumpID (qchPat h, "building _project s")'] [dither]bi tmaps.b mp} {ewc MVBMP 2, ViewerB mp2, [dither]bi tmaps.s
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## Gate

**Description:** 4 feet wide, 6 feet high. Constructed with a 2- by 4-inch frame and 1- by 6-inch vertical fence boards.

<u>Material</u> 2"x4"x8' construction heart redwood (or pressure-treated lumber)	<u>Use</u> frame & brace	<u>Quantity</u> 2	<u>Cost</u> \$ 12.00
2"x4"x6' construction heart redwood (or pressure-treated lumber)	frame	2	\$ 9.00
1"x6"x6' construction heart redwood (or pressure-treated lumber)	fence boards	8	\$ 29.28
8d hot-dipped galvanized nails		1/2 lb	\$ 0.50
16d hot-dipped galvanized nails		1/2 lb	\$ 0.50
heavy-duty exterior butt hinges		2	\$ 10.00
strike latch		1	\$
TOTAL COST			<u>5.00</u> \$ 66.28

# **Cost Variables**

Size: Lumber cost for a smaller gate will decrease in proportion with size. Materials: Redwood may cost 50 percent more than pressure-treated lumber.

Tip from the Pros To keep a gated wooden fence from sagging, set the gateposts deeper than the fenceposts--or build the gateposts from stouter 4 by 6s or 6 by 6s.

Step by Step: Building and Hanging a Gate This basic wooden gate can be sized to any opening up to 4 feet. (For a wider opening, use double gates.) Build the frame of 2 by 4s, then cover it with wood. It should fit between the gateposts with clearance from 1/2 to 3/4 inch.

1. Measure distance between gateposts at both top and bottom. Subtract clearance allowance, then cut top and bottom crosspieces. Cut fence boards to cover the frame.

2. Assemble the frame on a flat surface. Butt and nail the crosspieces over ends of uprights. Use a framing square to check that corner joints are square. Also check that both diagonal measurements are equal.

3. Add diagonal brace from bottom of hinge side to top of latch side.

4. Nail on the outside fence boards.

## 5. Mount hinges on gate frame, predrilling holes for screws.

6. Support frame on blocks of wood so it fits in opening. Use holes in hinges to mark positions of screw holes in posts. Drill holes and screw hinge to posts.

7. Add latch to gate and catch to post.

Tools and Materials circular or hand saw combination square electric drill <u>framing square</u> hammer screwdriver tape measure **Related Topics** {ewc MVBMP2, ViewerBmp2, [macro=`JI(qchPath,"before you start")']bitmaps.bmp} <u>Before</u> You Start {ewc MVBMP2, ViewerBmp2, [macro=`JI(qchPath,"how\_big\_to\_make\_it")']bitmaps.bmp} How Big to Make It {ewc MVBMP2, ViewerBmp2, [macro=`JI(qchPath,"clearing the area")']bitmaps.bmp} Clearing the Area {ewc MVBMP2, ViewerBmp2, [macro=`JI(qchPath,"rough grading")']bitmaps.bmp} Rough Grading {ewc MVBMP2, ViewerBmp2, [macro=`JI(qchPath,"working\_with\_pros")']bitmaps.bmp} Working with Pros

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# Garden Walls

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**Brick Wall with Pilasters Description:** 9 feet long, 3 feet high. Constructed with brick pilaster, 9 feet on center connecting an 8 foot long, single-width brick wall laid over concrete footing.

Material common bricks	<u>Use</u> 2 pilasters	<u>Quantity</u> 120	<u>Comment</u>	<u>Cost</u> \$
	_ p			54.00
common bricks	wall	150		\$ 67 50
16"x16"x2" pre- cast concrete	cap pilasters	2		\$ 2.00
mortar mix		six 80-lb bags		\$ 28 20
brick ties		20		\$
//o / ool		0		3.00
#3 rebar, 20' length		2		\$ 6.00
gravel	levelling	approx. 300 Ib		\$ 5.00
concrete mix	footing	twelve 90-lb bags	make 8 cu ft	\$ 39.60
2"x6"x8'	footing form	4		\$ 22.08
form stakes, 24"		25		\$ 7.75
8d duplex nails		1 lb		<u>\$</u>
TOTAL COST				<u>1.00</u> <b>\$236.13</b>

**Cost Variables** 

Size: Each additional 9- by 3-foot section will cost \$200-\$210. Materials: The cost of ready-mix concrete will vary depending on location and difficulty of delivery. Footings may need to be deeper in some conditions.

# Safety Hire an engineer to design brick walls over 3 feet high.

Step by Step: Brick Wall with Pilasters This 3-foot-high, single-thickness wall has 12-inch-square **pilasters** spaced 9 feet on center.

1. Lay out the wall with stakes and **mason's line**.

2. Excavate the **footing** to the depth required by local building code. Level the bottom with gravel. The top of the footing will be 8 inches below grade.

3. Build forms for the footing. It has two different sizes: under the wall sections, make it 10 inches wide and 6 inches deep; under each pilaster, make it 20 by 20 inches and 10 inches deep. Check whether your community requires different depths. Footing should include two pieces of #3 rebar running parallel under wall panels. They tie to a length of rebar in the center of each pilaster.

4. Pour concrete and <u>screed</u> top.

5. Center and dry-set bricks on footing to determine spacing. Allow 1/2 inch between bricks for mortar. Use a mason's line to align bricks.

6. Mortar the first layer of bricks for each pilaster. Then lay the first layers of panel bricks. For the second layers in pilasters, lay bricks in an opposite pattern so that no **joints** align vertically. Set **brick ties** from pilaster to wall section every third layer.

7. After 14 layers (12 are above grade), fill core of pilaster with mortar. Mortar <u>concrete cap</u> on each pilaster. You can special-order caps at the brickyard.

Tools 4-foot mason's level bolt cutter or rebar cutter brick chisel hammer hand or circular saw hand sledge jointer mason's corner block mason's line mason's trowel shovel 50-foot tape measure wheelbarrow wood float **Related** Topics {ewc MVBMP2, ViewerBmp2, macro=`JI(qchPath,"before you start")']bitmaps.bmp} Before You Start {ewc MVBMP2, ViewerBmp2, [macro=`JI(qchPath,"marking\_easements\_and\_utility\_lines")']bit maps.bmp} Marking Easements and Utility Lines {ewc MVBMP2, ViewerBmp2, [macro=`JI(qchPath,"how big to make it")']bitmaps.bmp} How Big to Make It {ewc MVBMP2, ViewerBmp2, [macro=`JI(qchPath,"clearing the area")']bitmaps.bmp} Clearing the Area {ewc MVBMP2, ViewerBmp2, macro=`JI(qchPath,"rough grading")']bitmaps.bmp} Rough Grading {ewc MVBMP2, ViewerBmp2, [macro=`JI(qchPath,"concrete")']bitmaps.bmp} Concrete {ewc MVBMP2, ViewerBmp2, [macro=`JI(qchPath,"working with pros")']bitmaps.bmp} Working with Pros {ewc MVBMP2, ViewerBmp2, [macro=`JI(qchPath,"mortar")']bitmaps.bmp} Mortar

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{ewc Rock walls instantly age a {e **MVBM** garden and blend easily with wc P2, plants. Select flat rocks such as Μ Viewer fieldstone, flagstone or VB Bmp2, quarried granite that will stack Μ easily. Get supplies from a [macro P2 local stone yard. =`Jump For stability, a stone wall ID(qch needs a wider **footing** than Path. Vi other masonry walls, and its "buildi ew sides should taper toward the ng proj er ects")'] top. You'll need a **batter gauge** В bitmaps to help you maintain the wall's inward pitch as you build. .bmp} m Don't build a mortarless wall p2 more than 3 feet high, or it may not stand. [di Stones that lack flat sides. th such as river rocks or rounded er] fieldstones, may need mortar to bond them together. Up to a bit third of the wall's volume may m be mortar. ap s. b m p}

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# Stone Wall

**Description:** 10 feet long, 3 feet high. Rises from 6- by 16-inch trench, <u>battered</u> 2 inches per foot on both sides; center filled with mortar.

<u>Material</u>	<u>Use</u>	<b>Quantity</b>	<u>Cost</u>
fieldstones		approx. 1 1/2 tons	\$ 200.00
sand	mortar/levelling	approx. 1 cu yd	\$ 21.25
portland cement	mortar	four 94-lb bags	\$ 29.20
hydrated lime	mortar	four 50-lb bags	<u>\$</u> 7 40
TOTAL COST			\$257.85

# **Cost Variables**

Size: Each additional 10-foot section will cost the same as for this first section, unless there is a price break for larger quantities of the stone. Materials: The cost of the stone may vary widely with quality, geographical location and

difficulty of delivery.

**{ewc MVBMP2, ViewerBmp2, bitmaps.shg}** Step by Step: A Dry-Stack Stone Wall This fieldstone wall stands 3 feet tall. For the lowest layer, select **bond stones** wide enough to span the full width of the **footing**. As with bricks, you stagger the stones.

1. Dig a 6-inch-deep, 16-inch-wide trench for the footing. Compact the soil at the bottom. Level the bottom of the trench with 2 inches of compacted sand.

2. Place a bond stone at each end of the footing trench. Lay rocks between them, along both sides of the trench. Fill voids with mortar, but don't let it show between layers.

4. Build the subsequent layers as two independent wythes, using your batter gauge to check the pitch as you go. Add mortar as needed to fill center gaps and level the rocks.

5. Periodically span the two wythes with long bond stones to tie them together.

6. Cap the wall with broad stones.

Tools 4-foot mason's level batter gauge mason's line and stakes mason's trowel rubber mallet shovel 50-foot tape measure wheelbarrow **Related** Topics {ewc MVBMP2, ViewerBmp2, macro=`JI(qchPath,"before you start")']bitmaps.bmp} Before You Start {ewc MVBMP2, ViewerBmp2, [macro=`JI(qchPath,"marking\_easements\_and\_utility\_lines")']bit maps.bmp} Marking Easements and Utility Lines {ewc MVBMP2, ViewerBmp2, [macro=`JI(qchPath,"how big to make it")']bitmaps.bmp} How Big to Make It {ewc MVBMP2, ViewerBmp2, [macro=`JI(qchPath,"clearing the area")']bitmaps.bmp} Clearing the Area {ewc MVBMP2, ViewerBmp2, macro=`JI(qchPath,"rough grading")']bitmaps.bmp} Rough Grading {ewc MVBMP2, ViewerBmp2, [macro=`JI(qchPath,"concrete")']bitmaps.bmp} Concrete {ewc MVBMP2, ViewerBmp2, [macro=`JI(qchPath,"working with pros")']bitmaps.bmp} Working with Pros {ewc MVBMP2, ViewerBmp2, [macro=`JI(qchPath,"mortar")']bitmaps.bmp} Mortar

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## **Concrete Block Wall**

**Description:** 10 feet long, 3 feet high. Constructed of 4 layers of 8- by 8- by 16-inch or 8- by 8- by 8-inch half-block and a 4-inch solid cap set on a reinforced concrete footing 18 inches wide and 12 inches deep with rebar rising every 32 inches.

<u>Material</u>	<u>Use</u>	<u>Quantity</u>	<u>Cost</u>
8"x8"x16" stretcher		28	\$ 46.20
8"x8"x8" half-block end		4	40.20
8"x4"x16" solid cap		8	4.40 \$ 8.00
mortar mix, 1.5 cu ft approx.		two 80-lb bags	8.00 \$ 9.40
ready-mix concrete, delivered	footing	approx. 1 cu yd	\$ 125.00
#3 rebar, 20' lengths	footing & wall	4	\$ 12.00
gravel	leveling forms	1/2 ton	\$ 12.00
non-shrink grout	to fill block cores	twelve 50-lb bags	\$ 144.00
2"x6"x12'	footing	1	\$ 8.28
form stakes, 24"	IOIIII	25	0.20 \$ 7.75
8d duplex nails		1 lb	7.75 <u>\$</u>
TOTAL COST			<u>1.00</u>
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#### **Cost Variables**

Size: The cost for each additional 10-foot section will be about the same as for this first section.

**Materials:** The cost of ready-mix concrete will vary depending on location and difficulty of delivery. Footings may need to be deeper under some conditions.

Step by Step: A Concrete Block Wall This 3-foot high wall consists of four layers and a precast, 4-inch-thick concrete cap. Each even-numbered layer starts with a half-block.

1. Lay out and build a 16-inch-wide, 8-inch-deep, reinforced concrete **footing** on a compacted 2-inch sand base. The footing should have two lengths of **rebar** running horizontally. L-shaped pieces of rebar should rise at 32-inch intervals to extend through the hollow cores of the blocks. Bend each L so the foot is 10 inches long and the leg is 2 inches shorter than the wall. Every 32 inches, tie a crossbar to join the twin lengths of rebar in the footing, then tie the L-shaped rebar to that.

2. Use <u>mason's line</u> to set a line for the wall. Mortar the bottom layer to the footing. Check vertical and horizontal alignment with a 4-foot mason's level.

3. Start next layer with a half block. Check level.

4. Fill cores of blocks with mortar or <u>concrete grout mix</u>. Poke down through the mortar or grout with a piece of rebar to force out any air pockets.

5. Cap the wall with solid, 4-inch-thick cap units.

Tools 4-foot mason's level **bolt cutter** or rebar cutter hand or circular saw **jointer mason's line** and stakes **mason's trowel** shovel 50-foot tape measure wheelbarrow **Related** Topics {ewc MVBMP2, ViewerBmp2, [macro=`JI(qchPath,"before you start")']bitmaps.bmp} Before You Start {ewc MVBMP2, ViewerBmp2, [macro=`JI(qchPath,"marking\_easements\_and\_utility\_lines")']bit maps.bmp} Marking Easements and Utility Lines {ewc MVBMP2, ViewerBmp2, [macro=`JI(qchPath,"how big to make it")']bitmaps.bmp} How Big to Make It {ewc MVBMP2, ViewerBmp2, [macro=`JI(qchPath,"clearing the area")']bitmaps.bmp} Clearing the Area {ewc MVBMP2, ViewerBmp2, macro=`JI(qchPath,"rough grading")']bitmaps.bmp} Rough Grading {ewc MVBMP2, ViewerBmp2, [macro=`JI(qchPath,"concrete")']bitmaps.bmp} Concrete {ewc MVBMP2, ViewerBmp2, [macro=`JI(qchPath,"working with pros")']bitmaps.bmp} Working with Pros {ewc MVBMP2, ViewerBmp2, [macro=`JI(qchPath,"mortar")']bitmaps.bmp} <u>Mortar</u> {ewc MVBMP2, ViewerBmp2, macro=`JI(qchPath,"concrete blocks")']bitmaps.bmp} Concrete Blocks

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# Wood Raised Bed

**Description:** 4- by 10-foot top dimension, 16-inch height. Constructed around 4- by 4-inch posts to which two 2- by 8-inch sides and 2- by 6-inch cap are attached.

<u>Material</u>	<u>Use</u>	<u>Quantity</u>	<u>C</u>	<u>ost</u>
pressure-treated 4"x4"x18'	posts	1	\$	16.74
pressure-treated 2"x8"x8'	ends	2	\$	17.60
pressure-treated 2"x8"x10'	sides	4	\$	44.00
pressure-treated 2"x6"x16'	сар	2	\$	24.32
16d hot-dipped galvanized nails		1 lb	\$	1.00
pea gravel TOTAL COST		8 cu ft	<u>\$</u> \$	10.00 <b>113.66</b>

**Cost Variable** 

Materials: Redwood may cost 50 percent more than pressure-treated lumber.

Tips From the Pros In soft woods, <u>ring-shanked nails</u>, galvanized deck screws, or hex-headed <u>lag screws</u> have better holding power than common nails, although they are more expensive.

Step by Step: A Raised Bed of 2 by 8s This 4- by 10-foot wood bed has 2 by 8 sides nailed to six 4 by 4 posts. Build it on your driveway or other flat surface, then have someone help you carry it to the garden.

1. Build the first end. Cut two 45-inch-long 2 by 8s and overlay them to two 36-inch-posts. The first 2 by 8 should be flush with the top and outside edge of the post. Nail the two 2 by 8s in place.

2. Build the second end as you did the first.

3. Cut four 10-foot long 2 by 8s and nail two to connect each side of end units. Tack scrap wood across corners to **keep frame square**.

4. Nail the two remaining 36-inch posts inside centers of side boards.

5. Take frame to your garden site, place it with posts down, mark their location and <u>dig 8-inch-diameter postholes</u>. Lower the posts into the holes, level the frame, then backfill holes with gravel.

6. Cut mitered corners for 2 by 6 cap and nail to top of frame. Outside edges of cap should overhang frame by 1/2 inch.

Tools 4-foot mason's level 50-foot tape measure combination square framing square hammer hand or circular saw posthole digger shovel wheelbarrow Related Topics {ewc MVBMP2, ViewerBmp2, [macro=`JI(qchPath,"before\_you\_start")']bitmaps.bmp} <u>Before</u> <u>You Start</u> {ewc MVBMP2, ViewerBmp2, [macro=`JI(qchPath,"clearing\_the\_area")']bitmaps.bmp} <u>Clearing the Area</u> {ewc MVBMP2, ViewerBmp2, [macro=`JI(qchPath,"rough\_grading")']bitmaps.bmp} <u>Rough</u> <u>Grading</u>

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**Concrete Block Raised Bed** 

**Description:** 4- by 10-foot top dimension, 8-inches thick, 16-inches high. Constructed of 2 layers of block laid over 8- by 16-inch concrete footing.

<b>Materials</b>	<u>Use</u>	<u>Quantity</u>	<u>(</u>	<u>Cost</u>
8"x8"x16" concrete blocks, stretcher		30	\$	49.50
8"x8"x16" concrete corner blocks		8	\$	13.20
8"x4"x16" solid cap		20	\$	20.00
mortar mix	set block, fill cores	twenty-one 80- lb bags	\$	122.20
ready-mix concrete	footing	approx. 1 cu yd	\$	125.00
#3 rebar, 20' lengths	footing	11	\$	33.00
sand	leveling forms	1/2 ton	\$	12.00
2"x6"x16'	footing	2	\$	22.08
2"x6"x10'	footing	2	\$	13.80
form stakes, 24"	IOIIII	50	\$	15.50
8d duplex nails		1 lb		\$
TOTAL COST			\$	<u>1.00</u> 427.28

**Cost Variable Materials:** The cost of ready-mix concrete will vary depending on location and difficulty of delivery. Footings may need to be deeper in some conditions.

Safety The ingredients in concrete are caustic. Wear gloves to protect your hands.

# More

As an alternative to concrete blocks, build raised beds from precast "gravity stack" modules or from chunks of broken concrete salvaged from former patios and driveways.

Step by Step: A Concrete-Block Raised Bed

This durable planter measures 4 by 10 feet and consists of 2 layers of <u>split-faced blocks</u> that stand 16 inches above grade. Top the walls with a solid cast-concrete cap.

1. Lay out, excavate and form a reinforced concrete footing measuring 16 inches wide, 8 inches deep and set with its top 4 inches below grade. Cut 30-inch lengths of rebar and bend them into L shapes 12 inches from the ends. Starting 8 inches from a corner of the bed, tie a short crossbar to join the twin lengths of rebar in the footing. Then bind an L-shaped piece of rebar to the crossbar. The top should protrude 14 inches. Place another crossbar and L every 32 inches along the footing.

2. Align a first layer of concrete blocks and <u>mortar to footing</u>. Use full-sized <u>corner blocks</u> at each corner. Check level in both directions.

3. Lay a second layer of concrete blocks, starting each corner with a full-sized corner block. Stagger the joints.

4. Fill hollow cores with mortar and mortar solid concrete caps on top.

Tools 4-foot mason's level **bolt cutter** or rebar cutter hammer **jointer mason's line** and stakes **mason's trowel** hand or circular saw shovel wheelbarrow Related Topics {ewc MVBMP2, ViewerBmp2, [macro=`JI(qchPath,"before\_you\_start")']bitmaps.bmp} <u>Before</u> <u>You Start</u> {ewc MVBMP2, ViewerBmp2, [macro=`JI(qchPath,"clearing\_the\_area")']bitmaps.bmp} <u>Clearing the Area</u> {ewc MVBMP2, ViewerBmp2, [macro=`JI(qchPath,"rough\_grading")']bitmaps.bmp} <u>Rough</u> <u>Grading</u> {ewc MVBMP2, ViewerBmp2, [macro=`JI(qchPath,"concrete\_blocks")']bitmaps.bmp} <u>Concrete</u> <u>Blocks</u>

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# **Brick Raised Bed**

**Description:** 4- by 10-foot top dimension, 12 inches high. Constructed of 5 layers of brick laid over 6-inch-wide by 8-inch-deep concrete footing.

<u>Material</u>	<u>Use</u>	<u>Quantity</u>	<u>Cost</u>
common bricks		200	\$ 81.00
mortar mix, 2 cu ft approx.		four 80-lb bags	18.80
ready mix concrete	concrete	fourteen 90	\$ 46 20
#3 rebar, 20' lengths	concrete footing	3	4.50
2"x6"x16'	footing form	2	\$ 22.08
2"x6"x10'	footing form	2	\$ 12.80
form stakes, 24"		50	13.60 \$ 15.50
8d duplex nails		1 lb	1 00 1 00
TOTAL COST			\$ 202.88

## **Cost Variable**

Materials: Footings may need to be deeper under some conditions.

Step by Step: A Brick Raised Bed

This 4- by 10-foot planter is five layers (about 12 inches) tall. It's mortared to a 6-inch-wide reinforced <u>footing</u>.

1. Dig a trench for a footing with a top 3 inches below finished grade (check local building codes for depth). Line trench with a 2-inch sand base.

2. Lay out and build forms for footing. Include rebar. Pour concrete.

3. Draw a line on the footing, indicating the outside dimension of the planter. Dry-set the bottom layer of bricks (to establish spacing), and mark their location.

4. Starting from one corner, **mortar three bricks** end-to-end along the short side of the footing. Then mortar three bricks along the long side so that you have a right angle. Pull a **mason's line** across both faces of brick for proper alighnment, and continue laying the first layer.

5. Start the second layer by placing a corner brick at right angles to the one below it. Check that the corners are level in each direction and plumb. Use mason's line to align layers vertically and horizontally.

7. Add the top three layers.

8. After 5 days, apply masonry waterproofer onto the back of walls to prevent mortar from discoloring the brick.

Tools 4-foot mason's level 50-foot tape measure hammer hand or circular saw jointer mason's line mason's trowel shovel wheelbarrow Related Topics {ewc MVBMP2, ViewerBmp2, [macro=`JI(qchPath,"before\_you\_start")']bitmaps.bmp} <u>Before</u> <u>You Start</u> {ewc MVBMP2, ViewerBmp2, [macro=`JI(qchPath,"clearing\_the\_area")']bitmaps.bmp} <u>Clearing the Area</u> {ewc MVBMP2, ViewerBmp2, [macro=`JI(qchPath,"rough\_grading")']bitmaps.bmp} <u>Rough</u> <u>Grading</u> {ewc MVBMP2, ViewerBmp2, [macro=`JI(qchPath,"mortar")']bitmaps.bmp} <u>Mortar</u>

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**Dry-Stacked Stone Raised Beds Description:** 4- by 10-foot top dimension, 12-inches high. Constructed of 3 layers of stone laid in a 12-inch-wide by 6-inch-deep trench.

<u>Material</u>	<u>Quantity</u>	<u>Cost</u>
fieldstone	approx. 1 ton	\$ 125.00
sand	5 cu ft	<u>\$</u> 6.00
TOTAL COST		\$ 13 <mark>1.00</mark>

### **Cost Variable**

Materials: The cost of the stone may vary widely with quality, geographical location and difficulty of delivery.

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Step by Step: A Dry-Stacked Stone Raised Bed
This 4- by 10-foot bed has tapered, 1-foot-high walls rising from a 1-foot-wide trench.

1. Outline the bed with stakes and **mason's line**.

2. Dig a 6-inch-deep trench for the base. Level the bottom with 2 inches of sand.

3. Lay the longest and broadest stones for the corners, butting them against the outside wall of the trench. Lay other stones of about the same thickness around the perimeter.

4. After completing each layer, backfill the bed with soil and compact it to steady the stones. Then start the next layer, using a **batter gauge** to angle stones inward at 2 inches per foot of rise. Be sure to stagger joints.

Tools 4-foot mason's level hammer mason's line and stakes shovel wheelbarrow batter gauge Related Topics {ewc MVBMP2, ViewerBmp2, [macro=`JI(qchPath,"before\_you\_start")']bitmaps.bmp} <u>Before</u> <u>You Start</u> {ewc MVBMP2, ViewerBmp2, [macro=`JI(qchPath,"clearing\_the\_area")']bitmaps.bmp} <u>Clearing the Area</u> {ewc MVBMP2, ViewerBmp2, [macro=`JI(qchPath,"sand")']bitmaps.bmp} <u>Sand</u> {ewc MVBMP2, ViewerBmp2, [macro=`JI(qchPath,"rough\_grading")']bitmaps.bmp} <u>Rough</u> <u>Grading</u> {ewc MVBMP2, ViewerBmp2,

[macro=`JI(qchPath,"mortar")']bitmaps.bmp} Mortar

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# Edgings

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{e wc M VB M P2 , Vi ew er B m	{ewc MVBM P2, Viewer Bmp2, [macro =`Jump ID(qch Path, "buildi ng_proj ects")'] bitmaps .bmp}	Edgings outline garden beds and help keep out invasive grasses and ground covers. They also serve as a guide for edging tools and lawn mowers. Most frequently made of wood, concrete, brick or stone, edgings can be straight or curving. To help you visualize the edging's shape, use a garden hose, string or sprinkle flour to outline its position in the garden.	{ewc MVBMP2, ViewerBmp2, fotosedging.bmp}
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Edgings - Wood

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{ewc MVBM P2, Viewer Bmp2, [macro =`Jump ID(qch Path, "buildi ng_proj ects")'] bitmaps .bmp}	Wood edgings range from broad, straight-edged lumber to graceful ribbons of <u>benderboard.</u> The most popular materials are 2 by 4s, 2 by 6s, 4 by 4s, or <u>landscape timber</u> . For a more rustic look, use logs with bark or pressure-treated <u>peeler</u> <u>core</u> logs. Both kinds are sold at landscape supply centers. Half- bury them horizontally in a trench, or cut them into 12- to 24-inch lengths, and stand them in upright rows. Since the wood will come in contact with the soil, choose redwood or other rot-resistant wood, or pressure-treated woods rated for in-ground use.	{ewc MVBMP2, ViewerBmp2, illustnsedgingw.bmp}
	{ewc MVBM P2, Viewer Bmp2, [macro =`Jump ID(qch Path, "buildi ng_proj ects")'] bitmaps .bmp}	<pre>{ewc Wood edgings range from MVBM broad, straight-edged lumber to graceful ribbons of Viewer benderboard. The most popular materials are 2 by 4s, 2 by 6s, 4 [macro by 4s, or landscape timber. For a more rustic look, use logs with D(qch bark or pressure-treated peeler Path, core logs. Both kinds are sold at "buildi andscape supply centers. Half- bury them horizontally in a trench, or cut them into 12- to 24-inch lengths, and stand them in upright rows. Since the wood will come in contact with the soil, choose redwood or other rot-resistant wood, or pressure-treated woods rated for in-ground use.</pre>

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4 by 4 Wood Edging
Description: 10-foot length of 4 by 4s, staked at 3-foot intervals.

<u>Material</u>	<u>Quantity</u>	<u>Cost</u>
4"x4"x10' pressure-treated	1	\$ 9.30
redwood stakes, 24"	5	\$ 1.00
8d hot-dipped galvanized nails	1/2 lb	<u>\$ 0.50</u>
TOTAL COST		\$10.80

# **Cost Variable**

Materials: Redwood may cost 50 percent more than pressure-treated lumber.

Tips From the Pros Hold lumber in place with rot-resistant stakes spaced every 3 feet along the sides. To secure broader timbers or ties, drive lengths of <u>rebar</u> or galvanized pipe through holes drilled through the tops.

**{ewc MVBMP2, ViewerBmp2, bitmaps.shg}** Step by Step: 4 by 4 Wood Edging Construct this edging with 10-foot lengths of 4 by 4.

1. Mark the perimeter with mason's line tensioned between stakes. Set string at finished height (1 inch).

- 2. Excavate 4 inches deep, slightly beyond the area defined by the string.
- 3. Position 4 by 4s with tops flush and aligned with string. Check level.
- 4. Use a **hand sledge** to drive rot-resistant stakes every 3 feet, along alternate sides of 4 by 4.
- 5. Nail stakes to 4 by 4s, then trim the stakes below top of edging.

Tools 4-foot mason's foot level hammer hand or circular saw hand sledge mason's line and stakes shovel wheelbarrow Related Topics {ewc MVBMP2, ViewerBmp2, [macro=`JI(qchPath,"before\_you\_start")']bitmaps.bmp} <u>Before</u> <u>You Start</u> {ewc MVBMP2, ViewerBmp2, [macro=`JI(qchPath,"clearing\_the\_area")']bitmaps.bmp} <u>Clearing the Area</u> {ewc MVBMP2, ViewerBmp2, [macro=`JI(qchPath,"rough\_grading")']bitmaps.bmp} <u>Rough</u> <u>Grading</u>

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Concrete Edging
Description: 10 feet long, 7 inches wide concrete band laid over a 2-inch sand base.

<u>Material</u>	<u>Use</u>	<u>Quantity</u>	Cost	ţ
concrete mix, 2 cu ft	edging	two 90-lb bags	\$ 6.60	)
#3 rebar, 20' length	reinforcement	1	\$ 3.00	)
sand	base	1 cu ft	\$ 1.50	)
2" dobie spacers	support for rebar	3	\$ 0.60	)
2"x4"x12'	forms	2	\$12.00	)
form stakes, 24"	forms	12	\$ 3.72	)
8d hot-dipped galvanized nails		1 lb	\$ 1.00	)
form release TOTAL COST		1 gal	<u>\$7.00</u> <b>\$35.42</b>	<u>)</u>

Safety The ingredients in concrete are caustic. Wear gloves to protect your hands.

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Step by Step: A Concrete Edging This section of edging is a straight, single band measuring 7 inches wide.

1. Outline and excavate a 6-inch-deep, 10-to 12-inch-wide trench. Level the bottom with a 2-inch bed of compacted sand.

2. Stake two lengths of mason's line 7 inches apart down the middle of the trench.

3. Align inside faces of 2 by 4 form boards on string line. They should be parallel and 1/2 inch above grade. Stake and nail them in place.

4. Lay #3 <u>rebar</u> down the center of the form. Use <u>dobies</u> to prop the rebar off the ground. Paint the form's inside faces with form release, then <u>pour concrete</u> and <u>screed</u>.

5. Finish the top with a wood float, concrete trowel and <u>edging tool</u>. Use an edging tool along the sides. Use a <u>jointer</u> to make <u>control joints</u> at 10-foot intervals. Remove forms when set.

Tools 4-foot mason's level 50-foot tape measure edging tool hammer jointer mason's line shovel mason's trowel wheelbarrow wood float Related Topics {ewc MVBMP2, ViewerBmp2, [macro=`JI(qchPath,"before\_you\_start")']bitmaps.bmp} <u>Before</u> <u>You Start</u> {ewc MVBMP2, ViewerBmp2, [macro=`JI(qchPath,"clearing\_the\_area")']bitmaps.bmp} <u>Clearing the Area</u> {ewc MVBMP2, ViewerBmp2, [macro=`JI(qchPath,"rough\_grading")']bitmaps.bmp} <u>Rough</u> <u>Grading</u> {ewc MVBMP2, ViewerBmp2, [macro=`JI(qchPath,"concrete")']bitmaps.bmp} <u>Concrete</u>

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Brick Edging
Description: 10 feet long and 8 inches wide. Brick laid over concrete footing.

Material common bricks	<u>Use</u> edging	<u>Quantity</u> 30	<u>Cost</u> \$ 13.50
mortar mix,1 cu ft approx		one 80-lb bag	\$ 4.70
concrete mix, 1.7 cu ft	edging	three 90- lb bags	\$ 9.90
#3 rebar, 10' length	reinforce- ment	1	\$ 2.00
2" dobie spacers	support for rebar	3	\$ 0.60
sand	base	1 cu ft	\$ 1.50
2"x4"x12'	forms	2	\$ 12.00
form stakes, 24"	forms	12	\$ 3.72
8d duplex nails TOTAL COST		1 lb	<u>\$ 1.00</u> <b>\$ 48.92</b>

Tips From the Pros Since brick sizes vary, measure the brick to establish the width of the footing.

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Step by Step: A Brick Edging This edging is 8 inches wide, with a finished height 1/2-inch above grade. The single layer of brick is mortared to a concrete footing.

1. Excavate a trench 18 inches wide and 7 inches deep (or the depth required by local code), and <u>form a concrete footing</u> 8 inches wide and 4 inches high. The top of the footing should lie below finished grade by the thickness of a brick.

2. Lay rebar on dobies down the center, paint insides of forms with form release and pour concrete. No need to finish--merely <u>screed</u> the top.

3. Remove form boards and stakes.

4. Wet the bricks and set them flat on a 1/2-inch-thick bed of mortar. Check that bricks are level and true to line in both directions.

Tools 4-foot mason's level 50-foot tape measure hammer hand or circular saw <u>mason's line</u> <u>mason's trowel</u> shovel wheelbarrow **Related Topics** {ewc MVBMP2, ViewerBmp2, [macro=`JI(qchPath,"before\_you\_start")']bitmaps.bmp} <u>Before</u> You Start {ewc MVBMP2, ViewerBmp2, [macro=`JI(qchPath,"clearing\_the\_area")']bitmaps.bmp} <u>Clearing the Area</u> {ewc MVBMP2, ViewerBmp2, [macro=`JI(qchPath,"rough grading")']bitmaps.bmp} <u>Rough</u> Grading {ewc MVBMP2, ViewerBmp2, [macro=`JI(qchPath,"concrete")']bitmaps.bmp} <u>Concrete</u> {ewc MVBMP2, ViewerBmp2, [macro=`JI(qchPath,"mortar")']bitmaps.bmp} <u>Mortar</u>

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Edgings - Stone

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Stone for edgings can range {e {ewc from rustic uncut rocks or **MVBM** WC irregularly shaped flagstones to Μ P2, precise stone tiles. The tiles VB Viewer come in thicknesses of 3/8 inch Μ Bmp2, to about  $1 \frac{1}{2}$  inches and must P2 be mortared to a concrete [macro **footing**. Avoid polished marble =`Jum or granite, which are slippery Vi pID(qc when wet. hPath. ew For the least expensive and "buildi er most natural-looking border, В ng\_pro partially bury uncut rocks and boulders in shallow trenches. jects")' m Hold them in position with p2 ]bitma soil, sand or concrete. They ps.bm blend easily with densely [di p} planted beds or make an th attractive border for gravel or er] seeded-aggregate concrete paving. bit m ap s. b m p}

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Stone Edging Description: 10 feet long and 8 inches wide (approx.). Stones, laid into a 10-inch- wide by 5-inch-deep trench.

<u>Material</u>	<u>Quantity</u>	<u>Comment</u>	<u>Cost</u>
10"-12 " diameter	about 15	sold by the pound	<u>\$31.50</u>
stones		or ton	
TOTAL COST			\$31.50

**Cost Variable** Materials: The cost of stone will vary.

{ewc MVBMP2, ViewerBmp2, bitmaps.shg}
Step by Step: A Stone Edging
Build this edging with stones about 10 to 12 inches in diameter.. Look for lichen-covered
fieldstones for added color and texture.

- 1. Define a meandering edge with a garden hose.
- 2. Dig a trench 5 inches deep or deep enough to bury about 60 percent of each stone.
- 3. Set rocks in trench, trying to keep their tops a constant height above grade.
- 4. Backfill with tamped soil.

Tools 50-foot tape measure garden hose shovel wheelbarrow Related Topics {ewc MVBMP2, ViewerBmp2, [macro=`JI(qchPath,"before\_you\_start")']bitmaps.bmp} <u>Before</u> <u>You Start</u> {ewc MVBMP2, ViewerBmp2, [macro=`JI(qchPath,"clearing\_the\_area")']bitmaps.bmp} <u>Clearing the Area</u> {ewc MVBMP2, ViewerBmp2, [macro=`JI(qchPath,"rough\_grading")']bitmaps.bmp} <u>Rough</u> <u>grading</u> {ewc MVBMP2, ViewerBmp2, [macro=`JI(qchPath,"mortar")']bitmaps.bmp} <u>Mortar</u>

laying out the perfect right angle To check that a corner is square, use the "3-4-5" technique. For example, measure down one leg 6 feet (that is, 3 times 2), then measure down the other leg 8 feet (4 times 2). The distance across the triangle should be exactly 10 feet (5 times 2). Repeat for all corners.

To double-check squareness, measure the distance between opposite corners of the rectangle. Both diagonals should be identical.

digging postholes

To cut a hole, drive the blades of a posthole digger sharply into the ground. When loose soil collects in the hole, pull the handles apart to scoop it out. Try to dig a bell-shaped hole--larger at the bottom than the top. It may help to soak the soil before you dig postholes. If you hit small roots, cut them with garden snips. Try to relocate the hole if you find large roots.

*Tip from the pros:* Digging postholes is strenuous work. To avoid back strain, bend your knees and use your legs to help lift and drive the post hole digger. Or rent a gas-powered **post hole auger** and have a strong person help you use it.

# fitting rails

To make a rail *fit* tightly, don't measure. Instead, hold it in place and mark where it meets the post. Use a combination square to draw the line, then *cut* the rail. When setting bottom and middle rails, clamp a block of scrap wood to one post to support one end of the rail while you *toenail* or screw the other end to its post. It's like an extra set of hands.

spacing boards

Nail a fence board with its top at 6 feet from the ground, using a 4-foot level to check that it is plumb. Temporarily nail another at same height to other end of fence. Stretch a <u>mason's line</u> between them to align tops of fence boards. Rip a piece of scrap wood 6 inches wide. Butt it against first fence board to space next one. Check plumb every 4 boards.

aligning posts Use <u>mason's line</u> and stakes to establish line for posts. Set the two end posts first, staking them from two directions to hold them vertical. Check two adjacent sides with a bubble level. Stretch and tension a mason's line between them, flush with the outside face. Use this as a guide for setting other posts in line. Make sure the other posts are flush to the line, but don't bow it.

drainage behind a retaining wall To move water from behind a retaining wall, lay perforated drain pipe along the back of it. Line a trench behind the wall with <u>soil-filter fabric</u>, lay pipe along cloth, and backfill with <u>drain</u> <u>rock</u> to within 6-12 inches of the top. Wrap the ends of the cloth over the top of the rock layer and fill the remainder of the trench with gravel or soil.

## //Not used//

Keeping Cap Rails From Cupping Long lengths of wood nailed to tops of posts can tend to warp or <u>cup</u> because of sun and moisture. To help them lie flat, rip two or three 1/4-inch-deep grooves down the length of their undersides.

Warp in cross-section, creating a bow across the grain.

## laying out a stair stringer

Use a **framing square** to mark out stair notches on the **stringer** board. Be sure to take the thickness of the tread board into account. You can make the stringer cutouts with a circular saw, but to finish the inside corner you'll need a hand saw or jigsaw.

If you're using wide boards for treads, angle the treads about 1/8 inch from back to front to make sure they drain easily.

## //not used//

Holding wood dividers in place Here's how to keep wood dividers from popping up from the concrete: Before you pour, run short pieces of rebar through holes drilled midway along the 2-by-4s, or drive hot galvanized 16d nails into both sides of the wood every 12-18 inches.

cutting a brick

If there are only a few bricks to cut, use a broad bladed <u>brick</u> <u>chisel</u> and a <u>hand sledge</u>. The brick chisel has a beveled edge you position away from the part of the brick you want to use. Use the brick chisel to lightly score a groove across all four sides of the brick. Lay the brick on flat sand, position the brick chisel on the scored line and hit the brick chisel sharply with the sledge.

If there's a lot of cutting to do for a patio, lay all the full-size bricks first and put aside the bricks you want to cut. Rent a diamond-bladed <u>tub saw</u> to cut them all at once. Or estmate the numbers ahead of time and have the supply yard cut them.

## screeding

The trick to making concrete or sand level and flat is called screeding. When you fill forms with concrete, simply lay a board across the tops of the forms and pull it down their length, working it back and forth to settle the concrete.

If you'll be screeding a base of sand or concrete for bricks or stone tiles, you build forms with their tops at the finished level-the top of the brick or tile. But this time you cut the screed board 2 inches shorter than the forms and nail a short piece of 1-by-2 stake to the top edge of the screed board.

With sand it helps to wet, tamp, and add more sand so the surface is almost rock hard.

## //this isn't used//

Cutting Stones to Fit Together

This technique is useful for laying freeform pieces flagstones in patios, stairs, and pathways. You'll need safety goggles, gloves, a <u>brick chisel</u>, a <u>hand sledge</u>, a length of pipe, and a pencil. A circular saw with a masonry bit is optional.

First, overlay the edge of one stone on another and trace the outline onto the lower rock. Then use a brick chisel (or circular saw with masonry bit) to score a shallow groove along the traced line. Position pipe under the lower stone so the scored line overhangs it. Strike the brick chisel sharply along scored line.

## pouring and finishing concrete

After you pour concrete, the next step is to level and finish the surface before it dries. A careful finish is especially important for visible flatwork such as patios and sidewalks, less so for concrete that will be hidden under brick or stone. Follow these steps:

{ewc MVBMP2, ViewerBmp2,

[macro=`PI(qchPath,"1 screed and level the surface")']bitmap s.bmp} <u>1. Screed and level the surface</u>

{ewc MVBMP2, ViewerBmp2,

[macro=`PI(qchPath,"2\_finish\_the\_edges\_and\_make\_control\_joi nts")']bitmaps.bmp} <u>2. Finish the edges and make control joints</u> {ewc MVBMP2, ViewerBmp2,

[macro=`PI(qchPath,"3 finish smoothing the surface")']bitmap s.bmp} <u>3. Finish smoothing the surface</u>

{ewc MVBMP2, ViewerBmp2,

[macro=`PI(qchPath,"4 let the concrete cure")']bitmaps.bmp} 4. Let the concrete cure

Level the surface by drawing the edge of a straight board along the top of the forms in a back-and-forth sawing motion. This smoothes out the bumps and low spots. On concrete that will remain exposed, such as sidewalks or patios, you'll need to neaten the edges and guide the cracking that will occur as the concrete expands and contracts. First, butt and run a steel <u>edging tool</u> against the forms to round over the edges. Next, use a <u>jointer</u> at intervals to score the concrete with grooves.

Use a wood float to further smooth the concrete after water has come to the surface and evaporated. Wood floats give a coarse finish good for traction on exterior surfaces. For a dense, hard, and smooth surface, finish the concrete with a concrete trowel.

Other surfaces include Broom finish Sand Rock salt Seeded aggregate. Spray the surface with water and cover it with plastic sheeting to keep it damp. Remove the plastic after 3 days. After 5 days, the concrete has reached 90% of maximum hardness.
## building a concrete footing

A concrete footing keeps a heavy wall or raised bed from sinking into the ground. Its exact depth and width are prescribed by local building code or practice. In general, it must lie below the **frost line**, must be at least 6 inches thick, and must be twice as wide as the structure it supports. You must add horizontal reinforcement of steel rebar, spaced 8 inches on center, for every 12 inches of footing width.

Vertical rebar should tie to the horizontal rebar.

Follow these steps to build a footing:

{ewc MVBMP2, ViewerBmp2,

[macro=`PI(qchPath,"1 mark the outline of the footing")']bit

maps.bmp} 1. Mark the outline of the footing

{ewc MVBMP2, ViewerBmp2,

[macro=`PI(qchPath,"2 excavate and level a trench")']bitmaps

.bmp} 2. Excavate and level a trench

{ewc MVBMP2, ViewerBmp2, [macro=`PI(qchPath,"3\_build\_the\_forms")']bitmaps.bmp} 3.

Build the forms

{ewc MVBMP2, ViewerBmp2,

[macro=`PI(qchPath,"4\_add\_rebar")']bitmaps.bmp} <u>4. Add rebar</u> {ewc MVBMP2, ViewerBmp2,

[macro=`PI(qchPath,"5 pour and screed concrete")']bitmaps.b mp} 5. Pour concrete

{ewc MVBMP2, ViewerBmp2,

[macro=`PI(qchPath,"6\_smooth\_the\_top\_surface\_with\_a\_wood\_

float")']bitmaps.bmp} 6. Finish top surface with wood floats

Outline the footing with stakes and **mason's line**. Make your outline the width of the footing plus the thicknesses of the form boards.

Dig a trench wide and deep enough for the finished footing, the form boards, and the stakes, plus room enough to swing a hammer. Fill the bottom with gravel to make it level.

Set stakes along the string line. On the stakes, mark the position of the top of the forms. Check that the lines are level, then nail on the form boards and trim off extending parts of stakes. Lay <u>rebar</u> at least 2 inches from each side of the form. In wide footings, lay additional rebar parallel to it every 8 inches <u>on</u> <u>center</u>. Use <u>dobies</u> to prop it midway from bottom of footing. To reinforce concrete-block walls, bind L-shaped lengths of vertical rebar to horizontal pieces with tie wire. If there's no horizontal piece running down the center of the footing, add short rebar crossbars and tie the vertical rebar to those. The vertical rebar runs through the cells in concrete blocks every 32 inches (or at the spacing required by your local building department). Pour concrete into forms and draw a board across tops of forms to level the concrete. Tap the sides of forms with a hand sledge to settle the concrete, or rent a mechanical vibrator.

Draw a<u>wood float</u> over the top to level the bumps and pits. A troweled finish isn't necessary.

mortaring brick and concrete block

Mortar is the glue that binds bricks or concrete blocks together in a wall. It also holds stones or tiles to poured concrete slabs. On these flat surfaces it compensates for uneven thickness so the top will be level.

You can mix your own ingredients or buy prepackaged mortar mixes, which save time but are more costly. The proportions of the mix will vary slightly with the type of job, so check with your building supply store when ordering the mix. Follow these steps: {ewc MVBMP2, ViewerBmp2,

[macro=`PI(qchPath,"1\_wet\_the\_bricks")']bitmaps.bmp} <u>1. Wet</u> the bricks

{ewc MVBMP2, ViewerBmp2,

[macro=`PI(qchPath,"2\_mix\_the\_mortar")']bitmaps.bmp} 2. Mix the mortar

{ewc MVBMP2, ViewerBmp2,

[macro=`PI(qchPath,"3\_on\_flat\_slabs\_lay\_and\_screed\_a\_bed\_of mortar")']bitmaps.bmp} <u>3. On flat slabs, lay and screed a bed of</u> <u>mortar</u>

{ewc MVBMP2, ViewerBmp2,

[macro=`PI(qchPath,"4\_for\_vertical\_walls\_throw\_a\_line\_of\_mo rtar")']bitmaps.bmp} <u>4. For vertical walls, throw a line of mortar</u> {ewc MVBMP2, ViewerBmp2,

[macro=`PI(qchPath,"5\_butter\_the\_bricks\_stones\_or\_tiles")']bit maps.bmp} <u>5. "Butter" the bricks, stones, or tiles</u>

{ewc MVBMP2, ViewerBmp2,

[macro=`PI(qchPath,"6\_tool\_the\_joints")']bitmaps.bmp} <u>6. Tool</u> the joints Wet bricks several hours before setting them. This keeps them from absorbing too much water from the mortar mix and weakening the bond. For small jobs, use a wheelbarrow, hoe and shovel. For larger ones, rent a **power mixer**.

Covering about 10 square feet at a time, spread a 1/2-inch mortar bed for bricks, 1 inch for stone or tile. Use the concrete forms as guides for the <u>screed</u> boards.

Use an 8- or 10-inch pointed **mason's trowel** to throw a line of mortar about an inch thick. Throw the first line on the concrete footing, subsequent lines on the top of the last layer.

With your mason's trowel, coat the ends of each brick or block with mortar. Use a 1/2-inch thickness for bricks, a 1-inch thickness for concrete blocks. For vertical walls, lay them on the line of mortar and settle them by tapping with the end of the trowel handle. With a 4-foot mason's level, check that the bricks are aligned, plumb, and level. Lay a complete layer of bricks or blocks before starting the next. Tooling gives the mortared joints a neatly rounded indentation. When the mortar has hardened enough to show a thumbprint clearly, use the edge of a trowel to cut it flush with the bricks or blocks.After mortar sets up but is still soft enough to work, use a jointer (or a 4- to 12-inch length of 1/2-inch pipe) to scrape along the joint. Do the horizontal joints first. power mixer A tilted drum with a motorized blade or spiral that mixes mortar. Run it for 3 to 5 minutes to thoroughly combine the materials. Longer mixing weakens mortar.

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## Selecting Plants

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	ng_maintenance")']bitmaps.b mp} <u>Minimizing Maintenance</u> {ewc MVBMP2, ViewerBmp2, [macro=`JI(qchPath,"how_big _will_it_get")']bitmaps.bmp} <u>How Big Will It Get?</u> {ewc MVBMP2, ViewerBmp2, [macro=`JI(qchPath,"choosing _a_lawn_grass")']bitmaps.bmp	
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[macro=`JI(qchPath,"plant\_shapes")']bitmaps.bmp} <u>Plant Shapes</u> {ewc MVBMP2, ViewerBmp2, [macro=`JI(qchPath,"tree\_shapes")']bitmaps.bmp} <u>Tree</u> <u>Shapes</u>

{ewc MVBMP2, ViewerBmp2, [macro=`JI(qchPath,"shrub\_shapes")']bitmaps.bmp} Shrub <u>Shapes</u>

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er B mp 2, [dit he r]bi tm ap s.b mp } Tip from the Pros Try to blend similar plant forms. Extreme contrasts or too much variety can make a landscape confusing. Related Topics {ewc MVBMP2, ViewerBmp2, [macro=`JI(qchPath,"using\_sun\_and\_shade")']bitmaps.b mp} <u>Using Sun and Shade</u> {ewc MVBMP2, ViewerBmp2, [macro=`JI(qchPath,"screening\_for\_privacy")']bitmaps.b mp} <u>Screening for Privacy</u> {ewc MVBMP2, ViewerBmp2, [macro=`JI(qchPath,"buffering\_wind")']bitmaps.bmp} Buffering Wind

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P2, Viewer Bmp2, [dither]b itmaps. shg} {ewc MVBMP B mp 2, [dit he r]bi tm ap s.b mp } broad spreading Broad-spreading trees are as wide as they are tall. They help to connect horizontal land or building forms and provide shade for a large area. They can also add contrast to columnar plants. columnar

Columnar Columnar trees have upright, narrow forms that lead the eye skyward. They provide height and accent when used with round or spreading forms. Alone they can frame a favorite view. Planted along property lines, columnar trees make a good windbreak or a natural screen to block unsightly views.

irregular Irregular trees are picturesque and can be uniquely sculptural in shape. They are best used as specimen or accent plants, because they are conspicuous and bring focus to their location.. Too many irregular tree forms in one area, however, create a busy scene.

oval

Oval Oval trees are similar to round trees in design qualities. Because their nondirectional form does not lead the eye, oval trees can be used repeatedly and still provide a neutral setting for more striking tree forms. Oval trees can add a formal touch to your landscape with their symmetrical shape.

pyramidal Pyramidal trees have a distinct conelike outline. Their sharp form adds striking contrast when used among spreading or rounded plants.

round

Round trees have a nondirectional, spherical shape that does not lead the eye. They can be used repeatedly and still provide a neutral setting for more striking tree forms. Round trees can add a formal touch to your landscape with their symmetrical shape. vase Vase-shaped trees have high, spreading branches. They often produce the best shade.

weeping Weeping trees have downward-arching branches that lead the eye toward the ground. They can be used effectively near ponds or streams. They also add contrast when used among columnar plants, which carry the eye skyward.

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2, ViewerB mp2, [dither]bi tmaps.b mp} B mp 2, [dit he r]bi tm ap s.b mp }
mounded Mounded shrubs have a broad, rounded compact form. They provide a neutral setting for more striking plant forms. round Many rounded shrubs will spread up to six feet by maturity. They can be used in informal, or more natural, borders. vase

Vase-shaped shrubs have erect vertical lines. They make good accent plants and bring the eye to a focal point of interest. These upright shrubs can be sheared and used for formal hedges. prostrate Prostrate shrubs are low and make good ground cover. Although these plants are flat, they tend not to trail over an embankment.

arching Arching shrubs have graceful, fountainlike branches. They add a restful touch to landscape design. Arching shrubs make good specimen plants because they provide interest in a particular area.

#### trailing Trailing shrubs are low-spreading plants that will cascade over an embankment.

horizontal Horizontal shrub branches spread widely. They help to connect horizontal land or building forms. When planted in a row, they provide a natural screen or windbreak.

pyramidal Pyramidal shrubs have a distinct conelike appearance. They provide visual accents when planted with lower round or mounded shrubs.

cactus

Cacti range in height from a few inches to over 40 feet. Larger species can be used to create desert landscapes, while smaller species are grown in rock gardens. They often have brightly colored flowers and fruit. Most have spines to protect themselves from animals.

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Tip from the Pros Fine-textured trees or shrubs can make a small area seem larger. Coarse textures can make a large area seem smaller.

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{e vc MBP, Vi e e B m2,[die bi m p b m]} {b e r B m2, it e bi m p b m}	{ewc MVBM P2, Viewer Bmp2, [macro =`Jump ID(qch Path, "selecti ng_pla nts")']bi tmaps. bmp}	<pre>{ewr MVMCI2, ViewerMCI, [device MMMovie][noframe] [stdcontrol]moviescolrgdn.mmm} The colors in your yard are like movements in a symphony, shifting in mood and tempo throughout the year. Orchestrating color can be fun as well as challenging. When you're choosing trees at the nursery, look at leaf color. Leaves are present for most or all of the year, whereas flowers and fruit are transitory. Plan color for each season. Think about fall foliage color and colorful stems, bark, or berries for winter. Use colors that harmonize with your house and its surroundings. Keep your palette simple, or the effect may be confusing.</pre>	sng} {ewc MVBMP 2, ViewerB mp2, [dither]bi tmaps.sh g} {ewc MVBMP 2, ViewerB mp2, [macro=` JumpID( qchPath, "selectin g_plants" )'] [dither]bi tmaps.b mp} {ewc MVBMP 2, ViewerB mp2, [dither]bi tmaps.b mp} {ewc MVBMP 2, ViewerB mp2, [dither]bi tmaps.b mp} {ewc MVBMP 2, ViewerB mp2, [dither]bi tmaps.b mp}
{e wc M VB M P2 , Vi		{ewc MVBMP2, ViewerBmp2, [macro=`PopupID(qchPath, "continual_color_protip")']bitmaps.bmp}	g} {ewc MVBMP 2, ViewerB mp2, [dither]bi tmaps.b mp}
ew			

er B mp 2, [dit he r]bi tm ap s.b mp } Tip from the Pros Use color to change your yard's apparent size. Warm colors (orange, red) appear to come forward, making your yard seem smaller. Cool colors (blue, green) appear to recede, making your yard seem larger. {ewc MVBMP2, ViewerBmp 2, [dither]bitma ps.bmp}

{ewc

2,

MVBMP2,

ViewerBmp

[dither]bitma

ps.bmp}

#### {ewc MVBMP2, ViewerBmp2, [dither]bitmaps.bmp}

{ewc MVBMP2, ViewerBmp2, bitmaps .bmp}

#### Local Conditions

{ewc MVBMP2, ViewerBmp2, bitmaps .bmp}

{e wc M V B M P2 , Vi e w er	{ewc MVBM P2, Viewer Bmp2, [macro =`Jum pID(qc hPath, "selecti ng_pla nts")'lbi	If you want your plants to live a long and healthy life, choose those already adapted to the conditions in your yard. For example, if you live in the Southwest, you'll do best with plants that tolerate drought, bright sun, <u>alkaline</u> soil, andat higher elevationscold winters. In the Northeast, plants that can withstand freezing winters and hot, humid summers will do best. Environmental factors include:	{ewc MVBMP2, ViewerBmp2, fotosgarden.bmp}
B	tmans	{ewc MVBMP2. ViewerBmp2.	
m	bmp}	[macro=`JI(qchPath,"cold hardine	
p2		ss")']bitmaps.bmp} <u>Cold Hardiness</u>	
;		{ewc MVBMP2, ViewerBmp2,	
[di		[macro=`JI(qchPath,"light levels")	
ťh		']bitmaps.bmp} Light Levels	
er]		{ewc MVBMP2, ViewerBmp2,	
bit		[macro=`JI(qchPath,"water needs"	
m		)']bitmaps.bmp} <u>Water Needs</u>	
ар		{ewc MVBMP2, ViewerBmp2,	
s.		[macro=`JI(qchPath,"soil types")']	
b		bitmaps.bmp} Soil Types	
m		{ewc MVBMP2, ViewerBmp2,	
{q		[macro=`JI(qchPath,"pests and di	
.,		seases")']bitmaps.bmp} Pests and	
		Diseases	
{e			
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{ewc MVBM P2, Viewer Bmp2, [dither] bitmaps .bmp} {ewc MVBM P2, Viewer Bmp2, [dither] bitmaps .shg} {ewc MVBMP 2, ViewerB mp2, [dither]bi tmaps.s hg} {ewc **ŇVBMP** 2, ViewerB mp2, [macro=` JumpID( qchPath, "selectin g\_plants" [dither]bi tmaps.b mp} {ewc **MVBMP** 2, ViewerB mp2, [dither]bi tmaps.sh **g**} {ewc **MVBMP** 

2,

V B M P2	ViewerB mp2, [dither]bit maps.bm
, Vi e w er B m p2	p}
, [di th er] bit m ap s. b m p}	

{ewc MVB View	; 3MP2, verBmp	{ewc MVBMP2, ViewerBmp2, [dither]bitmaps.bmp}	{ewc MVBMP 2
2, [dithe ps.b	er]bitma mp}		ViewerB mp2, [dither]bit maps.bm
{ewc MVB View 2, [dithe ps.br	SMP2, verBmp er]bitma mp}	{ewc MVBMP2, ViewerBmp2, bitmaps .bmp} Local Conditions - Cold Hardiness {ewc MVBMP2, ViewerBmp2, bitmaps .bmp}	ewc MVBMP 2, ViewerB mp2, [dither]bit maps.sh
{e wM VB MP2, Vi eer B m2, [dite in a b m2] }	{ewc MVBM P2, Viewer Bmp2, [macro =`Jump ID(qch Path, "selecti ng_pla nts")]bi tmaps. bmp}	<pre>{ewr MVBMP2, ViewerBmp2, illustnshardnes.shg} The USDA Plant Hardiness Zone Map divides the U.S. and Canada into zones based on minimum winter temperatures. The higher the number, the warmer the zone. Your trees and shrubs should be cold hardy in your climateotherwise they may freeze to death and leave an unwanted hole in your landscape. Click on a zone number in the right part of the map for temperatures.</pre>	maps.sh g} {ewc a MVBMP the 2, ViewerB h mp2, [dither]bit maps.shg } {ewc MVBMP 2, ViewerB mp2, [macro=`J umpID(qc hPath, "local_co nditions")' ] [dither]bit maps.bmp } {ewc MVBMP 2, ViewerB mp2, [macro=`J umpID(qc hPath, "local_co nditions")' ] [dither]bit maps.shg
{e wc M VB M P2 , Vi ew		{ewc MVBMP2, ViewerBmp2, [macro=`PopupID(qchPath, "cold_hardiness_protip")']bitmaps.bmp} {ewc MVBMP2, ViewerBmp2, [macro=`PopupID(qchPath, "cold_hardiness_more")']bitmaps.bmp}	} {ewc MVBMP2 , ViewerB mp2, [dither]bit maps.bm p}

er B mp 2, [dit he r]bi tm ap s.b mp }

Tip from the Pros <u>Microclimates</u> in your yard can make it warmer or colder than its USDA zone indicates. For example, the sunny south side of your house is typically warmer in winter than the shady, wind-driven north side. You could grow plants from a warmer zone on the south side but you might need plants from a colder zone on the north side.

#### More

USDA zones don't consider such factors as humidity and rainfall. Thus a plant that thrives in the Arizona desert will likely perish along the humid southeast coast--even though both are in zone 8. In the West, many gardeners use a 24-zone system that considers rainfall, elevation, and marine influence. Unfortunately, there's no similar system in the East--you have to rely on local knowledge. Zone 1 Minimum annual temperature: below -50 degrees F.

# Zone 2 Minimum annual temperature: -50 to -40 degrees F.

# Zone 3 Minimum annual temperature: -40 to -30 degrees F.

# Zone 4 Minimum annual temperature: -30 to -20 degrees F.

# Zone 5 Minimum annual temperature: -20 to -10 degrees F.

# Zone 6 Minimum annual temperature: -10 to 0 degrees F.

# Zone 7 Minimum annual temperature: 0 to 10 degrees F.

# Zone 8 Minimum annual temperature: 10 to 20 degrees F.

# Zone 9 Minimum annual temperature: 20 to 30 degrees F.

Zone 10 Minimum annual temperature: 30 to 40 degrees F. Zone 11 Minimum average temperature: above 40 degrees F.

{ewo MVE Viev 2, [dith ps.b	c 3MP2, verBmp ver]bitma vmp}	{ewc MVBMP2, ViewerBmp2, [dither]bitmaps.bmp}	{ewc MVBM P2, Viewer Bmp2, [dither] bitmaps
{ewc MVBMP2, ViewerBmp 2, [dither]bitma ps.bmp} .bmp} <u>Local Conditions</u> - Light Levels {ewc MVBMP2, ViewerBmp2, bitmaps .bmp} .bmp}		{ewc MVBMP2, ViewerBmp2, bitmaps .bmp} <u>Local Conditions</u> - Light Levels {ewc MVBMP2, ViewerBmp2, bitmaps .bmp}	.bmp} {ewc MVBM P2, Viewer Bmp2, [dither] bitmaps
{e w M V B M P,V e w er B m p,[th er]th m p s. b m b	{ewc MVBM P2, Viewer Bmp2, [macro =`Jum pID(qc hPath, "selecti ng_pla nts")']bi tmaps. bmp}	The level of light in your yard probably varies from dense shade under leafy trees to bright sun in the open. The number of sumy hours in each area will also vary as shadows shift throughout the day and year. Fortunately, you can find plants adapted to every light level, whether full sun, part sun, shade or deep shade. The Plant Selector in the Design Board can help you choose the right plants for each part of your yard.	.shg} {ewc MVBMP 2, ViewerB mp2, [dither]bi tmaps.sh g} {ewc MVBMP 2, ViewerB mp2, [macro=` JumpID( qchPath, "local_co nditions" )'] [dither]bi tmaps.b mp} {ewc MVBMP 2, ViewerB mp2, [dither]bi tmaps.b mp} {ewc MVBMP 2, ViewerB mp2, [dither]bi tmaps.b mp} {ewc MVBMP 2, ViewerB mp2, [dither]bi tmaps.b mp} {ewc MVBMP 2, ViewerB mp2, [dither]bi tmaps.b mp} {ewc MVBMP 2, ViewerB mp2, [dither]bi tmaps.b mp} {ewc MVBMP 2, ViewerB mp2, [dither]bi tmaps.b mp} {ewc MVBMP 2, ViewerB mp2, [dither]bi tmaps.b mp}
{e wc M V		{ewc MVBMP2, ViewerBmp2, [macro=`PopupID(qchPath, "considering_light_more")']bitmaps.bmp} {ewc MVBMP2, ViewerBmp2, [macro=`PopupID(qchPath, "considering_light_seealso")']bitmaps.bmp}	{ewc MVBMP 2, ViewerB

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More The patterns of sun and shade in your yard will change over the years as trees grow and spread. As this happens, you may have to replace some sun-loving plants with shade plants.

Related Topics {ewc MVBMP2, ViewerBmp2, [macro=`JI(qchPath,"using\_sun\_and\_shade")']bitmaps.b mp} <u>Using Sun and Shade</u> {ewc MVBMP2, ViewerBmp2, [macro=`JI(qchPath,"how\_big\_will\_it\_get")']bitmaps.bm p} <u>How Big Will It Get?</u>
{ewc MVBMP2, ViewerBmp 2, [dither]bitma ps.bmp}		{ewc MVBMP2, ViewerBmp2, [dither]bitmaps.bmp}
{ewc MVBMP2, ViewerBmp 2, [dither]bitma ps.bmp}		{ewc MVBMP2, ViewerBmp2, bitmaps .bmp} Local Conditions - Water Needs {ewc MVBMP2, ViewerBmp2, bitmaps .bmp}
{e wM VM P2 , Vi e e B m2, [he] the main b m2 , Vi e e B m2, [he] the main b m b m b m b m b m b m b m b m b m b	{ewc MVBM P2, Viewer Bmp2, [macro =`Jump ID(qch Path, "selecti ng_pla nts")']bi tmaps. bmp}	Landscapers classify plants according to four levels of water use: high, medium, low and drought tolerant. If you don't have water to waste, look for plants that are compatible with nature's watering system. Often these are either the plants that grow wild in your area, or cultivated varieties of them. A local nursery can help you find these.
{e wc M VB M P2		{ewc MVBMP2, ViewerBmp2, [macro=`PopupID(qchPath, "water_needs_more")']bitmaps.bmp} {ewc MVBMP2, ViewerBmp2, [macro=`PopupID(qchPath, "water_needs_protip")']bitmaps.bmp} {ewc MVBMP2, ViewerBmp2, [macro=`PopupID(qchPath, "water_needs_seealso")']bitmaps.bmp}
, Vi ew		

[macro=` JumpID( qchPath, "local\_co nditions" )'] [dither]bi tmaps.b mp} {ewc **MVBMP** 2, ViewerB mp2, [dither]bi tmaps.sh g} {ewc ŇVВМР 2, ViewerB mp2, [dither]bi tmaps.b

mp}

[dither]b itmaps. shg} {ewc MVBMP 2

{ewc MVBM P2, Viewer Bmp2, [dither]b itmaps. bmp} {ewc MVBM P2, Viewer Bmp2,

mp2, [dither]bi tmaps.sh g} {ewc MVBMP 2, ViewerB mp2, er B mp 2, [dit he r]bi tm ap s.b mp }

## More

Water-wise landscaping -- xeriscaping -- has become increasingly popular, especially in dry climates. Some xeriscaping tips:

Choose drought-tolerant trees and shrubs native to your area.

Get rid of your thirsty lawns and cover the ground with <u>mulch</u> or decorative paving. If that's too drastic, replace your lawn with a low-water ground cover, or plant a more drought-resistant species of lawn grass.

Add organic matter, such as compost, to the soil to help it hold moisture.

Cover the soil between plants with mulch.

If you have an irrigation system, install a timer or **moisture sensor**.

Tips from the Pros Group plants according to their water needs. This makes watering simpler and easier. Related Topics {ewc MVBMP2, ViewerBmp2, [macro=`JI(qchPath,"evaluating\_drainage")']bitmaps.bmp } <u>Evaluating Drainage</u> {ewc MVBMP2, ViewerBmp2, [macro=`JI(qchPath,"choosing\_a\_lawn\_grass")']bitmaps. bmp} <u>Choosing a Lawn Grass</u> {ewc MVBMP2, ViewerBmp2, [macro=`JI(qchPath,"minimizing\_maintenance")']bitmaps .bmp} <u>Minimizing Maintenance</u>

{ewc MVBMP2, ViewerBmp 2, [dither]bitma ps.bmp}		{ewc MVBMP2, ViewerBmp2, [dither]bitmaps.bmp}
{ewc MVBMP2, ViewerBmp 2, [dither]bitma ps.bmp}		{ewc MVBMP2, ViewerBmp2, bitmaps .bmp} Local Conditions - Soil Types {ewc MVBMP2, ViewerBmp2, bitmaps .bmp}
{e wM WM P , Vi w er B m2, [di he]bi m p b m}	{ewc MVBM P2, Viewer Bmp2, [macro =`Jump ID(qch Path, "selecti ng_pla nts")']bi tmaps. bmp}	<pre>{ewr MVBMP2, ViewerBmp2, fotossoil.bmp} Rich, workable soil is only a dream for most landscapers, since it takes constant effort to maintain. You'll have far better success if you choose plants that can tolerate the soil you already have. Here's how to determine your soil's characteristics: First, find your soil's pH by testing it with a kit or sending it to a lab. Most plants do best in neutral to slightly acid soil, but some have more extreme needs. Next, detemine whether your soil is clay, loam, or sand. Pick up some damp soil and squeeze it. If it holds together tightly and feels sticky, it is mainly clay. If it holds together loosely but isn't sticky, it's loam. If it's gritty and won't stick together, it's sand. Loam is ideal for many plants.</pre>
{e wc M VB M P2		{ewc MVBMP2, ViewerBmp2, [macro=`PopupID(qchPath, "considering_soil_type_more")']bitmaps.bmp} {ewc MVBMP2, ViewerBmp2, [macro=`PopupID(qchPath, "considering_soil_type_seealso")']bitmaps.bmp}
, Vi ew		

{ewc MVBM P2, Viewer Bmp2, [dither]b itmaps. bmp} {ewc MVBM P2, Viewer Bmp2, [dither]b itmaps. shg} {ewc **MVBMP** 2, ViewerB mp2, [dither]bi tmaps.sh g} {ewc **ŇVBMP** 2, ViewerB mp2, [macro=` JumpID( qchPath, "local\_co nditions" )'] [dither]bi tmaps.b mp {ewc **MVBMP** 2, ViewerB mp2, [dither]bi tmaps.sh g} {ewc **MVBMP** 2, ViewerB mp2, [dither]bi tmaps.b mp}

er B mp 2, [dit he r]bi tm ap s.b mp } More

Other conditions affect the soil. Your yard may have low spots that stay wet all year, or may be rich or poor in <u>organic</u> content. Some plants tolerate these conditions better than others. Related Topics {ewc MVBMP2, ViewerBmp2, [macro=`JI(qchPath,"testing\_the\_soil")']bitmaps.bmp} <u>Testing the Soil</u> {ewc MVBMP2, ViewerBmp2, [macro=`JI(qchPath,"improving\_the\_soil")']bitmaps.bmp } <u>Improving the Soil</u> {ewc MVBMP2, ViewerBmp2, [macro=`JI(qchPath,"evaluating\_drainage")']bitmaps.bmp } <u>Evaluating Drainage</u> {ewc MVBMP2, ViewerBmp2, [macro=`JI(qchPath,"improving\_drainage")']bitmaps.bmp } <u>Improving Drainage</u> {ewc MVBMP2, ViewerBmp2, [macro=`JI(qchPath,"improving\_drainage")']bitmaps.bmp } <u>Improving Drainage</u> {ewc MVBMP2, ViewerBmp2, [macro=`JI(qchPath,"topsoil")']bitmaps.bmp} <u>Topsoil</u>

{ewc MVBMP2, ViewerBmp 2, [dither]bitm aps.bmp}		{ewc MVBMP2, ViewerBmp2, [dither]bitmaps.bmp}	{ewc MVBM P2, Viewer Bmp2, [dither] bitmap s.bmp}
{ewc MVBMP2, ViewerBmp 2, [dither]bitm aps.bmp}		{ewc MVBMP2, ViewerBmp2, bitmaps .bmp} Local Conditions - Pests and Diseases {ewc MVBMP2, ViewerBmp2, bitmaps .bmp}	{ewc MVBM P2, Viewer Bmp2, [dither] bitmap
{evcMVBMP, VeweBmp, [thebmas.bmp]	{ewc MVBM P2, Viewer Bmp2, [macro =`Jum pID(qc hPath, "selecti ng_pla nts")']bi tmaps. bmp}	{ewr MVBMP2, ViewerBmp2, bitmaps.bmp} These invaders can devastate your plants in a short while, costing time and money and potentially exposing you to toxic pesticides. To avoid these problems, select plants that resist pests or diseases in your region. Start with strong, healthy plants and water them carefully while they become established. Nearby nurseries or your local <u>Cooperative Extension</u> service can help you find resistant varieties. If you can't find a resistant variety, choose another kind of plant.	s.sng} {ewc MVBMP 2, ViewerB mp2, [dither]bi tmaps.sh g} {ewc MVBMP 2, ViewerB mp2, [macro=` JumpID( qchPath, "local_co nditions" )'] [dither]bi tmaps.b mp} {ewc MVBMP 2, ViewerB mp2, [dither]bi tmaps.sh c)
{e wc M V B M P2 , Vi		{ewc MVBMP2, ViewerBmp2, [macro=`PopupID(qchPath, "pest_and_disease_resistance_seealso")']bitmaps.bmp}	g} {ewc MVBMP 2, ViewerB mp2, [dither]b itmaps.b mp}

e w er B m p2 , [di th er] bit ap s. b m p}

Related Topics {ewc MVBMP2, ViewerBmp2, [macro=`JI(qchPath,"buying\_plants")']bitmaps.bmp} <u>Buying Plants</u> {ewc MVBMP2, ViewerBmp2, [macro=`JI(qchPath,"planting\_trees\_and\_shrubs")']bitma ps.bmp} <u>Planting Trees and Shrubs</u>

{ewc {ewc MVBMP2, ViewerBmp2, [dither]bitmaps.bmp} {ewc MVBMP2. **MVBM** ViewerBmp P2, 2. Viewer [dither]bitma Bmp2. ps.bmp} [dither] bitmaps .bmp} {ewc {ewc MVBMP2, {ewc MVBMP2, ViewerBmp2, bitmaps **MVBM** .bmp} ViewerBmp P2, Minimizing Maintenance Viewer [dither]bitma {ewc MVBMP2, ViewerBmp2, bitmaps .bmp} Bmp2. ps.bmp} [dither] bitmaps .shg} Take a hard look at the {ewc MVBMP2. {ewc {ewc {e МVВМР ViewerBmp2, plants you've chosen -- and at **MVBM** WC 2, ViewerB how much effort they'll take to fotosmntneed.bmp} Μ P2, maintain. Here are ways to cut V Viewer maintenance time: mp2, В Bmp2, Select a slow-growing lawn [dither]bi grass so you won't have to mow [macro tmaps.s Μ as often. Plant a smaller lawn to hg} P2 =`Jum save on mowing, weeding, {ewc pID(qc fertilizing and watering. Take out **MVBMP** Vi hPath. 2, ViewerB the lawn and plant a low-"selecti е maintenance ground cover, *right*, w ng\_pla cover the ground with **mulch**, or mp2, build a patio or deck. [macro=` nts")']bi er If you don't like to prune, JumpID( В tmaps. plant a natural shrub border qchPath. bmp} m instead of a hedge. Or build a "selectin p2 g plants" fence. Plant trees that don't drop lots [di of fruit or leaves, right. You'll [dither]bi spend less time raking. tmaps.b th Choose healthy plants adapted mp} er] to your environment. You'll have {ewc bit fewer battles with pests and **MVBMP** m diseases. 2, ap ViewerB S. mp2,b [dither]bi m tmaps.sh p} **g**} {ewc MVBMP2, ViewerBmp2, [macro=`PopupID(qchPath, {e {ewc "considering maintenance seealso")'[bitmaps.bmp] **MVBMP** WC 2, Μ V ViewerB

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Related Topics {ewc MVBMP2, ViewerBmp2, [macro=`JI(qchPath,"choosing\_a\_lawn\_grass")']bitmaps. bmp} <u>Choosing a Lawn Grass</u> {ewc MVBMP2, ViewerBmp2, [macro=`JI(qchPath,"patios")']bitmaps.bmp} <u>Laying</u> <u>Patios</u> {ewc MVBMP2, ViewerBmp2 {ewc MVBMP2, ViewerBmp2, [macro=`JI(qchPath,"pests\_and\_diseases")']bitmaps.bmp } Pest and Disease Resistance

{ewc MVBMP2, ViewerBmp 2, [dither]bitm aps.bmp}		{ewc MVBMP2, ViewerBmp2, [dither]bitmaps.bmp}	{ewc MVBM P2, Viewer Bmp2, [dither] bitmap
{ewo MVE Viev 2, [dith aps.	c 3MP2, verBmp ler]bitm bmp}	{ewc MVBMP2, ViewerBmp2, bitmaps .bmp} How Big Will it Get? {ewc MVBMP2, ViewerBmp2, bitmaps .bmp}	s.bmp} {ewc MVBM P2, Viewer Bmp2, [dither] bitmap
{ecMVBMP, VeweBm2, [dther]thebmas.bmp}	{ewc MVBM P2, Viewer Bmp2, [macro =`Jum pID(qc hPath, "selecti ng_pla nts")']bi tmaps. bmp}	<pre>{ewr MVMCI2, ViewerMCI, [device MMMovie][noframe] [stdcontrol]moviesmatrsiz.mmm} Before deciding on a plant, find out how big it will grow and how fast it will reach its mature size. Don't plant a tree where you only want a shrub. Think ahead. Will the tree you planted in the middle of your yard end up casting too much shade and destroying all sense of proportion? Will a shrub grow to block a view, or require hours of pruning? On the other hand, you may want shade or privacy in a hurry. If so, look for plants that mature rapidly.</pre>	s.sng} {ewc MVBMP 2, ViewerB mp2, [dither]b itmaps.s hg} {ewc MVBMP 2, ViewerB mp2, [macro=` JumpID( qchPath, "selectin g_plants" )'] [dither]bi tmaps.b mp} {ewc MVBMP 2, ViewerB mp2, [dither]bi tmaps.b mp} {ewc MVBMP 2, ViewerB mp2, [dither]bi tmaps.b
{e wc M V B M P2 , Vi		{ewc MVBMP2, ViewerBmp2, [macro=`PopupID(qchPath, "how_big_will_it_get_protip")']bitmaps.bmp} {ewc MVBMP2, ViewerBmp2, [macro=`PopupID(qchPath, "how_big_will_it_get_seealso")']bitmaps.bmp}	g} {ewc MVBMP 2, ViewerB mp2, [dither]b itmaps.b mp}

e w er B m p2 , [di th er] bit ap s. b m p}

Tip from the Pros To temporarily fill in spaces between young or slowgrowing shrubs, plant bulbs, <u>annuals</u>, <u>perennials</u>, or plant additional fast-growing shrubs you can remove in a few years. Related Topics {ewc MVBMP2, ViewerBmp2, [macro=`JI(qchPath,"using\_sun\_and\_shade")']bitmaps.b mp} <u>Using Sun and Shade</u> {ewc MVBMP2, ViewerBmp2, [macro=`JI(qchPath,"designing\_for\_texture")']bitmaps.b mp} <u>Designing for Texture</u>

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{ewc MVBMP2, ViewerBmp 2, [dither]bitma ps.bmp}		{ewc MVBMP2, ViewerBm .bmp} <b>Choosing a</b> {ewc MVBMP2, ViewerBm .bmp}	.bmp} {ewc MVBM P2, Viewer Bmp2, [dither] bithes]	
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	<pre>want")']bitmaps.bm p} <u>Maintainence</u> {ewc MVBMP2, ViewerBmp2, [macro=`PI(qchPat h,"how_shady_is_t he_area")']bitmaps. bmp} <u>Shade/sun {ewc MVBMP2, ViewerBmp2, [macro=`PI(qchPat h,"how_much_foot _traffic_will_the_la wn_receive")']bitm aps.bmp} <u>Foot traffica</u></u></pre>	
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Tips from the Pros If you're still in doubt about which grass to choose, check with your local nursery or your County <u>Cooperative</u> <u>Extension</u> office. They can tell you about new <u>cultivars</u> that may be even better for your needs. In southern states, most people plant "warm-season" grasses, such as Bermuda grass. These grasses thrive in hot summers and go dormant and brown in winter. In the North, most people plant "cool-season" grasses, such as Kentucky bluegrass. These grow best in spring and fall but stay green when given summer watering.

Some grasses fill in more quickly than others, spreading rapidly by <u>rhizomes</u> or <u>stolons</u>. If you want a lawn instantly, lay <u>sod</u> instead of sowing seeds.

In areas with little or no summer rainfall, look for drought-tolerant grasses.

If you don't have much time, avoid grasses that need heavy fertilizing, must be mowed closely (and therefore frequently), or are susceptible to diseases. Newer dwarf varieties need less mowing and fertilizing than traditional grasses. Some grasses tolerate shade better than others. If your lawn area is shady, plant a shade-tolerant grass or a **mixture** or **blend** that includes one.

You'll need a more wear-resistant grass for a lawn where children play or people walk frequently.

More If a single grass can't solve all of your problems, plant a <u>mixture</u> or <u>blend</u>, or plant different grasses in your front and back yards Related Topics {ewc MVBMP2, ViewerBmp2, [macro=`JI(qchPath,"minimizing\_maintenance")']bitmaps .bmp} <u>Minimizing Maintenance</u> {ewc MVBMP2, ViewerBmp2, [macro=`JI(qchPath,"planting\_a\_lawn")']bitmaps.bmp} <u>Planting a Lawn</u>

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{evcMBA2, VeeBmp, [thebmas.bmp]	{ewc MVBM P2, Viewer Bmp2, bitmap sd.bm p}	{ewc MVBMP2, ViewerBmp2, [macro=`JI(qchPath,"testing_t he_soil")']bitmaps.bmp} <u>Testing the Soil</u> {ewc MVBMP2, ViewerBmp2, [macro=`JI(qchPath,"improvin g_the_soil")']bitmaps.bmp} <u>Improving the Soil</u> {ewc MVBMP2, ViewerBmp2, [macro=`JI(qchPath,"buying_p lants")']bitmaps.bmp} <u>Buying</u> <u>Plants</u> {ewc MVBMP2, ViewerBmp2, [macro=`JI(qchPath,"laying_o ut_planting_areas")']bitmaps.b mp} <u>Laying Out Planting</u> <u>Areas</u> {ewc MVBMP2, ViewerBmp2, [macro=`JI(qchPath,"planting_ trees_and_shrubs")']bitmaps.b mp} <u>Planting Trees and Shrubs</u> {ewc MVBMP2, ViewerBmp2, [macro=`JI(qchPath,"planting_ trees_and_shrubs")']bitmaps.b mp} <u>Planting Trees and Shrubs</u> {ewc MVBMP2, ViewerBmp2, [macro=`JI(qchPath,"planting_ a_lawn")']bitmaps.bmp} <u>Planting a Lawn</u> {ewc MVBMP2, ViewerBmp2, [macro=`PI(qchPath,"lawnpla	Once you've graded your yard, built any landscape structures, and chosen the plants, it's time to complete your project by planting. Spring or fall is usually the best time, depending on your climate and what you're planting. You'll find helpful techniques in this chapter. {ewc MVBMP2, ViewerBmp2, bitmaps.bmp}	.shg} {ewc MVBMP 2, ViewerB mp2, [dither]bi tmaps.s hg} {ewc MVBMP 2, ViewerB mp2, [dither]bi tmaps.b mp} {ewc MVBMP 2, ViewerB mp2, [dither]bi tmaps.s hg}

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**Planting Plugs** 

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{ecMBP, VeeBmp, [thebmasbmp]	{ewc MVBM P2, Viewer Bmp2, [macro =`Jum pID(qc hPath, "planti ng_tec hnique s")']bit maps. bmp}	A soil test tells you what the soil needs for your plants to grow well. You may need to change the soil's pH, or add fertilizer or <u>organic</u> matter. Soil test kits, sold at nurseries and <u>garden centers</u> , usually measure only pH. For a more complete diagnosis, have a professional lab test your soil it's inexpensive and worth it. Look in the Yellow Pages under "Soil testing," or check with your County <u>Cooperative</u> <u>Extension</u> office. The lab will tell you how to take samples for testing.	{ewc MVBMP 2, ViewerB mp2, [dither]bi tmaps.sh g} {ewc MVBMP 2, ViewerB mp2, [macro=` JumpID( qchPath, "planting _techniq ues")'] [dither]bi tmaps.bm p} {ewc MVBMP 2, ViewerB mp2, [dither]bi tmaps.shg
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Related topics {ewc MVBMP2, ViewerBmp2, [macro=`JI(qchPath,"improving\_the\_soil")']bitmaps.bmp } Improving the Soil

# Tools hand trowel or soil core sampler

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**Improving the Soil** {ewc MVBMP2, ViewerBmp2, bitmaps .bmp}

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Step by Step: Improving the Soil

1. If the soil is sticky wet, wait until it dries. If it's bone dry, soak it and wait a few days. It's just right when a handful feels crumbly and somewhat moist.

2. Rake the soil clear of weeds and debris.

3. Using a wheelbarrow, shovel and rake, spread organic matter evenly over the soil.

4. If you need to add limestone or sulfur, scatter it evenly.

5. Also scatter a <u>10-10-10 fertilizer</u> at the rate of 20 pounds per 1,000 square feet.

6. With a spade or spading fork, mix all amendments into the top 8 inches or so of soil. For large areas, use a rotary tiller and make a second pass at right angles to the first.

7. Rake the soil until it is smooth, removing any rocks and breaking up any clods.

More

Soil tends to return to its original pH. You'll save work down the road by confining your pH changes to small areas. Better yet, choose plants that tolerate the existing pH in your yard.

### Safety Soil sulfur can be caustic. Wear rubber gloves when applying it, and follow the directions on the label.

Related Topics {ewc MVBMP2, ViewerBmp2, [macro=`JI(qchPath,"testing\_the\_soil")']bitmaps.bmp} <u>Testing the Soil</u> {ewc MVBMP2, ViewerBmp2, [macro=`JI(qchPath,"soil\_types")']bitmaps.bmp} <u>Soil</u> <u>Types</u> Tools shovel rake rotary tiller spade spading fork wheelbarrow

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{ewc MVBMP2, ViewerBmp 2, [dither]bitma ps.bmp}		{ewc MVBMP2, ViewerBmp2, bitmaps .bmp} Buying Plants {ewc MVBMP2, ViewerBmp2, bitmaps	
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Design Tip

The Materials List estimates prices for plants, but you'll want to replace these with actual quotes from a nursery-plant prices vary widely. For hedges, vines, and ground covers, the Designer assumes a standard spacing that may not be appropriate for every plant. Check with your nursery about how far apart to place your plants, and thus exactly how many you'll need. Tip from the Pros Refer to your plants by their <u>scientific names</u>. <u>Common</u> <u>names</u> may cause confusion, since they aren't the same everywhere and may refer to more than one plant. Money-Saving Tip Buy plants in smaller sizes, such as 1-gallon rather than 5-gallon. They will catch up in size in a year or two. If you're working with a landscape architect or designer, see if you can accompany them to a wholesale nursery. You could save as much as 50 percent.

{ewc {ewc MVBMP2, ViewerBmp2, [dither]bitmaps.bmp} {ewc MVBMP2. **MVBM** ViewerBmp P2, 2. Viewer [dither]bitma Bmp2. ps.bmp} [dither] bitmaps .bmp} {ewc {ewc MVBMP2, {ewc MVBMP2, ViewerBmp2, bitmaps **MVBM** .bmp} ViewerBmp P2, Laving Out Planting Areas Viewer [dither]bitma {ewc MVBMP2, ViewerBmp2, bitmaps Bmp2. ps.bmp} .bmp} [dither] bitmaps .shg} {ewc MVBMP2, ViewerBmp2, When you've finished your {ewc {ewc {e illustnslaybeds.bmp} **MVBMP** landscape in the Designer, **MVBM** WC 2, ViewerB When you're done, look over print it out and take it to your P2, M yard. You'll need it to mark the your yard from all angles. VB Viewer areas where trees, shrubs and mp2,Μ Bmp2, other plants will go. [dither]bi First, choose reference points P2 [macro tmaps.sh such as fence corners or a gate. =`Jum g} Measure from these points to {ewc Vi pID(qc **MVBMP** the proposed edges of beds, hPath. ew setting stakes every few feet 2, ViewerB "planti er along the boundary lines. В ng tec Connect the stakes by laying a mp2, garden hose along them, or [macro=` hnique m with string or a line of JumpID( p2 s")']bit powdered gypsum sprinkled qchPath, maps. on the ground. You can also "planting [di bmp} use landscape paint. If you techniq th want plants in straight rows, ues")'] er] stake out each row with string [dither]bi and measure off the spacing. tmaps.bm bit **p**} m {ewc ap **MVBMP** s. 2, b ViewerB m mp2,p} [dither]bi tmaps.sh **g**} {ewc MVBMP2, ViewerBmp2, [macro=`PopupID(qchPath, {ewc {e "laying out planting\_pros")<sup>†</sup>]bitmaps.bmp} {ewc MVBMP2, **MVBMP** WC ViewerBmp2, [macro=`PopupID(gchPath, 2, Μ "laying out planting tools")<sup>[</sup>]bitmaps.bmp} {ewc V ViewerB

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Tools tape measure stakes string, gypsum, or garden hose Related topics {ewc MVBMP2, ViewerBmp2, [macro=`JI(qchPath,"where\_to\_put\_it")']bitmaps.bmp} <u>Where To Put It</u> {ewc MVBMP2, ViewerBmp2, [macro=`JI(qchPath,"how\_big\_to\_make\_it")']bitmaps.bm p} <u>How Big To Make It</u> {ewc MVBMP2, ViewerBmp2, [macro=`JI(qchPath,"clearing\_the\_area")']bitmaps.bmp} <u>Clearing the Area</u> {ewc MVBMP2, ViewerBmp2, [macro=`JI(qchPath,"rough\_grading")']bitmaps.bmp} <u>Rough Grading</u> {ewc MVBMP2, ViewerBmp2, [macro=`JI(qchPath,"planting\_trees\_and\_shrubs")']bitma ps.bmp} <u>Planting Trees and Shrubs</u> Tip from the Pros For ground covers and other mass plantings, stagger the rows of plants for more even coverage.

{ewc {ewc MVBMP2, ViewerBmp2, [dither]bitmaps.bmp} {ewc MVBMP2. **MVBM** ViewerBmp P2, 2. Viewer [dither]bitma Bmp2. ps.bmp} [dither] bitmaps .bmp} {ewc {ewc MVBMP2, {ewc MVBMP2, ViewerBmp2, bitmaps **MVBM** .bmp} ViewerBmp P2, Planting Trees and Shrubs Viewer [dither]bitma {ewc MVBMP2, ViewerBmp2, bitmaps Bmp2. ps.bmp} .bmp} [dither] bitmaps .shg} Spring or fall is the best {ewc MVMCI2, ViewerMCI, {ewc {ewc {e МVВМР [device MMMovie][noframe] time to set new container **MVBM** WC 2, ViewerB plants into the ground. Starting [stdcontrol]moviesplantng.mmm P2, Μ from a fence corner or other VB Viewer reference point, measure off mp2. Μ Bmp2, the planting distances indicated [dither]bi P2 in your plan. Set each [macro tmaps.s container in position, then hg} =`Jum adjust placement if it looks {ewc Vi pID(qc **MVBMP** ungainly. Use tall stakes to hPath, ew 2, ViewerB represent plants you'll be "planti er adding later. В ng tec Your new plantings may mp2, look sparse, but resist the urge [macro=` hnique m to move plants closer together. JumpID( p2 s")']bit Have patience. They will qchPath, maps. eventually fill in. "planting [di bmp} techniq th ues")'] er] [dither]bi tmaps.bm bit **p**} m {ewc ap **MVBMP** s. 2, b ViewerB m mp2,p} [dither]bi tmaps.sh **g**} {ewc MVBMP2, ViewerBmp2, [macro=`PopupID(qchPath, {e {ewc "planting\_trees\_and\_shrubs\_more")']bitmaps.bmp} MVBMP2, ViewerBmp2, [macro=`PopupID(qchPath, {ewc **MVBMP** WC Μ 2, "planting trees and shrubs protip")']bitmaps.bmp} {ewc

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Tip From the Pros For a natural-looking hedge, space shrubs so they will barely touch at maturity. For a hedge that will be clipped, plant them closer together. More

Even drought-tolerant plants need water while they are becoming established and their roots are growing into the surrounding soil. Water them through the first season's dry spell.

#### {ewc MVBMP2, ViewerBmp2, bitmaps.shg}

Step by Step: Planting Trees and Shrubs

1. Dig a hole for each plant. Make it twice as wide as the rootball. (If planting trees or shrubs, dig the hole extra wide to help the plant's roots grow.) To prevent settling later, leave a platform in the middle of the hole that is only as deep as the rootball. Then dig 2 to 3 inches deeper all around the platform to make space for the roots.

2. Tap sharply on the sides and bottom of the container to loosen the rootball. Turn smaller containers upside down and slide the plant out, supporting the top of the rootball with your hand. For a larger container, lay it on its side and slide the plant out. You may need a helper.

3. Gently loosen the roots with your fingers. Cut off roots that are too tightly coiled.

4. Set the plant on the mound and spread out its roots. (For **<u>balled and burlapped</u>** plants,

untie the burlap and spread it out in the hole to decompose. Also spread out the roots.)

5. Backfill the hole with soil, firming around the roots with your hands. Soil around the **root crown** should be 1 inch above surrounding soil.

Related Topics {ewc MVBMP2, ViewerBmp2, [macro=`JI(qchPath,"buying\_plants")']bitmaps.bmp} Buying Plants {ewc MVBMP2, ViewerBmp 2, [dither]bitma ps.bmp}

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## Planting a Lawn

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{e wc	{ewc MVBM	When putting in a lawn, you've got several ways to go: seeds, sod, plugs, or sprigs,	{ewc MVBMP2, ViewerBmp2, bitmaps.bmp}	.shg} {ewc MVBMP 2.
M VB M P, Vi e e B m p, [dth e b i t m a p, b m p]	P2, Viewer Bmp2, [macro =`Jum pID(qc hPath, "planti ng_tec hnique s")']bit maps. bmp}	Seeding is the least expensive method but it takes work and time. A sod lawn, while expensive, looks great immediately and is ready to walk on in about 2 weeks. Sprigs or plugs are both less expensive than sod, but you use them mainly to plant warm-season grasses. They send out horizontal runners that fill the lawn in 9-12 weeks. Before planting any type of lawn, prepare the soil. For instructions, click on "Step by Step" below.	{ewc MVBMP2, ViewerBmp2, [macro=`JI(qchPath,"laying_sod ")']bitmaps.bmp} <u>Laying Sod</u> {ewc MVBMP2, ViewerBmp2, [macro=`JI(qchPath,"planting_se eds")']bitmaps.bmp} <u>Planting</u> <u>Seeds</u> {ewc MVBMP2, ViewerBmp2, [macro=`JI(qchPath,"planting_sp rigs")']bitmaps.bmp} <u>Planting</u> {ewc MVBMP2, ViewerBmp2, [macro=`JI(qchPath,"planting_pl ugs")']bitmaps.bmp} <u>Planting</u> <u>Plugs</u>	<pre>2, ViewerB mp2, [dither]bi tmaps.s hg} {ewc MVBMP 2, ViewerB mp2, [macro=` JumpID( qchPath, "planting _techniq ues")'] [dither]bi tmaps.bm p} {ewc MVBMP 2, ViewerB mp2, [dither]bi tmaps.sh</pre>
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B M P2	"planting_a_lawn_tools")']bitmaps.bmp} ViewerBmp2, [macro=`PopupID(qchPath, "planting_a_lawn_seealso")']bitmaps.bmp}	{ewc MVBMP2,	mp2, [dither]bit maps.bm
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Step by Step: Planting a Lawn

1. Install edgings, if desired.

Install an in-ground <u>sprinkler system</u>, if desired.
 Work <u>soil amendments</u> such as compost and fertilizer into the top 8 inches of soil, or

make several passes with a rotary tiller. Take care not to disturb any pipes or utilities below. 4. With a rake, level the low and high spots and remove any rocks or debris. If you'll be laying sod, allow for its depth by raking the soil an inch lower than adjoining sidewalks, driveways, or edgings.

5. Use a half-filled **roller** to firm the soil, then water to further settle it. The finished grade should be 1/2 inch lower than adjacent edgings or pavement--1 inch lower if you're planting sod.

Tools and Materials metal rake shovel rotary tiller roller Related Topics {ewc MVBMP2, ViewerBmp2, [macro=`JI(qchPath,"clearing\_the\_area")']bitmaps.bmp} <u>Clearing the Area</u> {ewc MVBMP2, ViewerBmp2, [macro=`JI(qchPath,"local\_conditions")']bitmaps.bmp} <u>Local Conditions</u> {ewc MVBMP2, ViewerBmp2, [macro=`JI(qchPath,"testing\_the\_soil")']bitmaps.bmp} <u>Testing the Soil</u> {ewc MVBMP2, ViewerBmp2, [macro=`JI(qchPath,"rough\_grading")']bitmaps.bmp} <u>Rough Grading</u>

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Tools and Materials roller turf edger fertilizer

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Step by Step: Laying Sod 1. Prepare the soil. If it is sticky wet, let it dry out.

2. Lay the first strip along a straight edge, such as a sidewalk. If your lawn shape is irregular, mark a line down the middle and lay sod along it.

3. Unroll the next strip tightly against the first, staggering the ends of each strip as if you were laying bricks. Place the edges tightly together, but don't overlap them.

4. Use a <u>turf edger</u> or a heavy knife to cut sod to fit around curved edges or trees.

5. After laying all the sod, roll it with a half-filled **roller** to firmly connect its roots with the soil.

6. Water until moisture has penetrated the top 6 to 8 inches of soil. (Dig a narrow hole to test.) Water heavily for one to two weeks, then keep the soil lightly damp for a few weeks more.

7. Keep heavy traffic off of the lawn for the first five to six weeks, while the roots become established.

Tip from the Pros On slopes, start at the bottom and lay sod across the grade. You may need to stake it in place. Related Topics {ewc MVBMP2, ViewerBmp2, [macro=`JI(qchPath,"clearing\_the\_area")']bitmaps.bmp} <u>Clearing the Area</u> {ewc MVBMP2, ViewerBmp2, [macro=`JI(qchPath,"local\_conditions")']bitmaps.bmp} <u>Local Conditions</u> {ewc MVBMP2, ViewerBmp2, [macro=`JI(qchPath,"testing\_the\_soil")']bitmaps.bmp} <u>Testing the Soil</u> {ewc MVBMP2, ViewerBmp2, [macro=`JI(qchPath,"rough\_grading")']bitmaps.bmp} <u>Rough Grading</u>
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Tip from the Pros Sow <u>cool-season grasses</u> in fall, at least six weeks before your first expected heavy frost. You can also sow them in spring, but an early heat wave may harm the seedlings. Tools and Materials metal rake shovel hose-end nozzle with a mist setting grass seed **mulch** of **sphagnum peat moss** or aged sawdust **spreader** (optional) **roller peat moss spreader**, also called a squirrel cage (optional)

#### {ewc MVBMP2, ViewerBmp2, bitmaps.shg}

Step by Step: Seeding a Lawn 1. If the soil is sticky wet, let it dry out.

2. Divide the seed into two equal lots.

3. Sow the first seed lot evenly across the lawn, either by hand or with a spreader.

4. Sow the second seed lot at right angles to the first.

5. Lightly rake the entire area to bury the seeds 1/8 to 1/4 inch deep.

6. With a shovel or <u>peat moss spreader</u>, evenly spread a 1/4-inch layer of damp sphagnum peat moss or aged sawdust over the area. This mulch helps keep the soil moist around the seeds.

7. Go over the area with a half-filled **roller** to settle the soil and mulch.

8. Keep the seedbed moist until the grass germinates -- about 1-3 weeks. Mist the lawn briefly several times a day, using a battery-powered timer if you're not home.

Related Topics {ewc MVBMP2, ViewerBmp2, [macro=`JI(qchPath,"clearing\_the\_area")']bitmaps.bmp} <u>Clearing the Area</u> {ewc MVBMP2, ViewerBmp2, [macro=`JI(qchPath,"local\_conditions")']bitmaps.bmp} <u>Local Conditions</u> {ewc MVBMP2, ViewerBmp2, [macro=`JI(qchPath,"testing\_the\_soil")']bitmaps.bmp} <u>Testing the Soil</u> {ewc MVBMP2, ViewerBmp2, [macro=`JI(qchPath,"rough\_grading")']bitmaps.bmp} <u>Rough Grading</u>

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Step by Step: Planting Sprigs

Prepare the soil and roll the area with a half-filled roller.
Plant sprigs. The fastest way is to scatter shredded stems over the area like seeds, then cover them lightly with soil. (Specify that you are using this method when ordering.)
Roll over sprigs with a half-filled roller.
Water at once. Then water daily until the sprigs start growing in about two to three weeks

weeks.

Tools <u>roller</u> Related Topics {ewc MVBMP2, ViewerBmp2, [macro=`JI(qchPath,"clearing\_the\_area")']bitmaps.bmp} <u>Clearing the Area</u> {ewc MVBMP2, ViewerBmp2, [macro=`JI(qchPath,"choosing\_a\_lawn\_grass")']bitmaps. bmp} <u>Choosing a Lawn Grass</u> {ewc MVBMP2, ViewerBmp2, [macro=`JI(qchPath,"rough\_grading")']bitmaps.bmp} <u>Rough Grading</u>

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Tools <u>roller</u> <u>steel plugger</u>, or <u>plug auger</u>

### {ewc MVBMP2, ViewerBmp2, bitmaps.shg}

Step by Step: Planting Plugs 1. Prepare the soil and roll the area with a half-filled <u>roller</u>.

2. Make planting holes with a shovel, <u>steel plugger</u>, or <u>plug auger</u>. Space the holes in a checkerboard pattern. Make them 6 inches apart for centipedegrass and zoysiagrass, 12 inches for St. Augustine grass and hybrid Bermudagrass.

3. If the seller of the plugs recommends it, place a small amount of plug-starter fertilizer in each hole.

4. Plant the plugs firmly. Make them level with the surrounding soil.

5. Roll the area with a half-filled roller.

6. Water immediately. Then water daily until the plugs begin to grow and spread, about 2-3 weeks.

Related Topics {ewc MVBMP2, ViewerBmp2, [macro=`JI(qchPath,"clearing\_the\_area")']bitmaps.bmp} <u>Clearing the Area</u> {ewc MVBMP2, ViewerBmp2, [macro=`JI(qchPath,"local\_conditions")']bitmaps.bmp} <u>Local Conditions</u> {ewc MVBMP2, ViewerBmp2, [macro=`JI(qchPath,"testing\_the\_soil")']bitmaps.bmp} <u>Testing the Soil</u> {ewc MVBMP2, ViewerBmp2, [macro=`JI(qchPath,"rough\_grading")']bitmaps.bmp} <u>Rough Grading</u>

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[macro=`JI(qchPath,"rebar\_bender\_cutter")']bitmaps.bmp} <u>Rebar</u> Bender/Cutter

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{ewc MVE View 2, [dith ps.b	; 8MP2, verBmp er]bitma mp}	{ewc MVBMP2, ViewerBmp2, bitmaps .bmp} Ins and Outs of Renting Tools {ewc MVBMP2, ViewerBmp2, bitmaps .bmp}	{ewc MVBM P2, Viewer Bmp2, [dither] bitmaps
{evMVBMP, VeerBmp, [thebmasbmp]	{ewc MVBM P2, Viewer Bmp2, [macro =`Jump ID(qch Path, "tools")' ]bitmap s.bmp}	Rental centers carry an array of specialty tools you can rent by the hour, half day, full day or week. Here you'll find expensive, industrial-strength tools that make projects easier and safer. Yet many do-it-yourselfers find rental centers much more intimidating than, say, the car rental counter at the airport. Here's a brief explanation of how they work: Rental yards require a cash or credit card deposit plus the rental fee for the tool. The clock starts ticking when you leave the rental center, so it pays to have a game plan for your work back home. Reserve the tool for the time you want it and order any accessories that you'll need. If you have problems using a rental tool, don't assume it's your fault. The tool could be broken. Try to get instructions from the rental yard over the phone before you take it back.	.shg} {ewc MVBMP 2, ViewerB mp2, [dither]bi tmaps.s hg} {ewc MVBMP 2, ViewerB mp2, [macro=` JumpID( qchPath, "tools")'] [dither]bi tmaps.b mp} {ewc MVBMP 2, ViewerB mp2, [dither]bi tmaps.sh
{e wc M V B M P2 , Vi		{ewc MVBMP2, ViewerBmp2, [macro=`PopupID(qchPath, "ins_and_outs_of_renting_tools_more")']bitmaps.bmp} {ewc MVBMP2, ViewerBmp2, [macro=`PopupID(qchPath, "ins_and_outs_of_renting_tools_safety")']bitmaps.bmp}	g} {ewc MVBMP 2, ViewerB mp2, [dither]bi tmaps.b mp}

ew er B mp2 [di th er] bit ap s. b

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### More

The tools at rental yards take a beating from constant use -- and misuse. If the tool you're offered looks too worn or broken, ask if they have another. Look for sharp cutting tips on saws and drills. Scout a rental center to see the selection of tools first. Don't be shy about asking questions -- the clerks have heard them all.

### Safety

Remember to include related safety gear like respirators, ear protectors and safety goggles.

Read the operating instructions before you work with any piece of equipment. Follow all safety precautions.

Beware of the potential for electric shock when using electric power tools. Make sure the power supply is adequate and that all equipment is grounded.

Focus on the task at hand. Do not allow yourself to be distracted. Get a sure footing and good grip on the tool or machine.

Make all adjustments before turning the power on.

Always wear safety goggles with cutting machines.

Never feed material faster than the machine can accept it.

Most blades take time to stop rotating after the power is shut off. Be sure to wait until all movement is stopped before moving the machine. {ewc MVBMP2, ViewerBmp 2, [dither]bitma ps.bmp}

## {ewc MVBMP2, ViewerBmp2, [dither]bitmaps.bmp}

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**MVBM** 

Viewer Bmp2,

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{ewc

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**MVBM** 

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[dither] bitmaps .shg}

{ewc MVBMP2, ViewerBmp2, bitmaps .bmp} Chain Saw

ViewerBmp 2, [dither]bitma ps.bmp}

MVBMP2,

{ewc

{ewc MVBMP2, ViewerBmp2, bitmaps .bmp}

{e wc	{ewc MVBM	A precision cutting tool? Hardly. When you	{ewc MVBMP2, ViewerBmp2, fotos.bmp}	{ewc MVBMP 2
MVB MP2, VieerBm2, [dther] bth aps.bmp}	P2, Viewer Bmp2, [macro =`Jum pID(qc hPath, "tools") ']bitma ps.bm p}	heed to cut through heavy brush and clear trees, however, chain saws have no equal. The motor, either gas or electric, drives a chain studded with cutting teeth around a fixed bar. Use a gasoline- powered chain saw for cutting trees or large branches, and for any job far from electricity. Typically, it comes in 14- inch, 20-inch and 28- inch bar lengths. Electric-powered chain saws are generally smaller	and less powerful, but are perfect for cutting timbers and posts. Look for broken or dull teeth. You shouldn't have to sharpen the chain if you only use it a few hours. Make sure you fully understand how to operate the tool safely. The yard will tell you what kind of gas and oil to have on hand for a gas model. You'll need ear and eye protection.	<pre>2, ViewerB mp2, [dither]bi tmaps.s hg} {ewc MVBMP 2, ViewerB mp2, [macro=` JumpID( qchPath, "tools")'] [dither]bi tmaps.bm p} {ewc MVBMP 2, ViewerB mp2, [dither]bi tmaps.sh ø}</pre>
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{ewo MVE Viev 2, [dith aps.	c 3MP2, verBmp ier]bitm bmp}	{ewc MVBMP2, ViewerBmp2, bitmaps .bmp} <b>Pole Pruner and Saw</b> {ewc MVBMP2, ViewerBmp2, bitmaps .bmp}		mp} {ewc MVBMP 2, ViewerB mp2, [dither]bi tmaps.s
{e wc M V B M P2,Vi e er B m p2,[di h er]t m ap s. b	{ewc MVBM P2, Viewer Bmp2, [macro =`Jum pID(qc hPath, "tools") ']bitma ps.bm p}	Why climb to prune when you can reach high branches with a pole pruner? The extension handle reaches from 12 to 18 feet on common models. Clip branches up to about 1 1/2 inches in diameter with the pruner. Grab the branch with the pruning hook and pull on the rope to cut. For larger branches, use the small, detachable saw.	{ewc MVBMP2, ViewerBmp2, fotos.bmp}	hg} {ewc MVBMP 2, ViewerB mp2, [dither]bit maps.sh g} {ewc MVBMP 2, ViewerB mp2, [macro=`J umpID(qc hPath, "tools")'] [dither]bit maps.bmp } {ewc MVBMP 2, ViewerB mp2, [dither]bit maps.bmp } {ewc MVBMP 2, [dither]bit maps.bmp } {ewc MVBMP 2, [dither]bit maps.bmp } {ewc hPath, "tools")'] [dither]bit maps.bmp } {ewc hPath, "tools")'] [dither]bit maps.bmp } {ewc hPath, "tools")'] [dither]bit maps.bmp } {ewc hPath, "tools")'] [dither]bit maps.bmp } {ewc hPath, "tools")'] [dither]bit maps.bmp } {ewc hPath, [dither]bit maps.bmp } {ewc hPath, [dither]bit maps.bmp } {ewc hPath, [dither]bit maps.bmp } {ewc hPath, [dither]bit maps.bmp } {ewc hPath, [dither]bit maps.bmp } {ewc hPath, [dither]bit maps.bmp } {ewc hPath, [dither]bit maps.bmp } {ewc hPath, [dither]bit maps.bmp } {ewc hPath, [dither]bit mp2, [dither]bit ] [dither]bit [dither]bit ] [dither]bit ] [dither]bit ] [dither]bit ] [dither]bit
m p} {e wc M V B		{ewc MVBMP2, ViewerBmp2, [macro= "pole_pruner_protip")']bitmaps.bmp}	`PopupID(qchPath,	maps.shg } {ewc MVBMP 2, ViewerB mp2,

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Tips from the Pros Detach the saw and prune as much as you can without it. It's easier to maneuver the pruner this way.

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# Chipper/Shredder

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{e wc M B P P , Vi er B m p 2 , [di th er] b m p S b m p}	{ewc MVBM P2, Viewer Bmp2, [macro =`Jum pID(qc hPath, "tools") ']bitma ps.bm p}	Here's a great way to recycle your yard debris. A shredder will make mulch out of leaves and small branches. Larger gasoline-powered chippers turn branches into coarse chips, suitable for casual paths or weed control. You feed the branches into the bin. There they get chewed up by the blades at the bottom and are then spewed out through the blower. Beware. Don't underestimate the power of the blades pulling the branches through. Wear goggles and ear protection at all times.	{ewc MVBMP2, ViewerBmp2, fotos.bmp}
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{ewc MVBM P2, Viewer Bmp2, [dither] bitmaps .bmp} {ewc MVBM P2, Viewer Bmp2, [dither] bitmaps .shg} {ewc MVBMP 2, ViewerB mp2, [dither]bi tmaps.s hg} {ewc **ŇVBMP** 2, ViewerB mp2, [macro=` JumpID( qchPath, "tools")'] [dither]bi tmaps.bm **p**} {ewc **MVBMP** 2, ViewerB mp2,[dither]bi tmaps.sh **g**} {ewc **MVBMP** 2, ViewerB mp2,

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Stump Grinder {ewc MVBMP2, ViewerBmp2, bitmaps .bmp}

{e wM VB MP, Veer Bm2, [dihe] thebit mps. bm}	{ewc MVBM P2, Viewer Bmp2, [macro =`Jum pID(qc hPath, "tools") ']bitma ps.bm p}	A gas-powered stump grinder makes short work of unsightly tree stumps. The engine powers a cutting wheel located at the end of a mechanical arm. You lower the wheel over a stump (cut to a few inches above grade) and the wheel chops and spits out bark chips. It's a brute of a machine because it's heavy, noisy and makes a mess. Ask the staff at the rental center to show you how to operate the beast. You'll need a trailer hitch to tow it home. If you don't have a hitch, you may be able to rent that, too.	<pre>{ewc MVBMP2, ViewerBmp2, fotos.bmp}</pre>	{ewc MVBI 2, Viewe mp2, [dithe maps g} {ewc MVB] 2, Viewe mp2, [macru umpII hPath, "tools [dithe] aps. } {ewc MVB] 2, Viewe mp2, [dithe maps.] } {ewc MVB] 2, Viewe mp2, [dithe maps.] } {ewc MVB] 2, Viewe mp2, [dithe maps ] { } {ewc MVB] 2, Viewe mp2, [dithe maps ] { } {ewc MVB] 2, Viewe mp2, [dithe maps ] { } {ewc MVB] 2, Viewe mp2, [dithe maps ] { } {ewc MVB] 2, Viewe mp2, [dithe maps ] { } {ewc MVB] 2, Viewe [dithe maps ] { } { } { } { } { } { } { } { } { } {
{e wc M V B		{ewc MVBMP2, ViewerBmp2, [r "stump_grinder_safety")']bitmaps	nacro= PopupID(qcnPath, .bmp}	{ewc MVBN 2, Viewe mp2,

{ewc MVBMP2, ViewerBmp2, [dither]bitmaps.bmp}

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## Safety Don't leave the rental store without safety glasses, a hard hat and ear protection.
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{ewc

Come-Along {ewc MVBMP2, ViewerBmp2, bitmaps .bmp}

{e wc MB P , Vi er B mp , [dt er] bit m p S b m P ,	{ewc MVBM P2, Viewer Bmp2, [macro =`Jum pID(qc hPath, "tools") ']bitma ps.bm p}	This is a ratchet and pulley mechanism that can make some of the most grueling grunt work a piece of cake. Fix the come-along to something you know won't budge, like a tree trunk or heavy-duty bumper hitch. Then connect the thing you've got to move to the other end with ropes or chains and start cranking. Be sure that your connections are secure and sufficient to withstand the forces you're going to generate.	{ewc MVBMP2, ViewerBmp2, fotos.bmp}	
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{ewc MVBM P2, Viewer Bmp2, [dither] bitmaps .bmp} {ewc MVBM P2, Viewer Bmp2, [dither] bitmaps .shg} {ewc MVBMP 2, ViewerB mp2, [dither]bi tmaps.s hg} {ewc **MVBMP** 2, ViewerB mp2, macro=` JumpID( qchPath, 'tools")'] ditherÍbi tmaps.bm **p**} {ewc **MVBMP** 2, ViewerB mp2, [dither]bi tmaps.sh **g**} ewc **NVBMP** /iewerB np2,

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{e wc M V B M P2 , Vi er B m 2	{ewc MVBM P2, Viewer Bmp2, [macro =`Jum pID(qc hPath, "tools") ']bitma ps.bm p}	This tool can do the work of a carload of adolescents and doesn't need loud music to work by. It's great for laying drainage pipe or utility services. The machine works like an oversized chain saw. The chain digs into the ground while the auger turns and shunts the loosened dirt off to the side. One pass will dig a 4- inch-wide by 2-foot-deep trench.	{ewc MVBMP2, ViewerBmp2, fotos.bmp}	{ewc MVBMP 2, ViewerB mp2, [dither]bi maps.sh g} {ewc MVBMP 2, ViewerB mp2, [macro=`, umpID(qu hPath,
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# Soil Compacting Tools

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{ewc MVBMP2, ViewerBmp 2, [dither]bitm aps.bmp}		{ewc MVBMP2, ViewerBmp2, bitmaps .bmp} Soil Compacting - Vibratory Rammer {ewc MVBMP2, ViewerBmp2, bitmaps .bmp}		
{e wc	{ewc MVBM	Use this to compact fill soil in trenches and before masonry work.	{ewc MVBMP2, ViewerBmp2, fotos.bmp}	hg} {ewc MVBMP
M V B M P2 , Vi	P2, Viewer Bmp2, [macro =`Jum pID(qc hPath,	Powered by a gasoline engine, it literally jumps along, so you only have to guide it as it goes. Its small rectangular shoe makes it ideal for tight places like trenches. It's too heavy for one person to lift alone, so be sure to have a wheelbarrow handy to move it to the work.		2, ViewerB mp2, [dither]bit maps.sh g} {ewc MVBMP
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{ewc MVBMP2, ViewerBmp 2, [dither]bitm aps.bmp}		{ewc MVBMP2, ViewerBmp2, bitmaps .bmp} <u>Soil Compacting</u> - Vibr {ewc MVBMP2, ViewerBmp2, bitmaps .bmp}	{ewc MVBMP 2, ViewerB mp2, [dither]bi tmaps.s	
{e wM V B M P , V e e B m p , [dth e b m a s. b m p } {e	{ewc MVBM P2, Viewer Bmp2, [macro =`Jum pID(qc hPath, "tools") ']bitma ps.bm p}	A gas-powered soil compaction tool with a steel plate that you guide as you would a lawn mower. Use it to tamp down soil or gravel. To vibrate dry sand or mortar between bricks, be sure to rent one with a plywood or rubber liner below the steel plate. Otherwise, the plate will chip the brick edges.	<pre>{ewc MVBMP2, ViewerBmp2, fotos.bmp}</pre>	hg} {ewc MVBMP 2, ViewerB mp2, [dither]bit maps.sh g} {ewc MVBMP 2, ViewerB mp2, [macro=`J umpID(qc hPath, "soil_com pacting_t ools")'] [dither]bit maps.bmp } {ewc MVBMP 2, ViewerB mp2, [dither]bit maps.shg } {ewc
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{ewc MVBMP2, ViewerBmp 2, [dither]bitma ps.bmp}		{ewc MVBMP2, ViewerBmp2, bitmaps .bmp} Soil Compacting - Vibratory Roller (ewc MVBMP2, ViewerBmp2, bitmaps bmp)			
{e cc MBA2, Ve er B m2, [he]tm as m}	{ewc MVBM P2, Viewer Bmp2, [macro =`Jump ID(qch Path, "tools")' ]bitmap s.bmp}	This gas-powered compactor for large areas has tandem vibrating rollers. Some models are ride-on with a steering wheel; others, you push and steer with brute force.	<pre>9/ {ewc MVBMP2 , ViewerB mp2, [dither]bit maps.sh g} {ewc MVBMP2 , ViewerB mp2, [macro=`J umpID(qc hPath, "soil_com pacting_to ols")'] [dither]bit maps.bmp } {ewc MVBMP 2, ViewerB mp2, [dither]bit maps.bmp } {ewc MVBMP 2, ViewerB mp2, [dither]bit maps.bmp } {ewc MVBMP 2, ViewerB mp2, [dither]bit maps.sh g} {ewc MVBMP2 } ViewerB mp2, [dither]bit maps.sh g} {viewerB mp2, [macro=`J umpID(qc hPath, "soil_com pacting_to ols")'] [dither]bit maps.bmp } {ewc NVBMP2 [dither]bit maps.sh g} {viewerB mp2, [dither]bit maps.sh g} {viewerB mp2, [dither]bit maps.sh g} {viewerB mp2, [dither]bit maps.sh g} {viewerB mp2, [dither]bit maps.bmp } {ewc NVBMP2 [dither]bit maps.bmp } {ewc NVBMP2 [dither]bit maps.bmp ] {ewc NVBMP2 [dither]bit maps.bmp ] {ewc NVBMP2 ] [dither]bit maps.bmp ] {ewc NVBMP2 ] [dither]bit maps.bmp ] {viewerB mp2, [dither]bit maps.bmp ] {viewerB mp2, [dither]bit maps.bmp ] {viewerB mp2, [dither]bit maps.bmp] } {viewerB mp2, [dither]bit map2, [dither]bit ] ] [dither]bit ] ] ] ] ]</pre>		
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## Post Hole Auger

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Tips from the Pros Rent two auger sizes so that you can start the hole with the smaller size, and enlarge it to the diameter you need with the larger size.

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Rotary Tiller {ewc MVBMP2, ViewerBmp2, bitmaps .bmp}

{evcMBA2, VereBm2, [dthe]ther]ther]ther]ther]ther]ther]ther]t	{ewc MVBM P2, Viewer Bmp2, [macro =`Jum pID(qc hPath, "tools") ']bitma ps.bm p}	To till soil for your new plantings, it makes sense to rent, rather than own, a rotary tiller. That means you won't have to store or maintain it the rest of the year. A tiller is also the perfect tool to rent with a neighbor because the time spent tilling the soil is often less than the time it takes to pick up and return the machine. Light-duty 3- to 5- horsepower models, like the one shown here, pack enough muscle to turn over your vegetable garden in spring.The larger 10-hp version is good for major landscape projects like putting in a new lawn.	{ewc MVBMP2, ViewerBmp2, fotos.bmp}	.shg} {ewc MVBMP 2, ViewerB mp2, [dither]bi tmaps.s hg} {ewc MVBMP 2, ViewerB mp2, [macro=` JumpID( qchPath, "tools")'] [dither]bi tmaps.bm p} {ewc MVBMP 2, ViewerB mp2, [dither]bi tmaps.sh
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Tips From the Pros Choose a tiller that lets you walk to one side so your footsteps won't compact the soil.

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{ewc MVE View 2, [dith ps.b	; 3MP2, /erBmp er]bitma mp}	{ewc MVBMP2, ViewerBmp2, bitmaps .bmp} Peat Moss Spreader {ewc MVBMP2, ViewerBmp2, bitmaps .bmp}	{ewc MVBM P2, Viewer Bmp2, [dither]b itmaps. shg}
{e wM VB P , Vi e e B m2, [he bi m p b m] }	{ewc MVBM P2, Viewer Bmp2, [macro =`Jump ID(qch Path, "tools")' ]bitmap s.bmp}	A wire mesh roller that evenly dispenses a thin layer of peat moss.	<pre>{ewc MVBMP 2, ViewerB mp2, [dither]bi tmaps.sh g} {ewc MVBMP 2, ViewerB mp2, [macro=` JumpID( qchPath, "tools")'] [dither]bi tmaps.b mp} {ewc MVBMP 2, ViewerB mp2, [dither]bi tmaps.b mp} {ewc MVBMP 2, ViewerB mp2, [dither]bi tmaps.b mp} {ewc MVBMP 2, [dither]bi tmaps.b mp} {ewc MVBMP 2, [dither]bi tmaps.b mp} {ewc MVBMP 2, [dither]bi tmaps.b mp} {ewc MVBMP 2, [dither]bi tmaps.b mp} {ewc MVBMP 2, [dither]bi tmaps.b mp} {ewc MVBMP 2, [dither]bi tmaps.b mp} {ewc MVBMP 2, [dither]bi tmaps.b mp} {ewc MVBMP 2, [dither]bi tmaps.b mp} {ewc MVBMP 2, [dither]bi tmaps.b mp} {ewc MVBMP 2, [dither]bi tmaps.b mp} {ewc MVBMP 2, [dither]bi tmaps.b mp} {ewc MVBMP 2, [dither]bi tmaps.b mp} {ewc MVBMP 2, [dither]bi tmaps.b mp} {ewc MVBMP 2, [dither]bi tmaps.b mp} {ewc MVBMP 2, [dither]bi tmaps.b mp] {ewc MVBMP 2, [dither]bi tmaps.b mp2, [dither]bi tmaps.b mp2, [dither]bi tmaps.b mp2, [dither]bi tmaps.b mp2, [dither]bi tmaps.b mp2, [dither]bi tmaps.b mp2, [dither]bi tmaps.b mp2, [dither]bi tmaps.b mp2, [dither]bi tmaps.b mp2, [dither]bi tmaps.b mp2, [dither]bi tmaps.b mp2, [dither]bi tmaps.b mp2, [dither]bi tmaps.sh g}</pre>
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{e       {ewc       A gas-powered tool that removes lawn in 12- to 18-inch strips. Cutting depth is adjustable for different grasses.       {ewc MVBMP2, ViewerBmp2, fotos.bmp}       hg} {ewc MVBMP2, ViewerBmp2, mp2, [dither]bi maps.sh g}         M       P2.       ''       ''       ''         V       Viewer adjustable for different grasses.       ''       ''       ''         M       [macro p1D(qc       ''       ''       ''         V       hPath, ew       ''       ''       ''         ew       ''       ''       ''       ''         fdi       h       ''       ''       ''         ew       ''       ''       ''       ''         fdi       ''       ''       ''       ''         ew       ''       ''       ''       ''         fdi       ''       ''       ''       ''         gl       ''       ''       ''       ''         fdi       ''       ''       ''       ''         fdi	{ewo MVE Viev 2, [dith aps.	{ewc MVBMP2, {ewc MVBMP2, ViewerBmp2, bitmaps .bmp} 2, Lawn Tools - Sod Cutter [dither]bitm aps.bmp} .bmp}		mp} {ewc MVBMP 2, ViewerB mp2, [dither]bi	
v viewerB	{e wc M V B M P2,Vi w er B m p2,[di h er]th er]th a s. b m p} {e wc M V	{ewc MVBM P2, Viewer Bmp2, [macro =`Jum pID(qc hPath, "tools") ']bitma ps.bm p}	A gas-powered tool that removes lawn in 12- to 18-inch strips. Cutting depth is adjustable for different grasses.	{ewc MVBMP2, ViewerBmp2, fotos.bmp}	hg} {ewc MVBMP 2, ViewerB mp2, [dither]bit maps.sh g} {ewc MVBMP 2, ViewerB mp2, [macro=`J umpID(qc hPath, "lawn_too ls")'] [dither]bit maps.bmp } {ewc MVBMP 2, ViewerB mp2, [dither]bit maps.shmp } {ewc MVBMP 2, ViewerB mp2, [dither]bit maps.shmp } {ewc MVBMP 2, ViewerB mp2, [dither]bit maps.shmp } {ewc MVBMP 2, ViewerB mp2, [dither]bit maps.shmp } {ewc MVBMP 2, ViewerB mp2, [dither]bit maps.shmp } {ewc MVBMP 2, ViewerB mp2, [dither]bit maps.shmp } {ewc MVBMP 2, ViewerB mp2, [dither]bit maps.shmp } {ewc MVBMP 2, ViewerB mp2, [dither]bit maps.shmp } {ewc MVBMP 2, ViewerB mp2, [dither]bit maps.shmp } {ewc MVBMP 2, ViewerB mp2, [dither]bit maps.shmp } {ewc MVBMP 2, ViewerB mp2, [dither]bit maps.shmp } {ewc MVBMP 2, ViewerB mp2, [dither]bit maps.shmp } {ewc MVBMP 2, ViewerB mp2, [dither]bit maps.shmp } {ewc MVBMP 2, ViewerB mp2, [dither]bit maps.shmp } {ewc MVBMP 2, ViewerB mp2, [dither]bit maps.shmp } {ewc MVBMP 2, ViewerB MP 2, ViewerB MP 2, ViewerB MP 2, ViewerB MP 2, ViewerB MP 2, ViewerB MP 2, ViewerB MP 2, ViewerB MP 2, ViewerB MP 2, ViewerB MP 2, ViewerB MP 2, ViewerB ViewerB ViewerB ViewerB ViewerB ViewerB ViewerB Vie

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<pre>{e {ewc wc MVBM M P2, V Viewer B Bmp2, M [macro P2 =`Jum , pID(qc Vi hPath, ew "tools") er ']bitma B ps.bm m p} p2 , [di th er] bit m ap s. b m p} {e wc M V</pre>	When you're ready to grade loose soil to the finished surface for a lawn or large flower bed, a 3-foot landscape rake makes the job easy. Use the flat back side to move soil and the 3-inch teeth to sift rocks, twigs and clods. A landscape rake helps you work faster and create flatter beds than the smaller garden rake, <i>top</i> .	{ewc MVBMP2, ViewerBmp2, fotos.bmp}	hg} {ewc MVBMP 2, ViewerB mp2, [dither]bit maps.sh g} {ewc MVBMP 2, ViewerB mp2, [macro=`J umpID(qc hPath, "lawn_too Is")'] [dither]bit maps.bmp } {ewc MVBMP 2, ViewerB mp2, [dither]bit maps.shg } {ewc MVBMP 2, ViewerB mp2, [dither]bit maps.shg } {ewc MVBMP 2, ViewerB

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{ewc MVBMP2, ViewerBmp 2, [dither]bitm aps.bmp}	{ewc MVBMP2, ViewerBmp2, bitmaps .bmp} Masonry Tools - Masc {ewc MVBMP2, ViewerBmp2, bitmaps .bmp}	onry Saw	mp} {ewc MVBMP 2, ViewerB mp2, [dither]bi tmaps.s
<pre>{e {ewc wc MVBM M P2, V Viewer B Bmp2, M [macro P2 =`Jum , pID(qc Vi hPath, ew "tools") er ']bitma B ps.bm m p} p2 , [di th er] bit m ap s. b m m p} {e wc M V B</pre>	To cut concrete pavers or bricks, consider renting one of these tub-mounted circular saws. Water from the tub is pumped continuously over the diamond blade to cool it and carry away the grit. To cut just a few bricks, use a brick set and hand sledge or buy an abrasive masonry blade (about \$4.00) for a circular saw.	<pre>{ewc MVBMP2, ViewerBmp2, fotos.bmp}</pre>	fig} {ewc MVBMP 2, ViewerB mp2, [dither]bit maps.sh g} {ewc MVBMP 2, ViewerB mp2, [macro=`J umpID(qc hPath, "masonry tools")'] [dither]bit maps.bmp } {ewc MVBMP 2, ViewerB mp2, [dither]bit maps.shg } {ewc MVBMP 2, ViewerB mp2, [dither]bit maps.shg } {ewc MVBMP 2, ViewerB mp2, [dither]bit maps.shg } {ewc MVBMP 2, ViewerB mp2, [dither]bit maps.shg }

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{ewc MVBMP2, ViewerBmp 2, [dither]bitm aps.bmp}	{ewc MVBMP2, ViewerBmp2, bitmaps .bmp} <u>Masonry Tools</u> - Finishing Tool {ewc MVBMP2, ViewerBmp2, bitmaps .bmp}	S	mp} {ewc MVBMP 2, ViewerB mp2, [dither]bi tmaps.s
	You'll need an assortment of these tools to create a clean, finished look in your concrete work. While the concrete is freshly poured, use the wood float to smooth high spots and fill in little craters. After the sheen has disappeared, use a concrete trowel to make surface smooth and slick. The jointer is used to create crack control joints in the surface of the concrete. The inside and outside corner tools help you finish corners after the concrete is well set.	{ewc MVBMP2, ViewerBmp2, illustns.bmp}	ng} {ewc MVBMP 2, ViewerB mp2, [dither]bit maps.sh g} {ewc MVBMP 2, ViewerB mp2, [macro=`J umpID(qc hPath, "masonry tools")'] [dither]bit maps.bmp } {ewc MVBMP 2, ViewerB mp2, [dither]bit maps.shg } {ewc MVBMP 2, ViewerB mp2, [dither]bit maps.shg } {ewc MVBMP 2, ViewerB mp2, [dither]bit maps.shg } {ewc MVBMP 2, ViewerB mp2, [dither]bit maps.shg }

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{ewc {ewc MVBMP2, ViewerBmp2, [dither]bitmaps.bmp} {ewc MVBMP2. **MVBMP** ViewerBmp 2, 2. ViewerB [dither]bitm mp2. aps.bmp} [dither]bi tmaps.b mp} {ewc {ewc MVBMP2, {ewc MVBMP2, ViewerBmp2, bitmaps **MVBMP** .bmp} ViewerBmp 2, Masonry Tools - Guillotine Brick Cutter 2 ViewerB [dither]bitm {ewc MVBMP2, ViewerBmp2, bitmaps .bmp} mp2,aps.bmp} [dither]bi tmaps.s hg} This tool quickly cuts {ewc MVBMP2. {ewc {ewc {e bricks and cast concrete ViewerBmp2, fotos.bmp} **MVBMP MVBM** WC 2, ViewerB pavers. It's not as precise as a Μ P2, tile saw, but it gets the job V Viewer done. First, you mark the brick mp2, В Bmp2, where you want the cut. Then [dither]bit place the brick on the maps.sh Μ [macro platform, below the chisel-like g} P2 =`Jum blade, and push the lever down {ewc pID(qc pressing the blades to the **MVBMP** Vi hPath, brick. This cutter is designed 2. ew "tools") ViewerB for square cuts and will not ']bitma er easily accommodate bevel mp2, cuts. It can shave as little as [macro=`J В ps.bm 1/4 inch off a brick umpID(qc p} m hPath. p2 "masonry tools")'] [di [dither]bit th maps.bmp } er] {ewc bit **MVBMP** m 2, ap ViewerB S. mp2, b [dither]bit m maps.shg p} {ewc {e **MVBMP** wc Μ 2. V ViewerB В mp2,

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{ewc MVE View 2, [dith aps.	; MP2, verBmp er]bitm bmp}	{ewc MVBMP2, ViewerBmp2,	[dither]bitmaps.bmp}	{ewc MVBMP 2, ViewerB mp2, [dither]bi tmaps.b
{ewc MVE View 2, [dith aps.	SMP2, verBmp er]bitm bmp}	{ewc MVBMP2, ViewerBmp2, bitmaps .bmp} Masonry Tools - Brick {ewc MVBMP2, ViewerBmp2, bitmaps .bmp}	Tongs	mp} {ewc MVBMP 2, ViewerB mp2, [dither]bi tmaps.s
{e wM V B M P,V e e r B m p,[dth er]th m p s.b m p}{e	{ewc MVBM P2, Viewer Bmp2, [macro =`Jum pID(qc hPath, "tools") ']bitma ps.bm p}	Think of these as an oversized pair of tweezers. Use them to pick up and carry a stack of bricks with one hand. Now your other hand is free to hold onto a ladder, carry other tools or another pair of tongs with bricks. Tongs can help you save trips and extra handling as you move bricks about your yard. Keep your bricks neatly stacked to save time. For smaller jobs, use a wheelbarrow, hand truck or buckets.	{ewc MVBMP2, ViewerBmp2, fotos.bmp}	hg} {ewc MVBMP 2, ViewerB mp2, [dither]bit maps.sh g} {ewc MVBMP 2, ViewerB mp2, [macro=`J umpID(qc hPath, "masonry tools")'] [dither]bit maps.bmp } {ewc MVBMP 2, ViewerB mp2, [dither]bit maps.shg } {ewc
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{ewc MVE View 2, [dith aps.	c 3MP2, /erBmp er]bitm bmp}	{ewc MVBMP2, ViewerBr	np2, [dither]bitmaps.bmp}	{ewc MVBMP 2, ViewerB mp2, [dither]bi tmaps.b
{ewc MVE View 2, [dith aps.	2 3MP2, verBmp er]bitm bmp}	{ewc MVBMP2, ViewerBmp2, bitmaps .bmp} Masonry Tools - Re {ewc MVBMP2, ViewerBmp2, bitmaps .bmp}	ebar Bender/Cutter	filp} {ewc MVBMP 2, ViewerB mp2, [dither]bi tmaps.s
{e wc M V B M P2,Vier B m p2,[dth er]th er]th a s. b m p} {e wc M V B	{ewc MVBM P2, Viewer Bmp2, [macro =`Jum pID(qc hPath, "tools") ']bitma ps.bm p}	The 5-foot handle on this cutter makes quick work of cutting through rebar. It also has a built- in bender. With the handle up, lay the rebar between three heavy-duty pins on the bender's head, then push down the handle to bend the rebar. You can bend to any angle up to 90 degrees.	{ewc MVBMP2, ViewerBmp2, fotos.bmp}	hg} {ewc MVBMP 2, ViewerB mp2, [dither]bit maps.sh g} {ewc MVBMP 2, ViewerB mp2, [macro=`J umpID(qc hPath, "masonry tools")'] [dither]bit maps.bmp } {ewc MVBMP 2, ViewerB mp2, [dither]bit maps.shg } {ewc MVBMP 2, ViewerB mp2, [dither]bit maps.shg } {ewc MVBMP 2, ViewerB mp2, [dither]bit maps.shg } {ewc

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{ewc MVE View 2, [dith ps.b	; 3MP2, verBmp er]bitma mp}	{ewc MVBMP2, ViewerBmp2	2, [dither]bitmaps.bmp}	{ewc MVBM P2, Viewer Bmp2, [dither] bitmaps
{ewo MVE View 2, [dith ps.b	3MP2, verBmp er]bitma mp}	{ewc MVBMP2, ViewerBmp2, bitmaps .bmp} <b>Materials</b> {ewc MVBMP2, ViewerBmp2, bitmaps .bmp}		{ewc MVBM P2, Viewer Bmp2, [dither] bitmaps
{e wM VM P2 , Vie B m2, [dihe]bi m p b m3 }	{ewc MVBM P2, Viewer Bmp2, bitmap sd.bm p}	<pre>{ewc MVBMP2, ViewerBmp2, [macro=`JI(qchPath,"lumber")'] bitmaps.bmp} Lumber {ewc MVBMP2, ViewerBmp2, [macro=`PI(qchPath,"lumbersu bs")']bitmaps.bmp} {ewc MVBMP2, ViewerBmp2, [macro=`JI(qchPath,"concrete" }']bitmaps.bmp} <u>Concrete</u> {ewc MVBMP2, ViewerBmp2, [macro=`PI(qchPath,"concrete subs")']bitmaps.bmp} {ewc MVBMP2, ViewerBmp2, [macro=`JI(qchPath,"concrete_ blocks")']bitmaps.bmp} <u>Concrete Block</u> {ewc MVBMP2, ViewerBmp2, [macro=`PI(qchPath,"concrete blocksubs")']bitmaps.bmp} {ewc MVBMP2, ViewerBmp2, [macro=`PI(qchPath,"concrete blocksubs")']bitmaps.bmp} {ewc MVBMP2, ViewerBmp2, [macro=`JI(qchPath,"brick")']b itmaps.bmp} <u>Brick</u> {ewc MVBMP2, ViewerBmp2, [macro=`PI(qchPath,"bricksub s")']bitmaps.bmp} {ewc MVBMP2, ViewerBmp2, [macro=`JI(qchPath,"bricksub s")']bitmaps.bmp} {ewc MVBMP2, ViewerBmp2, [macro=`PI(qchPath,"stone")']b itmaps.bmp} <u>Stone</u> {ewc MVBMP2, ViewerBmp2, [macro=`PI(qchPath,"stonesub s")']bitmaps.bmp} {ewc MVBMP2, ViewerBmp2, [macro=`PI(qchPath,"stonesub s")']bitmaps.bmp}</pre>	For outdoor construction, the stuff your dreams are made of must withstand freezing temperatures, rain and snow and the rays of the sun. This chapter will help guide you to high-quality materials that are suited to your budget and taste and can stand the test of time. {ewc MVBMP2, ViewerBmp2, fotos.bmp}	.sng} {ewc MVBMP 2, ViewerB mp2, [dither]bi tmaps.s hg} {ewc MVBMP 2, ViewerB mp2, [dither]bi tmaps.b mp} {ewc MVBMP 2, ViewerB mp2, [dither]bi tmaps.s hg}

[macro=`JI(qchPath,"gravel")'] bitmaps.bmp} <u>Gravel</u> {ewc MVBMP2, ViewerBmp2, [macro=`PI(qchPath,"gravelsu bs")']bitmaps.bmp} {ewc MVBMP2, ViewerBmp2, [macro=`JI(qchPath,"sand")']bi tmaps.bmp} <u>Sand</u> {ewc MVBMP2, ViewerBmp2, [macro=`JI(qchPath,"mortar")'] bitmaps.bmp} <u>Mortar</u> {ewc MVBMP2, ViewerBmp2, [macro=`JI(qchPath,"drainage _pipe")']bitmaps.bmp} <u>Drainage Pipe</u> {ewc MVBMP2, ViewerBmp2, [macro=`JI(qchPath,"drainage _pipe")']bitmaps.bmp} <u>Drainage Pipe</u> {ewc MVBMP2, ViewerBmp2, [macro=`JI(qchPath,"mulch")'] bitmaps.bmp} <u>Mulch</u> {ewc MVBMP2, ViewerBmp2, [macro=`JI(qchPath,"topsoil")' ]bitmaps.bmp} <u>Topsoil</u> {ewc MVBMP2, ViewerBmp2, [macro=`JI(qchPath,"soil_ame ndments")']bitmaps.bmp} <u>Soil</u> <u>Amendments</u> {ewc MVBMP2, ViewerBmp2, [macro=`JI(qchPath,"delivery_ checklist")']bitmaps.bmp}
<u>Delivery Checklist</u>

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{ewc MVBMP2, ViewerBmp2,

[macro=`JI(qchPath,"designing with wood")']bitmaps.bmp} Designing

with Natural Wood {ewc MVBMP2, ViewerBmp2, [macro=`JI(qchPath,"lumber\_grades")']bitmaps.bmp} Lumber Grades {ewc MVBMP2, ViewerBmp2, [wc MVBMP2, ViewerBmp2,

[macro=`JI(qchPath,"wood decay")']bitmaps.bmp} Decay-Resistant Lumber

{ewc MVBMP2, ViewerBmp2,

[macro=`JI(qchPath,"how to order lumber")']bitmaps.bmp} How to Order Lumber

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{ewc MVBMP2, ViewerBmp2,

[macro=`JI(qchPath,"designing\_with\_concrete")']bitmaps.bmp}

Designing with Concrete

{ewc MVBMP2, ViewerBmp2, [macro=`JI(qchPath,"delivered\_wet\_mixes")']bitmaps.bmp} <u>Delivered</u> Wet Mix

{ewc MVBMP2, ViewerBmp2,

[macro=`JI(qchPath,"site\_mixed\_concrete\_from\_bulk\_materials")']bitm aps.bmp} <u>Site-Mixed Bulk Material</u>

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Ready-Mix in Bags {ewc MVBMP2, ViewerBmp2,

[macro=`JI(qchPath,"concrete estimator")']bitmaps.bmp} Concrete **Estimator** 

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[macro=`JI(qchPath,"reinforcing concrete")']bitmaps.bmp} Concrete Reinforcement

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[macro=`JI(qchPath,"interlocking\_block")']bitmaps.bmp} Interlocking\_ <u>Block</u>

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[macro=`JI(qchPath,"decorative block")']bitmaps.bmp} Decorative <u>Block</u>

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[macro=`JI(qchPath,"field stone")']bitmaps.bmp} Uncut Stone {ewc MVBMP2, ViewerBmp2,

[macro=`JI(qchPath,"cut\_stone")']bitmaps.bmp} <u>Cut Stone</u> {ewc MVBMP2, ViewerBmp2, [macro=`JI(qchPath,"flagstone")']bitmaps.bmp} <u>Flagstone</u>

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[macro=`JI(qchPath,"stone\_tiles")']bitmaps.bmp} <u>Tile</u> {ewc MVBMP2, ViewerBmp2,

[macro=`FocusWindow("main")']bitmaps.bmp}

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#### Lumber

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{e wM VB M P, Vie wB m2, [die r]bi m ap s.b mp }	{ewc MVBM P2, Viewer Bmp2, [macro =`Jum pID(qc hPath, "how_t o_buy _mater ials")']b itmaps. bmp}	Choosing good lumber is a bit like buying meat. Just as beef is sold as steak or hamburger, lumber pieces are graded by quality and cut into different sizes. And just as you need to know what kind of meat to get for a recipe, when you go to the lumberyard you'll need to know what kind and amount of lumber will match your plans, taste and budget. Here's what to consider: {ewc MVBMP2, ViewerBmp2, [macro=`JI(qchPath,"Designin g with Natural Wood")']bitmaps.bmp} <u>Designing with Natural Wood</u> {ewc MVBMP2, ViewerBmp2, [macro=`JI(qchPath,"lumber_g rades")']bitmaps.bmp} <u>Lumber Grades</u> {ewc MVBMP2, ViewerBmp2, [macro=`JI(qchPath,"wood_de cay")']bitmaps.bmp} <u>Wood</u> <u>Decay</u> {ewc MVBMP2, ViewerBmp2, [macro=`JI(qchPath,"wood_de cay")']bitmaps.bmp} <u>Wood</u> <u>Decay</u> {ewc MVBMP2, ViewerBmp2, [macro=`JI(qchPath,"how_to_o rder_lumber")']bitmaps.bmp} <u>How to Order Lumber</u>	{ewc MVBMP2, ViewerBmp2, bitmaps.bmp}
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{ewc MVE View 2, [dithe ps.b	; BMP2, verBmp er]bitma mp}	{ewc MVBMP2, ViewerBmp2, bitmaps .bmp} <u>Lumber</u> - Designing with Natural Wood {ewc MVBMP2, ViewerBmp2, bitmaps .bmp}	p} {ewc MVBMP 2, ViewerB mp2, [dither]bit maps.sh
{e wM WB P , Vi e e B m2,[dit he bi mp]} [dit he bi mp]	{ewc MVBM P2, Viewer Bmp2, [macro =`Jump ID(qch Path, "how_t o_buy_ materia Is")']bit maps.b mp}	{ewr MVBMP2, ViewerBmp2, bitmaps.bmp} Born from the forest, it's no wonder that wood bridges landscape and hardscapeespecially in informal yards and cottage gardens. For structures like fences, wood is the most popular choice due to its low cost, light weight and workability with common tools. Unlike inorganic materials, though, wood suffers from exposure to sun, rain, and insects. Watch for decay, warping or splitting during its 15- 20- year life-span, and replace boards as needed. Paint wood for a more finished look. Use a clear, ultraviolet-resistant sealer to prolong wood's color, or stain it to highlight the grain and even color between boards.	g} {ewc MVBMP2 ViewerBm p2, [dither]bit maps.shg} {ewc MVBMP2 , ViewerBm p2, [macro='J umpID(qc hPath, "lumber")' ] [dither]bit maps.bmp } {ewc MVBMP2
{e wc M VB P2 , Vi ew er B mp		{ewc MVBMP2, ViewerBmp2, [macro=`PopupID(qchPath, "relatedtop_wood_decay")']bitmaps.bmp}	maps.shg} {ewc MVBMP2 , ViewerB mp2, [dither]bit maps.bm p}

2, [dit he r]bi tm ap s.b mp } Related Topics {ewc MVBMP2, ViewerBmp2, [macro=`JI(qchPath,"wood\_decay")']bitmaps.bmp} <u>Decay-Resistant</u> <u>Lumber</u>

{ewc MVBMP2, ViewerBmp 2, [dither]bitma ps.bmp}		{ewc MVBMP2, ViewerBmp2, [dither]bitmaps.bmp}	{ewc MVBM P2, Viewer Bmp2, [dither]b itmaps. bmp}
{ewc MVBMP2, ViewerBmp 2, [dither]bitma ps.bmp}		{ewc MVBMP2, ViewerBmp2, bitmaps .bmp} Lumber - Lumber Grades {ewc MVBMP2, ViewerBmp2, bitmaps .bmp}	{ewc MVBM P2, Viewer Bmp2, [dither]b itmaps. sha}
{e wM VB P , Vi er B m2, lit he b m2, b m2 }	{ewc MVBM P2, Viewer Bmp2, [macro =`Jump ID(qch Path, "how_t o_buy materia Is")']bit maps.b mp}	<pre>{ewr MVBMP2, ViewerBmp2, bitmaps.bmp} Lumber is classified by its species, strength and appearance. Unfortunately, some species have different grading systems, and the nomenclature of each system may vary by region. In lumber used in landscapingusually pressure-treated pine, spruce and firthe main difference between grades is appearance. In other words, you'll pay a lot more for clear lumber, or lumber with no knots. Don't pay for a higher grade than you need. Redwood and cedar usually sell at a premium because of their color and their natural resistance to insect damage and decay. Heartwood, the reddest and most decay-resistant, comes from the center of the tree. Sapwood, from the outer portion of the tree, is lighter in color and has little natural decay resistance.</pre>	{ewc MVBMP 2, ViewerB mp2, [dither]bi tmaps.sh g} {ewc MVBMP 2, ViewerB mp2, [macro=` JumpID( qchPath, "lumber") '] [dither]bi tmaps.bm p} {ewc MVBMP 2, ViewerB mp2, [dither]bi tmaps.sh p}
{e wc M VB M P2 , Vi ew er		{ewc MVBMP2, ViewerBmp2, [macro=`PopupID(qchPath, "lumber_size_protip")']bitmaps.bmp}	g} {ewc MVBMP 2, ViewerB mp2, [dither]bi tmaps.b mp}

B mp 2, [dit he r]bi tm ap s.b mp }

{ewc MVE View	; BMP2, verBmp	{ewc MVBMP2, ViewerBmp2, [dither]bitmaps.bmp}	{ewc MVBMP 2
2, [dithe ps.b	er]bitma mp}		ViewerB mp2, [dither]bi tmaps.b mp}
{ewc MVE View	: BMP2, verBmp	{ewc MVBMP2, ViewerBmp2, bitmaps .bmp}	{ewc MVBMP 2,
2, [dither]bitma ps.bmp}		Lumber - Decay-Resistant Lumber {ewc MVBMP2, ViewerBmp2, bitmaps .bmp}	ViewerB mp2, [dither]bi tmaps.s
{e vc MB P , Vi e e B m2, [di e b i] h = b = b = b = b = b = b = b = b = b =	{ewc MVBM P2, Viewer Bmp2, [macro =`Jump ID(qch Path, "how_t o_buy materia Is")']bit maps.b mp}	{ewr MVBMP2, ViewerBmp2, bitmaps.bmp} The fungi that destroy wood need only air, water, moderate temperatures and not too much sunlight. Whenever wood contains more than 19 percent moistureenough to make it damp to the touchthe fungi's ever-present spores begin to grow. As the wood dries out, the fungi go dormant. They don't die, though, and the wood starts to decay again when conditions are right. Wood that touches the groundlike fence posts, raised beds or retaining wallshas to resist decay. Redwood and cedar heartwood have natural decay resistance. Pressure-treated humber is less expensive and more available, and in most areas of the country it's the most cost-effective choice. Pressure-treated 2 by 6's can be used as edging, 4 by 4's as fence posts. Landscape timbers, shown at right, are a cut of pressure-treated lumber often used to build retaining walls.	<pre>//g/ {ewc MVBMP 2, ViewerB mp2, [dither]bi tmaps.sh g} {ewc MVBMP 2, ViewerB mp2, [macro=` JumpID( qchPath, "lumber") '] [dither]bi tmaps.bm p} {ewc MVBMP 2, ViewerB mp2, [dither]bi tmaps.sh</pre>
{e wc M VB M P2 , Vi ew		{ewc MVBMP2, ViewerBmp2, [macro=`JI("3dland3.mvb>steps", "wood_decay_safety")']bitmaps.bmp}	g} {ewc MVBMP 2, ViewerB mp2, [dither]bi tmaps.b mp}

B mp 2, [dit he r]bi tm ap s.b mp } {ewc MVBMP2, ViewerBmp2, bitmaps.shg} Safety Tip Be sure to follow these U.S. Environmental Protection Agency (EPA) precautions if you use pressure-treated lumber.

### Where to Use Pressure-Treated Lumber

1. Wood pressure-treated with waterborne arsenical preservatives may be used inside residences as long as all sawdust and construction debris is cleaned up and disposed of after construction.

2. Do not use treated wood for cutting boards, countertops or animal feed containers.

3. Only treated wood that is visibly clean and free of surface residue should be used for patios, decks or walkways.

4. Treated wood should not be used where it may come into direct or indirect contact with public drinking water, except for uses involving incidental contact, such as docks and bridges.

### How to Work with Pressure-Treated Lumber

1. Dispose of treated wood by ordinary trash collection or burial. Treated wood should not be burned in open fires or in stoves, fireplaces, or residential boilers because toxic chemicals may be produced as part of the smoke and ashes. Treated wood from commercial or industrial use (e.g., construction sites) may be burned only in commercial or industrial incinerators or boilers in accordance with state and federal regulations.

2. Avoid frequent or prolonged inhalation of sawdust from treated wood. When sawing and machining treated wood, wear a dust mask. Whenever possible, these operations should be performed outdoors to avoid indoor accumulations of airborne sawdust from treated wood.

3. When power-sawing and machining, wear goggles to protect eyes from flying particles.

4. After working with the wood and before eating, drinking or using tobacco products, wash exposed areas thoroughly.

5. If preservatives or sawdust accumulate on clothes, launder before reuse. Wash work clothes separately from other household clothing.

**Tip from the Pros** To prevent fungal growth, keep your siding and trim well painted. Keep trees and shrubs pruned to maintain good ventilation around the house. To repair decayed wood, replace decayed boards with well-primed stock.

{ewc MVBMP2, ViewerBmp 2, [dither]bitma ps.bmp}		{ewc MVBMP2, ViewerBmp2, [dither]bitmaps.bmp}	{ewc MVBM P2, Viewer Bmp2, [dither]b itmaps.
{ewc MVE View 2, [dithe ps.b	: 3MP2, verBmp er]bitma mp}	{ewc MVBMP2, ViewerBmp2, bitmaps .bmp} <u>Lumber</u> - How to Order Lumber {ewc MVBMP2, ViewerBmp2, bitmaps .bmp}	bmp} {ewc MVBM P2, Viewer Bmp2, [dither]b itmaps.
{e wM WB P, Ve er B m2, it e bi mp b m2 } Ve wr B m2 a s m b m2 b m b m b m b m b m b m b m b m	{ewc MVBM P2, Viewer Bmp2, [macro =`Jump ID(qch Path, "how_t o_buy_ materia Is")']bit maps.b mp}	<pre>{ewr MVBMP2, ViewerBmp2, bitmaps.bmp} Lumberyards may seem intimidating if you don't know the lingo and customs for ordering wood. Take time to learn them so it will be easier to get what you need. Lumber is generally priced by the linear foot, although larger quantities may be priced by the board foot. One board foot is 1 square foot of lumber, 1 inch thick. All milled lumber has a nominal and an actual set of dimensions. For example, a 2 by 4 actually measures 1 1/2 by 3 1/2 inches. The difference used to be the shrinkage and the milling after the log was rough-sawn. Today lumber is milled more precisely, and the smaller dimensions are the standard. {ewc MVBMP2, ViewerBmp2, [macro='JI("3dland3.mvb&gt;table","nominal_and_actual_lumber_d imensions_table")']bitmaps.bmp} Nominal and actual lumber_d imensions table</pre>	shg} {ewc MVBMP 2, ViewerB mp2, [dither]bi tmaps.sh g} {ewc MVBMP 2, ViewerB mp2, [macro=` JumpID( qchPath, "lumber") ] [dither]bi tmaps.bm p} {ewc MVBMP 2, ViewerB mp2, [dither]bi tmaps.sh
{e wc M VB M P2 , Vi ew er		{ewc MVBMP2, ViewerBmp2, [macro=`PopupID(qchPath, "lumber_size_protip")']bitmaps.bmp}	g} {ewc MVBMP 2, ViewerB mp2, [dither]bi tmaps.b mp}

B mp 2, [dit he r]bi tm ap s.b mp }

# {ewc MVBMP2, ViewerBmp2, bitmaps.shg}

Nominal Size	Actual Size	Nominal Size	Actual Size
1 x 2	3/4 x 1 1/2	4 x 4	3 1/2 x 3 1/2
1 x 4	3/4 x 3 1/2	4 x 6	3 1/2 x 5 1/2
1 x 6	3/4 x 5 1/2	4 x 8	3 1/2 x 7 1/4
1 x 8	3/4x 7 1/4	4 x 10	3 1/2 x 9 1/4
1 x 10	3/4 x 9 1/4	4 x 12	3 1/2 x 11 1/4
1 x 12	3/4 x 11 1/4	6 x 6	5 1/2 x 5 1/2
2 x 2	1 1/2 x 1 1/2	6 x 8	5 1/2 x 7 1/4
2 x 4	1 1/2 x 3 1/2	6 x 10	5 1/2 x 9 1/4
2 x 6	1 1/2 x 5 1/2	6 x 12	5 1/2 x 11 1/4
2 x 8	1 1/2 x 7 1/4		
2 x 10	1 1/2 x 9 1/4		
2 x 12	1 1/2 x 11 1/4		

Tip from the Pros Always give the quantity first, then specify by thickness, width, length and grade. For example, "three pieces, 1 by 6, 8 feet long, select heart redwood."

{ewc MVE View 2, [dithe ps.b	sMP2, verBmp er]bitma mp}	{ewc MVBMP2, ViewerBmp2, [dither]bitmaps.bmp}	{ewc MVBM P2, Viewer Bmp2, [dither]b itmaps. bmp}
{ewc MVE View 2, [dith/ ps.b	; MP2, verBmp er]bitma mp}	{ewc MVBMP2, ViewerBmp2, bitmaps .bmp} Concrete {ewc MVBMP2, ViewerBmp2, bitmaps .bmp}	{ewc MVBM P2, Viewer Bmp2, [dither]b itmaps. sha}
{e wM WB P, Ve er B m2, [he bi mp, b m]} [he bi mp, b m]	{ewc MVBM P2, Viewer Bmp2, [macro =`Jump ID(qch Path, "how_t o_buy_ materia Is")']bit maps.b mp}	<pre>{ewr MVBMP2, ViewerBmp2, bitmaps.bmp} Concrete is a mixture of gravel, sand, portland cement and water. It can be mixed in large quantities at a plant and delivered in a mixing truck, or you can mix it yourself on site. The option you choose depends on how much you need, the accessibility of your site, how much help you have and your budget. Add 10 percent to your calculations to allow for spills and seepage. It is much better to have extra than to come up short. {ewc MVBMP2, ViewerBmp2, [macro=`JI(qchPath, "delivered_wet_mixes")']bitmaps.bmp} Designing with Concrete {ewc MVBMP2, ViewerBmp2, [macro=`JI(qchPath, "delivered_wet_mixes")']bitmaps.bmp} Delivered Wet Mix {ewc MVBMP2, ViewerBmp2, [macro=`JI(qchPath, "site_mixed_concrete_from_bulk_materials") ']bitmaps.bmp} Site-Mixed Bulk Material {ewc MVBMP2, ViewerBmp2, [macro=`JI(qchPath, "ready_mix_concrete_in_bags")']bitmaps.bmp } P Ready-Mix in Bags {ewc MVBMP2, ViewerBmp2, [macro=`JI(qchPath, "concrete_estimator")']bitmaps.bmp} Concrete Estimator {ewc MVBMP2, ViewerBmp2, [macro=`JI(qchPath, "concrete_estimator")']bitmaps.bmp} Concrete Reinforcement } </pre>	<pre>{ewc MVBMP 2, ViewerB mp2, [dither]bi tmaps.sh g} {ewc MVBMP 2, ViewerB mp2, [macro=` JumpID( qchPath, "how_to_ buy_mate rials")'] [dither]bi tmaps.bm p} {ewc MVBMP 2, ViewerB mp2, [dither]bi tmaps.sh</pre>
{e wc M VB M P2 , Vi ew		{ewc MVBMP2, ViewerBmp2, [macro=`PopupID(qchPath, "delivered_wet_mixes_seealso")']bitmaps.bmp}	g} {ewc MVBMP 2, ViewerB mp2, [dither]bi tmaps.b mp}
{ewc MVB	; SMP2, verBmp	{ewc MVBMP2, ViewerBmp2, [dither]bitmaps.bmp}	{ewc MVBMP 2
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2, [ditho ps.bi	er]bitma mp}		Z, ViewerB mp2, [dither]bi tmaps.b mp}
{ewc MVB View 2, [dithe ps.br	: MP2, /erBmp er]bitma mp}	{ewc MVBMP2, ViewerBmp2, bitmaps .bmp} Concrete {ewc MVBMP2, ViewerBmp2, bitmaps .bmp}	{ewc MVBMP 2, ViewerB mp2, [dither]bi tmaps.s
{e wM WB P2, Ve er B m2, [he] the pb m2 b m	{ewc MVBM P2, Viewer Bmp2, [macro =`Jump ID(qch Path, "how_t o_buy_ materia Is")']bit maps.b mp}	{ewr MVBMP2, ViewerBmp2, bitmaps.bmp} Outdoor structures rely on concrete for far more than footings. Shape this practical, inexpensive material into curves, use it for high-traffic walkways, or rely on its strength for projects like walls. Avoid large expanses of cold, monotonous concrete. Soften edges with plantings, or trim it with brick or wood. Concrete needn't be a flat, white expanse. You can tint the mix and texture the surface. Plan smoother surfaces for patios, so furniture won't wobble, or coarser textures, such as aggregate or a broomed surface, for casual walkways or stairs, to prevent slipping in the rain. To break up monotony, alternate concrete with other natural materialsgravel or grass.	hg} {ewc MVBMP 2, ViewerB mp2, [dither]bi tmaps.sh g} {ewc MVBMP 2, ViewerB mp2, [macro=` JumpID( qchPath, "concrete ")'] [dither]bi tmaps.bm p} {ewc MVBMP 2, ViewerB mp2, [dither]bi
{e wc M VB M P2			g} {ewc MVBMP 2, ViewerB mp2, [dither]bi
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{ewc MVE Viev 2, [dith ps.b	c 3MP2, verBmp er]bitma mp}	{ewc MVBMP2, ViewerBmp2, [dither]bitmaps.bmp}	{ewc MVBMP 2, ViewerB mp2, [dither]bi tmaps.b mp}
{ewc MVBMP2, ViewerBmp 2, [dither]bitma ps bmp}		{ewc MVBMP2, ViewerBmp2, bitmaps .bmp} <u>Concrete</u> - Delivered Wet Mix {ewc MVBMP2, ViewerBmp2, bitmaps .bmp}	{ewc MVBMP 2, ViewerB mp2, [dither]bi
{e wM B P , Ve er B m 2, [dhe r]th a s m }	{ewc MVBM P2, Viewer Bmp2, [macro =`Jump ID(qch Path, "how_t o_buy_ materia Is")']bit maps.b mp}	{ewr MVBMP2, ViewerBmp2, bitmaps.bmp} If your project requires a cubic yard or more of concrete, it's best to order a delivery of ready-mixed concrete from a concrete plant. The planning for the delivery should not be undertaken lightly. Once a mixing truck arrives, you have only so much time before the mix becomes too hard to work with. Make sure that all form-building and preparations are complete before the day of the pour and that enough helpers are there ahead of timeready-mix suppliers charge for waiting time above a minimum.	tmaps.s hg} {ewc MVBMP 2, ViewerB mp2, [dither]bi tmaps.sh g} {ewc MVBMP 2, ViewerB mp2, [macro=` JumpID( qchPath, "concrete ")'] [dither]bi tmaps.bm p} {ewc MVBMP 2, ViewerB mp2, [dither]bi tmaps.sh
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## More

Consider your yard and any potential problems of access to it: slope, culverts, low wires. Discuss these with the dispatcher when you order. Some trucks come equipped to pump concrete several hundred feet. Be prepared with wheelbarrows and chutes to move concrete quickly.

hundred feet. Be prepared with wheelbarrows and chutes to move concrete quickly. Order ready-mixed concrete by the cubic yard or fraction thereof. A delivery surcharge on short orders makes ordering 1 or 2 yards quite expensive, since mixing trucks carry up to 9 yards (thus the expression "the whole nine yards"). When you order concrete from a plant, they'll offer the standard <u>five-sack mix</u>. You can request that color be added to the mix when you order. Related Topics {ewc MVBMP2, ViewerBmp2, [macro=`JI(qchPath,"delivery\_checklist")']bitmaps.bmp} <u>Delivery</u> <u>Checklist</u>

{ewc MVBMP2, ViewerBmp 2, [dither]bitma ps.bmp}		{ewc MVBMP2, ViewerBmp2, [dither]bitmaps.bmp}	
{ewc MVBMP2, ViewerBmp 2, [dither]bitma ps.bmp}		{ewc MVBMP2, ViewerBmp2, bitmaps .bmp} <u>Concrete</u> - Site-Mixed Bulk Material {ewc MVBMP2, ViewerBmp2, bitmaps .bmp}	{ewc MVBM P2, Viewer Bmp2, [dither]b itmaps.
{e wM VB P2 , Vi eer B m2, [dihe ir]bi mp b mp }	{ewc MVBM P2, Viewer Bmp2, [macro =`Jump ID(qch Path, "how_t o_buy_ materia Is")']bit maps.b mp}	{ewr MVBMP2, ViewerBmp2, bitmaps.bmp} Site mixing is a good option if your yard is inaccessible, your budget is tight or you just want to avoid the excitement and risks of a large pour. You can mix the concrete in an electric- or gas-driven concrete mixer or in a wheelbarrow. Use the standard five-sack mix.	sing} {ewc MVBMP 2, ViewerB mp2, [dither]bi tmaps.sh g} {ewc MVBMP 2, ViewerB mp2, [macro=` JumpID( qchPath, "concrete ")'] [dither]bi tmaps.bm p} {ewc MVBMP 2, ViewerB mp2, [dither]bi tmaps.sh p}
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{ewo MVE Viev 2, [dith ps.b	C 3MP2, verBmp er]bitma mp}	{ewc MVBMP2, ViewerBmp2, bitmaps .bmp} Concrete - Ready-Mix in Bags {ewc MVBMP2, ViewerBmp2, bitmaps .bmp}	{ewc MVBMP 2, ViewerB mp2, [dither]bi tmaps s
{evc MBA2, Vier Bm2, [heindrich] for the second sec	{ewc MVBM P2, Viewer Bmp2, [macro =`Jump ID(qch Path, "how_t o_buy_ materia Is")']bit maps.b mp}	{ewr MVBMP2, ViewerBmp2, bitmaps.bmp} If you need less than a cubic yard, choose dry concrete ready-mix in bags. It's about twice as expensive as bulk aggregate and portland cement, but it's great for small quantities. All you need to do is add water and mix it. A 90-pound bag of ready-mix makes approximately 2/3 cubic foot of concrete. A 60-pound bag, which is far easier to carry, makes about 1/2 cubic foot. Some suppliers also carry a weaker, less expensive mix for setting fence posts.	hg} {ewc MVBMP 2, ViewerB mp2, [dither]bi tmaps.sh g} {ewc MVBMP 2, ViewerB mp2, [macro=` JumpID( qchPath, "concrete ")'] [dither]bi tmaps.bm p} {ewc MVBMP 2, ViewerB mp2, [dither]bi tmaps.bm p} {ewc MVBMP 2, ViewerBs mp2, [dither]bi tmaps.bm p} {ewc MVBMP 2, ViewerBs mp2, [dither]bi tmaps.bm p} {ewc MVBMP 2, ViewerBs mp2, [dither]bi tmaps.bm p} {ewc MVBMP 2, ViewerBs mp2, [dither]bi tmaps.bm p} {ewc MVBMP 2, ViewerBs mp2, [dither]bi tmaps.bm p} {ewc MVBMP 2, ViewerBs mp2, [dither]bi tmaps.bm p} {ewc MVBMP 2, ViewerBs mp2, [dither]bi tmaps.bm p} {ewc MVBMP 2, ViewerBs mp3, [dither]bi tmaps.bm p}
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## {ewc MVBMP2, ViewerBmp2, [dither]bitmaps.bmp}

{ewc MVBMP2, ViewerBmp2, bitmaps .bmp} Concrete - Estimator

ViewerBmp 2, [dither]bitma ps.bmp}

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{ewc MVBMP2, ViewerBmp2, bitmaps .bmp}

{e wc M VB P2, Vie wB m2, [dit he r]bi tm p s.b m}	{ewc MVBM P2, Viewer Bmp2, [macro =`Jum pID(qc hPath, "how_t o_buy _mater ials")']b itmaps. bmp}	Buying the right amount of concrete for a project is critical. If you bring home too little, you'll have to rush out while the work is already beginning to <u>cure</u> . If you buy too much, it will be hard to dispose of the leftover amount. Concrete is notoriously difficult to store. Portland cement, the binder in concrete, absorbs moisture from the air, which weakens the mix. This Concrete Estimator provides results in common bag sizes, as well as in cubic yards, cubic feet, and pounds of dry mix.	{ewc LCONCRET, CalcPane, Concrete Calculator}	
{e wc M VB M P2				

{ewc **MVBMP** 2, ViewerB mp2, [dither]b itmaps. bmp} {ewc **MVBMP** 2, ViewerB mp2, [dither]b itmaps.s hg} {ewc **MVBMP** 2, ViewerB mp2, [dither]bi tmaps.shg ł {ewc **MVBMP** 2, ViewerB mp2, [macro=` JumpID( qchPath, "concrete ")'] [dither]bi tmaps.bm **p**} {ewc **MVBMP** 2, ViewerB mp2, [dither]bi tmaps.shg } {ewc **MVBMP** 2, ViewerB mp2, [dither]bit

maps.bm p}

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{ewo MVE Viev 2, [dith ps.b	c 3MP2, verBmp er]bitma mp}	{ewc MVBMP2, ViewerBmp2, [dither]bitmaps.bmp}	{ewc MVBMP 2, ViewerB mp2, [dither]bit maps.bm
{ewc MVE Viev 2, [dith ps.b	2 3MP2, verBmp er]bitma mp}	{ewc MVBMP2, ViewerBmp2, bitmaps .bmp} <u>Concrete</u> - <b>Reinforcement</b> {ewc MVBMP2, ViewerBmp2, bitmaps .bmp}	p} {ewc MVBMP 2, ViewerB mp2, [dither]bit maps.sh
{evcMBA2, VereBm2, [heimap b] [heimap b]	{ewc MVBM P2, Viewer Bmp2, [macro =`Jump ID(qch Path, "how_t o_buy_ materia Is")']bit maps.b mp}	<pre>{ewr MVBMP2, ViewerBmp2, bitmaps.bmp} Concrete, on its own, is prone to cracking. To overcome this, steel reinforcement bar, or rebar, is built into most concrete structures. Steel mesh is frequently substituted for rebar in concrete slabs. Rebar is made in at least 10 different sizes, but for most projects around the yard, #3 (3/8 inch in diameter) or #4 (1/2 inch in diameter) are appropriate. Rebar is usually sold in 20-foot lengths, but some building suppliers have 10-footers or will cut the bars for easier transport. Steel mesh welded in a 6-by-6-inch grid is sold in rolls, 5-foot and wider. Some suppliers will sell less than a roll for small projects. Whether you use rebar or mesh, it's important to use dobies, as shown here, to raise the reinforcement above the gravel base. If you don't, the reinforcement won't be as strong and will rust.</pre>	g} {ewc MVBMP2 , ViewerBm p2, [dither]bit maps.shg} {ewc MVBMP2 , ViewerBm p2, [macro=`J umpID(qc hPath, "concrete" )'] [dither]bit maps.bmp } {ewc MVBMP2 , [dither]bit maps.bmp } {ewc MVBMP2 , [dither]bit maps.bmp } {ewc MVBMP2 , [dither]bit maps.bmp } {ewc MVBMP2 , [dither]bit maps.shg} function , [dither]bit maps.bmp } {ewc NVBMP2 , [dither]bit maps.shg} function , [dither]bit maps.shg} function , [dither]bit maps.shg} function , [dither]bit maps.shg} function , [dither]bit maps.shg} function , [dither]bit maps.shg} function , [dither]bit maps.shg} function , [dither]bit maps.shg} function , [dither]bit maps.shg} function , [dither]bit maps.bmp } function , [dither]bit maps.bmp } function , [dither]bit maps.bmp } function , [dither]bit maps.bmp } function , [dither]bit maps.bmp } function , [dither]bit maps.bmp } function , [dither]bit maps.bmp } function , [dither]bit maps.bmp ] function , [dither]bit maps.bmp
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P2 , Vi ew er B mp			[dither]bit maps.bm p}

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{e wc M	{ewc MVBM P2,	{ewr MVBMP2, ViewerBmp2, bitmaps.bmp} Like other masonry materials, concrete block is manufactured locally, and varies in price and kind from place to place. Three types of block	g} {ewc MVBMP2
VB P Ve er B m2, [dit b m2, b m2, b m3, b	Viewer Bmp2, [macro =`Jump ]D(qch Path, "how_t o_buy_ [s")']bit	are generally available: standard, interlocking and decorative. All come in assorted colors and shapes for different uses. Blocks are usually priced individually, with price breaks for large quantities. To determine how many blocks you need, sketch out the project, showing the number of <u>courses</u> , how many blocks per course and how the corners will be finished.	ViewerBm p2, [dither]bit maps.shg} {ewc MVBMP2
		{ewc MVBMP2, ViewerBmp2, [macro=`JI(qchPath,"standard_blocks")']bitmaps.bmp} <u>Standard</u> <u>Block</u> {ewc MVBMP2, ViewerBmp2, [macro=`JI(qchPath,"interlocking_block")']bitmaps.bmp} <u>Interlocking Block</u> {ewc MVBMP2, ViewerBmp2, [macro=`JI(qchPath,"decorative_block")']bitmaps.bmp} <u>Decorative Blocks</u>	ViewerBm p2, [macro=`J umpID(qc hPath, "how_to_ buy_mater ials")'] [dither]bit maps.bmp } {ewc MVBMP2
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{ewc MVBMP2, ViewerBmp 2, [dither]bitma ps.bmp}		{ewc MVBMP2, ViewerBmp2, bitmaps .bmp} Concrete Block - Standard Block {ewc MVBMP2, ViewerBmp2, bitmaps .bmp}	<ul> <li>P} {ewc</li> <li>MVBMP</li> <li>2,</li> <li>ViewerB</li> <li>mp2,</li> <li>[dither]bit</li> <li>maps.sh</li> </ul>
{e wM B P , V e er B m 2, [dit e bi m p b m ] }	{ewc MVBM P2, Viewer Bmp2, [macro =`Jump ID(qch Path, "how_t o_buy_ materia Is")']bit maps.b mp}	{ewr MVBMP2, ViewerBmp2, bitmaps.bmp} Standard block is 8 by 8 by 16 inches, but it's also made in other heights and colors. It comes as stretcher block used when only the sides are exposed. Shown here with a standard block are a cap and a half- block, used for corners.	g} {ewc MVBMP2 , ViewerBm p2, [dither]bit maps.shg} {ewc MVBMP2 , ViewerBm p2, [macro=`J umpID(qc hPath, "concrete blocks")'] [dither]bit maps.bmp } {ewc MVBMP2 , [dither]bit maps.bmp } {ewc MVBMP2 , [dither]bit maps.bmp } {ewc MVBMP2 , [dither]bit maps.bmp } {ewc MVBMP2 , [dither]bit maps.bmp } {ewc blocks")']
{e wc M VB M P2			maps.shg} {ewc MVBMP2 , ViewerB mp2, [dither]bit
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{ewc MVBMP2, ViewerBmp 2, [dither]bitma ps.bmp}		{ewc MVBMP2, ViewerBmp2, bitmaps .bmp} <u>Concrete Block</u> - Interlocking Block {ewc MVBMP2, ViewerBmp2, bitmaps .bmp}	{ewc MVBMP 2, ViewerB mp2, [dither]bit maps.sh
{e w M V M P2 , Vi w e B m2, it e bi m p b m2 }	{ewc MVBM P2, Viewer Bmp2, [macro =`Jump ID(qch Path, "how_t o_buy_ materia Is")']bit maps.b mp}	{ewr MVBMP2, ViewerBmp2, bitmaps.bmp} Interlocking block makes construction easier by eliminating the need for mortar. It's designed to be dry-stacked into <u>battered</u> retaining walls and still resist lateral loads. Interlocking block is bigger and considerably more expensive than standard block. It may also be more difficult to find. Check with a masonry materials supplier if your regular building materials retailer doesn't have it.	<pre>9} {ewc MVBMP2 , ViewerBm p2, [dither]bit maps.shg} {ewc MVBMP2 , ViewerBm p2, [macro=`J umpID(qc hPath, "concrete_ blocks")'] [dither]bit maps.bmp } {ewc MVBMP2 , [dither]bit maps.bmp } {ewc MVBMP2</pre>
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{ewc MVBMP2, ViewerBmp 2, [dither]bitma ps.bmp}		{ewc MVBMP2, ViewerBmp2, bitmaps .bmp} Concrete Block - Decorative Block {ewc MVBMP2, ViewerBmp2, bitmaps .bmp}	{ewc MVBMP 2, ViewerB mp2, [dither]bit maps.sh
{e wM VB P , Ve er B m2, itte bit mp.b m}	{ewc MVBM P2, Viewer Bmp2, [macro =`Jump ID(qch Path, "how_t o_buy_ materia Is")']bit maps.b mp}	{ewr MVBMP2, ViewerBmp2, bitmaps.bmp} Decorative block includes (from top to bottom) split-face, which resembles cut stone; slump, which resembles handmade adobe; and screen or breeze block, which is open on the sides. Use corner blocks, with a decorative end and face, at the end of a wall.	g} {ewc MVBMP2 , [dither]bit maps.shg} {ewc MVBMP2 , [macro=`J umpID(qc hPath, "concrete blocks")'] [dither]bit maps.bmp } {ewc MVBMP2 , [dither]bit maps.bmp } {ewc MVBMP2
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{e wM WB P2, Ve er B m2, it he j the p b m} }	{ewc MVBM P2, Viewer Bmp2, [macro =`Jump ID(qch Path, "how_t o_buy_ materia Is")']bit maps.b mp}	<pre>{ewr MVBMP2, ViewerBmp2, bitmaps.bmp} There are two main categories of clay brick: face and common. Use face brick where you want a slicker surface and uniform color. Common brick is a favorite for garden paving. Its rough, porous texture reduces glare, provides traction and absorbs and evaporates moisture, which makes for a cool surface underfoot. Depending on how available they are, used bricks may cost more than new bricks or manufactured used bricks. The weathered, mortar-streaked surfaces of used bricks have an attractive, informal appearance. Generally, darker, well-burned brick is harder than salmon- colored brick and resists wear better. Some people, however, favor softer brick because it weathers faster. {ewc MVBMP2, ViewerBmp2, [macro=`JI(qchPath,"designing_with_brick")']bitmaps.bmp} Designing with Versatile Brick</pre>	g} {ewc MVBMP2 , ViewerBm p2, [dither]bit maps.shg} {ewc MVBMP2 , ViewerBm p2, [macro=`J umpID(qc hPath, "how_to_ buy_mater ials")'] [dither]bit maps.bmp } {ewc MVBMP2 , [wc MVBMP2 , [dither]bit maps.bmp } {ewc MVBMP2
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## More

Although brick dimensions vary, most common bricks measure about 2 1/4 by 4 by 8 inches. For economy, use brick pavers (also called face brick or split brick), which run as thin as 1 1/8 inches. However, if you use them for pathways you must set them on a mortar bed for stability.

Tip from the Pros Have your bricks delivered on a pallet to prevent them from breaking. Order enough bricks to finish the job--it may be difficult to match the color later.

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{e wM VB P2 , Vi e e B m2, [dit e b m2] / Vi e e B m2] / Vi e e B m2, [dit e b m2] / Vi e e B m2, [dit e b m2] / Vi e e B m2] / Vi e e B m2, [dit e b m2] / Vi e e B m2] / Vi e e B m2, [dit e b m2] / Vi e e B m2] /	{ewc MVBM P2, Viewer Bmp2, [macro =`Jump ID(qch Path, "how_t o_buy_ materia Is")']bit maps.b mp}	{ewr MVBMP2, ViewerBmp2, bitmaps.bmp} Brick fits many landscape styles due to its small size and range of colors. The running bond and basketweave <u>patterns</u> look good in informal landscapes. Dressier patterns, like herringbone, especially with a brick border, complement formal landscapes. Use brick in almost any landscape structure. It's hardwearing and strongespecially when used as a facing over reinforced concrete. Be sure to specify ASTM C902 rated frost-resistant brick to withstand cracking. Maintenance is minimal. And if a brick cracks, a replacement won't stand out. The good looks and versatility of brick, however, come with a price. Both the labor and material cost more than concrete or wood for most projects. Unless you choose brick-on-sand, neatly setting bricks in mortar is time-consuming, especially for the novice.	shg} {ewc MVBMP 2, ViewerB mp2, [dither]bi tmaps.sh g} {ewc MVBMP 2, ViewerB mp2, [macro=` JumpID( qchPath, "brick")'] [dither]bi tmaps.bm p} {ewc MVBMP 2, ViewerB mp2, [dither]bi tmaps.sh g} fewc NVBMP 2, ViewerB mp2, [dither]bi tmaps.sh g} fewc NVBMP 2, ViewerB mp2, [dither]bi tmaps.sh g} fewc NVBMP 2, ViewerB mp2, [dither]bi tmaps.sh g} fewc NVBMP 2, ViewerB mp2, [dither]bi tmaps.sh g} fewc NVBMP 2, ViewerB mp2, [dither]bi tmaps.sh g} fewc NVBMP 2, ViewerB mp2, [dither]bi tmaps.sh g} fewc NVBMP 2, ViewerB mp2, [dither]bi tmaps.sh g} fewc NVBMP 2, ViewerB mp2, [dither]bi tmaps.sh g} fewc NVBMP 2, ViewerB mp2, [dither]bi tmaps.sh g} fewc NVBMP 2, [dither]bi tmaps.sh g} fewc NVBMP 2, [dither]bi tmaps.sh g} fewc NVBMP 2, [dither]bi tmaps.sh g} fewc NVBMP 2, [dither]bi tmaps.sh g} fewc NVBMP 2, [dither]bi tmaps.sh g} fewc NVBMP 2, [dither]bi tmaps.sh g} fewc ND [dither]bi tmaps.sh
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{e wM VM P2 , Vi e e B m2, [he bi m p b m2] , Vi e e B m2, [the bi m p b m] }	{ewc MVBM P2, Viewer Bmp2, [macro =`Jump ID(qch Path, "how_t o_buy_ materia Is")']bit maps.b mp}	<pre>{ewr MVBMP2, ViewerBmp2, bitmaps.bmp} Use stone to give structure and texture to your garden. Stone ranges from cut cobbles to boulders; use it as building material or as accent. Because of its great weight, stone is a highly regional product, and you won't find all kinds in any area. Like wood, it varies in color, workability, availability and cost. {ewc MVBMP2, ViewerBmp2, [macro=`JI(qchPath,"field_stone")']bitmaps.bmp} <u>Uncut Stone</u> {ewc MVBMP2, ViewerBmp2, [macro=`JI(qchPath,"cut_stone")']bitmaps.bmp} <u>Cut Stone</u> {ewc MVBMP2, ViewerBmp2, [macro=`JI(qchPath,"flagstone")']bitmaps.bmp} <u>Flagstone</u> {ewc MVBMP2, ViewerBmp2, [macro=`JI(qchPath,"stone_tiles")']bitmaps.bmp} <u>Tile</u></pre>	sing} {ewc MVBMP 2, ViewerB mp2, [dither]bi tmaps.sh g} {ewc MVBMP 2, ViewerB mp2, [macro=` JumpID( qchPath, "how_to_ buy_mate rials")'] [dither]bi tmaps.bm p} {ewc MVBMP 2, ViewerB mp2, [dither]bi tmaps.sh
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{evc MB P, Viere B m2, [die bim p.b.m]} Viere B m2, [die bim p.b.m]	{ewc MVBM P2, Viewer Bmp2, [macro =`Jump ID(qch Path, "how_t o_buy materia Is")']bit maps.b mp}	<pre>{ewr MVBMP2, ViewerBmp2, bitmaps.bmp} Uncut stone can be river cobbles, boulders or fieldstone. Hand-pick the stones you buy or at least inspect the stock before you order. Look for harmonious color and texture and a variety of sizes. For building garden walls or retaining walls, choose stones so that the largest have no more than six times the surface area of the smallest. To calculate how much stone you need to build a wall, multiply the wall's height by its width and length. If the stone is sold by volume, increase the volume you calculated for the wall by at least 10 percent to compensate for voids when the rocks are loaded. If the stone is sold by weight, have the dealer convert from volume to weight for that particular size and density.</pre>	<pre>//g} {ewc MVBMP 2, ViewerB mp2, [dither]bi tmaps.sh g} {ewc MVBMP 2, ViewerB mp2, [macro=` JumpID( qchPath, "stone")'] [dither]bi tmaps.bm p} {ewc MVBMP 2, ViewerB mp2, [dither]bi tmaps.bm p} {ewc MVBMP 2, ViewerB mp2, [dither]bi tmaps.sh g}</pre>
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Rule of Thumb Figure approximately 120 pounds of stone per cubic foot. Denser stone, such as granite, weighs as much as 150 pounds per cubic foot.

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{e wM VB P, Ve er B m2, [ite bi mp b m] }	{ewc MVBM P2, Viewer Bmp2, [macro =`Jump ID(qch Path, "how_t o_buy materia Is")']bit maps.b mp}	<pre>{ewr MVBMP2, ViewerBmp2, bitmaps.bmp} Cut or quarried stone comes in many sizes and shapes. Its uses include edging, stair risers and walls. Ashlar is a kind of quarried stone used for structures such as walls. Small chunks of cut granite are sometimes called cobblestones, but don't confuse them with the round, uncut cobbles collected from riverbeds. Cut stone is generally priced by the square foot of the face. Buying the right amount of cut stone for a specific project is a bit of a jigsaw puzzle. Decide how many of each size stone you'll need.</pre>	{ewc MVBMP 2, ViewerB mp2, [dither]bi tmaps.sh g} {ewc MVBMP 2, ViewerB mp2, [macro=` JumpID( qchPath, "stone")'] [dither]bi tmaps.bm p} {ewc MVBMP 2, ViewerB mp2, [dither]bi tmaps.sh g}
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{e wc M	{ewc MVBM P2,	{ewr MVBMP2, ViewerBmp2, bitmaps.bmp} Flagstone is flat pieces of sandstone or slate, I to 3 inches thick. Thinner cuts cost less per square foot of paving, but they must be laid in a bed of	ng} {ewc MVBMP 2,
vв M P2 ,	Bmp2, [macro =`Jump	Flagstone 1 <sup>[]</sup> inches thick covers about 150 square feet per ton. When you lay flagstone on a bed of sand, buy stone 1 <sup>[]</sup> to 2 inches thick and expect 1 ton to cover 125 square feet. When you	mp2, [dither]bi tmaps.sh
Vi ew er B	ID(qch Path, "how_t o buy	lay flagstone over soil, buy flagstone at least 2 inches thick and expect 1 ton to cover 80 square feet.	g} {ewc MVBMP 2
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{e WM VB AP, Ve eB m2, It ebits m3,	{ewc MVBM P2, Viewer Bmp2, [macro =`Jump ID(qch Path, "how_t o_buy_ materia Is")']bit maps.b mp}	<pre>{ewc MVBMP2, ViewerBmp2, bitmaps.bmp} At the high end of the market, you'll find cut stone tiles in regular shapes and sizes like the sandstone, bluestone and slate shown here. Stone tiles are typically installed with mortar over a slab or attached with thinset adhesive to walls.</pre>	hg} {ewc MVBMP 2, ViewerB mp2, [dither]bi tmaps.sh g} {ewc MVBMP 2, ViewerB mp2, [macro=` JumpID( qchPath, "stone")'] [dither]bi tmaps.bm p} {ewc MVBMP 2, ViewerB mp2, [dither]bi tmaps.sh
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WCWVBMDifferent kinds of gravel have specific uses. Use <a href="mailto:aggregate">aggregate</a> for MVBMPMP2,mixing concrete. Use road base, an engineered mix of sharp-2,	
VB Viewer edged gravel that compacts better than smooth, uniformly sized ViewerB	
P2 [macro are available for use as decorative <u>mulch</u> , path rock and <u>exposed</u> [dither]bi tmaps sh	
Vi ID(qch Gravel size is determined by the size of the mesh through g}	
er "how t yard or portions thereof. A cubic yard weighs about 3,000 pounds. MVBMP	
B o_buy A ton is about 0.7 cubic yard or 18 cubic feet. If you are buying 2, mp materia more than a few hundred pounds, use a pickup truck or have your ViewerB	
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{ewc MVE View 2, [dithe ps.b	; MP2, /erBmp er]bitma mp}	{ewc MVBMP2, ViewerBmp2, bitmaps .bmp} <b>Mortar</b> {ewc MVBMP2, ViewerBmp2, bitmaps .bmp}	{ewc MVBMP 2, ViewerB mp2, [dither]bi tmaps.s
{e wM VB M2 , Ve er B m2, [dhe r]th a s.b }	{ewc MVBM P2, Viewer Bmp2, [macro =`Jump ID(qch Path, "how_t o_buy_ materia Is")']bit maps.b mp}	<pre>{ewr MVBMP2, ViewerBmp2, bitmaps.bmp} Mortar is like a structural glue used to hold brick, stone or concrete block together. If you are laying anything less than 500 bricks, it makes sense to buy ready-mix mortar, which comes in 75- or 80-pound bags. Otherwise, buy the dry ingredients in bulk. To make mortar, you will need by volume three parts of portland cement, one part hydrated lime, and nine parts sand. By this formula, one bag of portland cement yields 3 to 4 cubic feet of mortar. Always thoroughly mix the dry ingredients before you add water. How much mortar you'll need for brick work depends on the size of your bricks and the joints between them. For example, for one thousand common bricks laid with 1/4-inch joints you'll need approximately 9.5 cubic feet of mortar, while for 3/8-inch joints you'll need 12.5 cubic feet, and for 1/2-inch joints you'll need 15 cubic feet.</pre>	ng} {ewc MVBMP 2, ViewerB mp2, [dither]bi tmaps.sh g} {ewc MVBMP 2, ViewerB mp2, [macro=` JumpID( qchPath, "how_to_ buy_mate rials")'] [dither]bi tmaps.bm p} {ewc MVBMP 2, ViewerB mp2, [dither]bi tmaps.sh
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{e wM VB P2 , Vi e e B m2, [he i]th a s.b }	{ewc MVBM P2, Viewer Bmp2, [macro =`Jump ID(qch Path, "how_t o_buy_ materia Is")']bit maps.b mp}	{ewr MVBMP2, ViewerBmp2, bitmaps.bmp} Retaining walls and foundations usually need to be protected from excessive water buildup in the soil. Use perforated drainpipe to collect soil water, and use solid pipe for runs where you only want to move collected water. Four-inch rigid drainpipe made of PVC plastic, solid or perforated, is sold in 10-foot lengths. Flexible drainpipe is usually sold in 50-foot rolls, though some suppliers may offer 10-foot pieces. With either kind of pipe, you'll need couplings, elbows and Y and T fittings to assemble your system, as well as adapters for uses like drainage outlets and connecting different sizes of pipe. Rigid pipe can be snaked out with a sewer auger if it becomes clogged. Flexible pipe eliminates the need for some fittings and is easier to install. Take care not to crush flex while backfilling.	ng} {ewc MVBMP 2, ViewerB mp2, [dither]bi tmaps.sh g} {ewc MVBMP 2, ViewerB mp2, [macro=` JumpID( qchPath, "how_to_ buy_mate rials")'] [dither]bi tmaps.bm p} {ewc MVBMP 2, ViewerB mp2, [dither]bi tmaps.sh
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[TK This doesn't seem to be used --Ethan ]Filter Cloth Filter fabric is a polyester felt used to prevent soil from clogging drainage pipe and the surrounding gravel. Filter fabric is sold by the linear foot in 15-foot widths from landscape and masonry suppliers.

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{ewc MVE View 2, [dith ps.b	2 3MP2, verBmp er]bitma mp}	{ewc MVBMP2, ViewerBmp2, bitmaps .bmp} <b>Mulch</b> {ewc MVBMP2, ViewerBmp2, bitmaps .bmp}	{ewc MVBM P2, Viewer Bmp2, [dither]b itmaps.
{e wM VM P, Ve eB m2,[he]tm ab.m2} Ve er B m2,[the]tm ab.m2}	{ewc MVBM P2, Viewer Bmp2, [macro =`Jump ID(qch Path, "how_t o_buy_ materia Is")']bit maps.b mp}	<pre>{ewc MVBMP2, ViewerBmp2, bitmaps.bmp} Decorative mulches keep soil moist, slow erosion, insulate soil against rapid temperature changes, and keep weeds down while giving unplanted garden areas an attractive, uniform surface. Bark and shredded wood, the most common mulch materials, are generally sold in bags of 2 to 3 cubic feet, or in bulk. A cubic yard weighs approximately 400 pounds and covers about 100 square feet of soil with a 3-inch layer. Gravel is the most common inorganic mulch. River rock, volcanic lava, and marble chips are widely available. Decorative gravel is generally sold in bags of about 50 pounds; bulk quantities will likely cost less.</pre>	sng} {ewc MVBMP 2, ViewerB mp2, [dither]bi tmaps.sh g} {ewc MVBMP 2, ViewerB mp2, [macro=` JumpID( qchPath, "how_to_ buy_mate rials")'] [dither]bi tmaps.bm p} {ewc MVBMP 2, ViewerB mp2, [dither]bi tmaps.bm p} {ewc MVBMP 2, ViewerB
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{ewc MVBMP2, ViewerBmp 2, [dither]bitma ps.bmp}		{ewc MVBMP2, ViewerBmp2, bitmaps .bmp} <b>Topsoil</b> {ewc MVBMP2, ViewerBmp2, bitmaps .bmp}	{ewc MVBMP 2, ViewerB mp2, [dither]bi tmaps.s
{e wM VB P2 , Vi e e B m2, [dite i b m2] , Vi e e B m2, [dite i b m2] }	{ewc MVBM P2, Viewer Bmp2, [macro =`Jump ID(qch Path, "how_t o_buy_ materia Is")']bit maps.b mp}	{ewr MVBMP2, ViewerBmp2, bitmaps.bmp} Good topsoil is medium-textured, containing sand, silt and clay in well-balanced proportions. Large clods should break down easily into smaller particles. Screened topsoil is a little more expensive than unscreened, but it's free of roots and debris. Use unscreened topsoil for jobs like filling in a field. Topsoil is sold in bulk by the cubic yard. Depending on its moisture content, it will weigh 2,200 to 2,400 pounds per yard. Ask the dealer about the soil's composition, its pH and nutrient levels and where it came from. The dealer should let you take a sample for testing. You can change the pH and nutrient levels with fertilizers and soil amendments. Do not, however, buy soil cleared from roadsides; it's likely to be contaminated with salts and heavy metals.	<pre>''''''''''''''''''''''''''''''''''''</pre>
{e wc M VB M P2 , Vi ew		{ewc MVBMP2, ViewerBmp2, [macro=`PopupID(qchPath, "topsoil_pro")']bitmaps.bmp}	g} {ewc MVBMP 2, ViewerB mp2, [dither]bi tmaps.b mp}

Tip from the Pros If your yard is accessible to the delivery truck, ask the driver to spread the load by dumping while driving through your yard.

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{ewc MVBMP2, ViewerBmp2, [dither]bitmaps.bmp} {ewc {ewc **MVBMP** MVBMP2. ViewerBmp 2. ViewerB 2. [dither]bitma mp2. ps.bmp} [dither]bi tmaps.b mp} {ewc {ewc MVBMP2, {ewc MVBMP2, ViewerBmp2, bitmaps **MVBMP** .bmp} ViewerBmp 2. Delivery Checklist ViewerB 2. [dither]bitma {ewc MVBMP2, ViewerBmp2, bitmaps mp2. .bmp} [dither]bi ps.bmp} tmaps.s hg} If you don't own a truck, arrange for delivery. Just about every {e {ewc {ewc WC **MVBM** garden center will deliver. There's usually a fee, but it may be **MVBMP** Μ P2, waived for larger purchases. When you compare prices, be sure to 2. VB Viewer add in the delivery charge. Ask what lead time there is on the **ViewerB** mp2, Μ Bmp2, service and whether the supplier will make deliveries on P2 [macro weekends. Here's what you'll need to think about before the [dither]bi =`Jump delivery arrives: tmaps.sh νi 1. Have someone receive the order and make sure it is all there. ID(ach **g**} ew Path. 2. Plan the dump location ahead of time. Delivery to the wrong {ewc "how t spot can mean a lot of extra labor to move materials. You wouldn't **MVBMP** er B o buy want a huge load of bricks dropped in front of your garage when 2. materia mp your car is parked inside. ViewerB ls")']bit 3. Be sure that the driver understands where the dump location 2, mp2,[dit maps.b is and that the truck can get to it. Is the site steep, muddy, rocky? [macro=` Are there low wires overhead? Some drivers won't cross he mp} JumpID( qchPath, r]bi sidewalks because of concern for liability, so check when you 'how to tm order Some trucks have dump beds. Some have booms that can lift 4. buy mate ap rials")] s.b an entire stack of lumber or pallet of blocks to the ground, so the materials don't have to be unloaded and restacked piece by piece. [dither]bi mp Again, check when you order. tmaps.bm } 5. Be prepared to cover and secure the materials when they **p**} arrive. {ewc **MVBMP** 2 ViewerB mp2,[dither]bi tmaps.sh **g**} {e {ewc **MVBMP** WC

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Vi ew

wythe A single vertical course of stone, brick or concrete block.

wood float {ewr MVBMP2, ViewerBmp2, fotos.bmp}Used for the initial finishing of concrete to smooth down high spots and to fill hollows left after <u>screeding</u>.

concrete finishing broom {ewr MVBMP2, ViewerBmp2, fotos.bmp}A push broom with fine, soft bristles. You push it across hardening concrete to add texture for better traction.

heartwood

{ewr MVBMP2, ViewerBmp2, bitmaps.bmp} The darker, denser wood from the center of a tree. Heartwood from redwood and cedar have a natural resistance to decay. The redwood board shown here is made up of both heartwood and sapwood.

top rail sleeve Sleeve connector that joins two pieces of pipe atop a chain link fence.

# battered walls Retaining walls that lean back against a slope.

pressure-treated lumber Wood infused with a chemical that is toxic to wood-destroying insects and fungi. Usually pine, spruce, hemlock or fir.

rubber mallet A mallet with a rubber or plastic head, used to tap stones or masonry into place without chipping them.

## cells The hollow spaces in concrete blocks.

garden rake Other Names: Bow Rake, Steel Rake {ewr MVBMP2, ViewerBmp2, fotos.bmp}A foot-wide steel rake with rigid, 3-inch teeth used to groom a smooth layer of soil for planting atop garden beds. Use the teeth of a garden rake to comb through the top layer of soil. This breaks up lumps of soil and culls twigs and rocks. Use the back side of the rake for final smoothing.
masonry waterproofer A liquid or fabric sealant that prevents water behind a masonry wall from leaching lime out of the mortar and staining the wall white. Buy it at a masonry yard.

**concrete grout** A mixture of 3/8-inch pea gravel, sand, cement and water that you pour into the <u>cells</u> of concrete-block walls to reinforce them. Buy it in bags or ready-mixed from a concrete supplier.

throwing a line of mortar Slice a wedge of mortar and scoop it up with your mason's trowel. Raise your arm toward your body, holding the mortar like a piece of pie on a spatula. Then rotate your hand to tip the trowel sideways to deposit the mortar. Draw the trowel back toward you to spread the mortar bed over two to three bricks at one time.

# creosote

A tar-based material used to preserve railroad ties.

frost line The level to which the ground freezes in winter. Varies with the climate. broom finish {ewr MVBMP2, ViewerBmp2, fotos.bmp}A fine-bristled push broom is drawn on surface of damp concrete to leave a subtly ridged surface. rock salt Rock salt is lightly and evenly broadcast, then troweled into surface. The salt dissolves after the surface is lightly washed and leaves pocks or voids in surface.

pavers Flat masonry units resembling thick tiles, used for paving.

split-faced blocks Concrete blocks with a rough-textured outside face created when blocks are cast double and split down the middle. They're available in several colors and textures.

butt hinge {ewr MVBMP2, ViewerBmp2, illustnshngbutt.bmp}Used on either the inner or outer face of a gate, it has two rectangular leaves with screw holes. A removable metal pin joins the leaves.

T-hinge {ewr MVBMP2, ViewerBmp2, illustnshngt.bmp}Shaped more or less like a T, this hinge mounts flush on a post with its leg extending to the gate.

strap hinge {ewr MVBMP2, ViewerBmp2, illustnshngstrp.bmp}A long, slender hinge whose halves extend horizontally from a "knuckle" pin at the center.

gate hinge {ewr MVBMP2, ViewerBmp2, illustnshnghook.bmp}A hinge consisting of an L-shaped threaded lag screw that attaches to the post and lets the opposite part slip over its short leg. Best for setting into masonry walls.

thumb latch {ewr MVBMP2, ViewerBmp2, illustnslatthmb.bmp}A decorative latch you open by pressing a short lever with your thumb. ring latch {ewr MVBMP2, ViewerBmp2, illustnslatring.bmp}A latch you open by pivoting a ring off the end of a horizontal bar.

vibratory rammer {ewr MVBMP2, ViewerBmp2, fotos.bmp} Use this to compact fill soil in trenches and before masonry work. Powered by a gasoline engine, it literally jumps along, so you only have to guide it as it goes. Its small rectangular shoe makes it ideal for tight places like trenches. It's too heavy for one person to lift alone, so be sure to have a wheelbarrow handy to move it.

vibratory plate compactor {ewr MVBMP2, ViewerBmp2, fotos.bmp} A gas-powered soil compaction tool with a steel plate that you guide as you would a lawn mower. Use it to tamp down soil or gravel. To vibrate dry sand or mortar between bricks, be sure to rent one with a plywood or rubber liner below the steel plate. Otherwise, the plate will object the brief. liner below the steel plate. Otherwise, the plate will chip the brick edges.

strike latch {ewr MVBMP2, ViewerBmp2, illustnslatstrk.bmp}A latch with a fixed horizontal bar that docks in a metal catch. You lift a rocking arm to release it. slide bolt {ewr MVBMP2, ViewerBmp2, illustnslatslid.bmp}A bolt that slips into a rectangular or cylindrical strap mounted to a post. lever latch {ewr MVBMP2, ViewerBmp2, illustnslatlevr.bmp}A C-shaped bar that runs through a slot in a gate. Rotating one end of the C lifts the other end out of its catch. loop cap This slips on top of each line post to let the horizontal top rail pass through. tension bar

A flat metal bar you weave through each end of the chain-link fabric and connect to the terminal post with wire ties. The bar spreads the tension across the full width of the chain-link fabric when pressure is applied with a come-along winch.

terminal posts The end posts of a chain-link fence. They're thicker than the line posts between them to help support the tension of the chain-link fabric.

line posts Thinner posts in the middle of a chain-link fence.

hardboard Thin fiberboard, such as Masonite.

dobies Small concrete blocks with embedded tie wire, used to support rebar or metal mesh in concrete work.

fire clay A kind of clay that withstands high temperatures.

dry well A gravel-filled vertical pipe or hole where excess water collects and percolates slowly into the ground.

tight-line drain A solid drain pipe leading to an exit point, usually the street.

Bermuda grass A fast-spreading lawn grass that can be an invasive weed when it grows among other plantings.

off-grade decks Decks that stand 30 inches or more off the ground.

sewage sludge Odorless dried residue of treated city sewage.

post hole auger
{ewr MVBMP2, ViewerBmp2, fotos.bmp} Post hole diggers make neat, cylindrical holes in the soil for fence posts and footings. Hand-operated diggers have parallel wooden handles and a pair of curved blades.

If you need to dig a lot of holes or deep footings below frost line, rent a gas-driven post hole auger, top. The engine is mounted between handles above a large spiral bit. A single person can operate a small auger. It takes two people to run the larger unit.

mushroom compost Used-up growing medium from a mushroom farm.

organic matter Decomposed plant or animal matter that supplies nutrients to plants. Good sources include homemade compost, <u>nitrogen-fortified sawdust</u>, aged steer manure, <u>sphagnum peat moss</u>, and <u>leaf mold</u>.

organic Containing decomposed plant or animal matter. Organic soil is rich in plant nutrients, holds moisture well, and lets in air and water easily.
landscape paint A nonpermanent spray paint in brilliant colors, sold at hardware and building supply stores.

## PVC

Polyvinyl chloride, a kind of plastic.

certified arborist A trained specialist, often employed by a tree service, who can advise you on the health and hazards of your trees.

Survey An exact mapping of property based on measurements and instrument sightings. There are two kinds of surveys: one that records boundaries and the other that records land contours.

base map Your primary design in your drawing board where you can make notes to yourself regarding eyesores, wind patterns, etc.

joints Places where bricks are joined with mortar.

framing square Also called a carpenter's square or steel square. A large square used for carpentry layout. Some include rafter cutting tables. To cut stairs, a pair of small clamp-on stair gauges can be added.

mason's trowel {ewr MVBMP2, ViewerBmp2, illustns.bmp}Use one of these trowels to mortar joints between bricks and concrete blocks. You can also use one to finish the joints between units as the mortar cures. //TK Mason trowel JUMPS TO RELEVANT TOPIC IN TOOLS CHAPTER. HOWEVER, THE ONLY TROWEL MENTIONED THERE IS THE "STEEL TROWEL" IN "CONCRETE FINISHING TOOLS." SAME THING AS THIS, OR SHOULD WE ADD A TOPIC THERE?// brick chisel {ewr MVBMP2, ViewerBmp2, fotos.bmp}A wide-bladed chisel that you strike with a hand sledge to cut bricks. hand sledge {ewr MVBMP2, ViewerBmp2, fotos.bmp}A small version of a sledgehammer. Headweights vary from 2 to 4 pounds. Used to cut brick, drive concrete-form stakes and demolish masonry. jointer

{ewr MVBMP2, ViewerBmp2, illustns.bmp} Term used for two kinds of masonry finishing tools. The one shown at right, also called a groover, cuts <u>control joints</u> in wet concrete slabs. Another, a slender metal tool with rounded sides, is used to smooth mortared joints between brick and block..

batter gauge A right triangle made of wood that you make to use with a level to maintain the correct inward slope of a wall. For mortarless walls, the batter should be 2 inches for every foot of rise.

## batter

The inward slope of the wall from the bottom to the top.

bond stones Larger rocks used periodically to help hold the wall together.

slumpstone A masonry unit with rounded edges and corners that give it the weathered appearance of adobe block.

stretcher bonded A typical brick pattern in which the long sides of the bricks show and joints are staggered.

benderboard Long, thin, flexible wood strips--usually redwood--that are used to form curved edgings.

rebar bender

{ewr MVBMP2, ViewerBmp2, fotos.bmp} The 5-foot handle on this cutter makes quick work of cutting through <u>rebar</u>. It also has a built-in bender. With the handle up, lay the rebar between three heavy-duty pins on the bender's head, then push down the handle to bend the rebar. You can bend to any angle up to 90 degrees.

peeler core The cylindrical remainder of a log that has been turned on a giant lathe to "peel" plywood veneer. Often sold at landscape-supply centers.

edging tool A steel hand tool that rounds edges of concrete with 1/2-inch radius.

seeded aggregate A concrete finish in which small pebbles are spread over wet concrete, worked into the top and revealed by washing and sweeping.

# corner block A concrete block with one flush, smooth end.

### cap unit A solid piece measuring 8 by 16 by 4 inches.

stretcher block A masonry unit laid with its longest dimension parallel to the run of a course.

builder's felt Commonly called tarpaper, it's most frequently used between courses of wood singles. ring-shanked nail A nail with raised edges along its shank--like threads in screw--that make it hard to pull out.

lag screw A cross between a screw and a bolt, a lag screw is used to hold thicker lumber together. It has a hexagonal head and a thick shank--1/4-, 3/8-and 1/2-inch diameters are common.

concrete cap A top layer of concrete that adds a finished, decorative look to a pilaster. It also covers the center core of mortar.

form release A chemical you paint on wood forms to prevent concrete from sticking to them.

### stretcher The long side of a brick.

header The end of a brick. setback line A specified distance from a property line that establishes where structures can be built. line level A bubble level that hooks over <u>mason's line.</u> {ewr MVBMP2, ViewerBmp2, fotos.bmp}

stringer A long piece of wood, usually made from a 2 by 12, that is notched to create the stairway's risers and treads.

ledger A board nailed, bolted, or screwed to the side of a house, wall, or deck. Stair <u>stringers</u> or decking rest on it or attach to it with metal <u>joist</u> <u>hangers</u>.
## bolt cutter

{ewr MVBMP2, ViewerBmp2, fotos.bmp}To cut 6 by 6-inch reinforcing mesh for concrete slabs, bolt cutters are the best choice. Hand snips just won't cut it. You can saw through each joint with a hacksaw, but that gets old fast. Three-foot-long bolt cutters can also cut 1/2-inch rebar.

joist hangers Galvanized metal stirrups used to connect joists to other structural members.

landscape timber Pressure-treated lumber used as a substitute for railroad ties. It's available in several dimensions, typically 6 by 6 and 6 by 8 inches.

tread The flat part of a step.

## riser The vertical part of a step.

# rise

The vertical distance from the bottom to the top of a slope or step.

### run

The horizontal distance covered by a slope.

# screed

A board drawn across wet concrete or a sand base to level.

mortar bed Layer of mortar on which masonry sits.

control joint A groove scored by a jointer in wet concrete to control cracking caused by contraction and expansion.

fieldstones Stones picked from fields. They come in random sizes and may have moss or lichen on exposed surfaces.

flagstones Hard stones that have been split into thin pieces for paving.

form The wood framework that molds and supports wet concrete.

expansion joint A divider made of wood, felt or other material. It allows movement where a concrete slab abuts a house or another concrete slab.

## mortar

A mixture of cement, fire clay, sand and water used to lay masonry.

batter board A long right triangle of wood with its hypotenuse cut at the desired pitch for the stone wall. Used to check the pitch while building.

isosceles triangle A triangle with two equal sides. rebar Short for "reinforcing bar." This steel bar is embedded in concrete and masonry to strengthen it. Sold in 20-foot lengths and in various diameters.

footing A foundation under a wall, pilaster or stairway that's wider than the structure it supports. It distributes the load over a broader area.

pilaster A column of concrete or masonry used to reinforce intervening panels and prevent them from tipping.

coping Top course used as a cap.

gravity-stack concrete modules Sold at home centers and landscaping-supply centers, these castconcrete modules don't require special skills or a poured concrete footing. They have many shapes, textures, colors and locking mechanisms, but all stack with an offset so they lean into the soil they retain.

You can build a wall up to 3 feet high without tying back into the hill. Taller walls use a "geo grid"-- a metal or heavy polyethylene matting that pinches between courses and extends back into the hill, where soil is piled onto the grid.

fence-post concrete A courser mix used primarily for anchoring fence posts. Sold by the bag at home centers.

brick veneer A layer of thin brick facing that you attach to the main wall. brick ties

Metal straps added between courses of masonry. They extend outward from one wall into an adjoining wall of brick or veneer to tie two together.

mason's line Braided or twisted nylon string used to maintain straight courses of masonry. Because the cord is slightly elastic, you can stretch it tight without sagging. Also used for marking off boundaries.

on center As measured from the center of the post (rather than the distance between sides).

deadman Lengths of wood that extend behind a retaining wall into the retained slope.

building code A set of regulations adopted by a local governments that regulate building practices. Codes vary by region and from one city to the next. Each community may adopt its own exceptions to a standard code.

## swale A valleylike passageway for <u>runoff.</u>

dry creek bed A rock-lined artificial creek bed for channeling excess rainwater.

catch basin A drain for a low or wet spot, with pipe exiting the side and a pit at the bottom to collect sediment.

pressure-treated wood Lumber that has been chemically treated, usually with inorganic arsenic, to make it rot-resistant.

trencher {ewr MVBMP2, ViewerBmp2, fotos.bmp}A gas-driven power tool that digs soil trenches.

soil-filter fabric Rot-resistant synthetic cloth that lets water through but not soil.

drain rock Clean rock, in graded sizes, that remains uncompacted so that water can pass through.
## French drain

A drain filled with gravel that leads surface water away from your house, out of a catch basin or from poorly drained parts of your yard. Its destination is usually the street or a dry well.

perforated pipe 3- or 4-inch diameter plastic pipe used to drain excess water away from structures. May be either rigid or flexible.

landscape fabric A blanket of coarsely woven jute or more permanent synthetic fabric that helps hold soil on hillsides. Buy the fabric in rolls at landscape supply stores. Pin it in place with the metal pins that come with the fabric. If you like, cut slits in the fabric and plant through them.

soil-holding plants Plants with fast-growing or tenacious root systems that help control erosion. The Plant Selector in the Designer can suggest these. For more ideas, consult your local <u>Cooperative Extension</u> office.

perennial plant A plant that lives more than two years.

chipper {ewr MVBMP2, ViewerBmp2, fotos.bmp}A gas-powered machine that chops branches and tree limbs into wood chips.

sod cutter A tool that cuts a lawn into 12- to 18-inch strips.

pneumatic Air-driven.

scoop shovel A lightweight shovel that has a short handle and a wide blade with turned-up edges. Used to move loose material, not for digging.

soil core sampler A T-shaped tool with a tubular end that extracts a thin column of soil for testing.

tub saw

An abrasive circular saw used to cut brick and concrete block. The tub contains water used to cool the diamond blade and control dust.

common brick A rough-textured brick favored for most garden paving. It is more porous than the slicker, face brick, and less uniform in size and color.

# chalk line

A reel of thin cord enclosed in a housing with powdered chalk. You pull the cord over the line you want to mark, then snap it against the surface to deposit chalk there. mattock

{ewr MVBMP2, ViewerBmp2, fotos.bmp}A wide-bladed pick used for digging. Available as a combination pick-mattock for digging or axemattock for digging and cutting roots.

turf edger A long-handled tool with a semicircular blade. You step on the tread to trim sod rolls or the edge of an established lawn.

systemic herbicide A chemical that, when sprayed on plants, kills the entire plant, roots and all. <u>Glyphosate</u> is an example.

glyphosate The active ingredient in Roundup and similar herbicides. Sprayed on plants, it kills them quickly and becomes inactive in about a week.

utility lines Underground utilities include water and gas pipes, electrical conduits, telephone and TV cables, and septic systems, including <u>leach lines</u> and <u>cleanouts</u>. If you don't know where these are, call your utility companies or a local plumber.

leach line A gravel-filled trench that acts as a filter for a septic system. herbicide A chemical that kills plants.

dripline An imaginary line extending from the tree's outermost branches to the ground.

## heel in Cover the roots with moist compost, <u>organic</u> matter, or soil.

rootball A mass of soil held together by roots.

cleanout An opening that provides access to a main septic tank.

# lath

A thin covering made of wood strips that creates partial shade.

cantilevered With the ends of beams extending unsupported.

cantilevered decks Hillside decks whose top surface extends beyond the structural support.

splash block A concrete or plastic block you place under a downspout to shield the soil against rushing water.

annual plant A plant that sprouts and dies in a single season.

latticework Panels made of crisscross strips of wood. Sold at home improvement stores.

native-plant society An organization that promotes the preservation of plants from your area. Native plants tend to resist local climate extremes, as well as pests and diseases.

landscape architects Licensed in most states, landscape architects can design entire landscapes, consult on design, or render your drawings. Many belong to the American Society of Landscape Architects (ASLA).

landscape designers Qualifications vary greatly among landscape designers. Some have been trained as landscape architects but haven't taken or passed the licensing tests. Others are mainly horticulturists.

landscape contractors Landscape contractors are licensed (in most states) to install landscapes. Many work with landscape architects, although some will design landscapes that they install. Most belong to state contractors' associations.

land surveyors Licensed land surveyors are qualified to survey property lines.

lien waivers

Documents that release you from contractors' claims against your property if you don't pay them. Also get waivers from subcontractors you don't hire directly, since they can hold you responsible if your landscape contractor fails to pay them.
mulch A soil covering, such as gravel or shredded bark, that slows evaporation and erosion. It insulates soil against rapid temperature changes. It also keeps down weeds.

# bed

A plot for flowers or vegetables that you can approach from all sides.

border A planting area along a walkway, wall, fence, or lawn.

ergonomics Designing with human factors in mind.

septic system A home sewage-disposal system consisting of a <u>septic tank</u> and a <u>leach</u> <u>field</u>.

septic tank A buried holding tank for household wastewater. A disposal company periodically unearths its hatch to pump it out, so you must keep it accessible.

leach field A system of buried pipes that allows wastewater from the septic tank to trickle (leach) into the ground, where soil organisms purify it.

drainageways The areas where <u>runoff</u> converges from different slopes.

# runoff

Rainwater or snow melt that runs over the ground instead of soaking in. It runs off because the ground is too steep, too hard, or too saturated with water.

hardpan A layer of hard soil, usually 1-3 feet below the surface, that blocks the downward movement of water.

survey marker A landmark left by surveyors to locate the end of a property line.

frost depth The average depth that the soil freezes in winter. It affects how deeply you must set <u>footings</u> and foundations, and bury water lines.

## water table

A permanent reservoir of water below ground. In some areas, the water table is less than two feet from the surface, a condition that many plants cannot tolerate. A high water table can also cause construction problems.

structural engineer An engineer who designs structures to carry loads and withstand forces such as wind or earthquakes.

soils engineer An engineer who evaluates the suitability of soil for building, terracing, drainage, and other uses.

prevailing winds Winds that generally blow from the same direction. The direction may change with the season--for example, southwest in summer and northwest in winter.

plat map A legal document that shows the boundaries and <u>easements</u> of your property, as determined by <u>survey</u>.

survey An exact mapping of property based on measurements and instrument sightings.

easement A portion of your property another party may use for utilities, maintenance of nearby roads, or access to nearby property.

licensed surveyor A contractor who maps property lines and features with instruments to produce a legally binding <u>survey</u>.

10-10-10 fertilizer A fertilizer containing 10% each of nitrogen, phosphorous, and potassium--the three basic plant nutrients. Look for "10-10-10" on the package.

limestone A sedimentary rock containing mainly calcium carbonate (CaCO3). Powder, pellets, or granules are added to raise the pH of acid soil

plugs Small pieces of sod.

sprigs Pieces of grass stem and root, also called <u>stolons.</u>

sulfur A chemical element, used in powdered or granular form to lower the pH of alkaline soil.

### an equivalent

Alternative materials for changing pH include dolomitic limestone, hydrated lime, and ground seashells to raise pH, or ferrous sulfate, lime-sulfur solution, and ammonium sulfate fertilizers to lower pH. Product labels usually give a calcium carbonate or sulfur equivalency number, which you can enter at the right to determine how much to use.

amendment A material you mix with garden soil to improve it.

nitrogen-fortified sawdust Sawdust to which high-nitrogen fertilizer has been added. The fertilizer replaces nitrogen used by soil microbes while decomposing the sawdust. Buy it or make your own by adding 2-3 pounds of high-nitrogen fertilizer (per 100 square feet) to each 1-inch thickness of fresh sawdust.

sphagnum peat moss Milled, decomposed plant debris from swamps and bogs. Keeps the soil acid and helps it hold water but does not supply plant nutrients. Moisten before using it or it will steal water away from plants.

leaf mold Shredded and decomposed leaves that lighten soil texture and add plant nutrients. Hard to find commercially, but you can make your own by mowing over fallen leaves and <u>composting</u> them.

composting Letting garden and kitchen waste decay into an odorless brown soil amendment. Buy composting containers or build your own from wood or chicken wire.

gypsum Powdered or pelleted calcium sulfate used to mark boundaries. Also used to neutralize salt in high-sodium soil or loosen heavy clay soil.

рΗ

A measure of acidity or alkalinity, on a scale of 0 (highly acid) to 14 (highly alkaline). Soil pH affects how well plants absorb nutrients. At the wrong pH, nutrients may be there but plants can't use them. Most plants do best within a pH range of 5.5 and 7.5; for many a pH of 6.5 is ideal.

### bare-root

Many <u>deciduous</u> shade and fruit trees, roses, and flowering shrubs are sold with the soil washed away from their roots to reduce shipping costs. Bare-root plants are available only during the dormant season-late winter and early spring--and must be planted before their leaves begin to grow again. They cost about half as much as container plants, yet they take root and grow just as quickly. The organic packing material around the roots should feel slightly damp and the roots should look fresh -- not dry or withered.

deciduous A plant that loses its leaves in winter.

### balled and burlapped

These shrubs and trees are sold with a ball of soil around their roots, held in place with a wrapping of burlap or other strong material. Usually available during the cooler months, balled-and-burlapped ("Band-B") plants include many conifers, rhododendrons, and azaleas, as well as some deciduous plants. Unlike container plants, these are never rootbound.
container sizes

Many landscape plants are sold in containers, typically 1-, 5- or 15gallon cans. Large trees can come boxed in wood containers measuring 2-6 feet on a side. Choose plants that look healthy and vigorous, not spindly or misshapen. Avoid <u>rootbound</u> plants.

rootbound With crowded roots that grow above the soil in a container, through its drainage holes, or circling inside.

scientific name A plant's official Latin or Greek name, recognized by gardeners and scientists around the world. For example, *Ipomoea tricolor* `Heavenly Blue' is the `Heavenly Blue' <u>cultivar</u> of morning glory.

cultivar A plant variety developed by breeders rather than found in the wild.

common name A descriptive name, often colorful, that gardeners use informally; for example, "Morning Glory."

garden centers Stores that sell both plants and gardening supplies.

Cooperative Extension The U.S. Department of Agriculture sponsors Cooperative Extension offices in every state to offer practical information for homeowners and farmers. Some offices will test soil for you. Many offer free or inexpensive publications. Find the nearest Cooperative Extension in the Tollfree Numbers Survival Guide under "Agencies."

specimen A plant whose striking size, shape, or color makes it eye-catching.

fastigiate With vertical instead of spreading branches.

## shear

Trim to a smooth shape with <u>hedge shears</u>.

hedge shears Large, scissorlike garden clippers.

alkaline The opposite of acid; having a **pH** greater than 7.

### cold hardy Able to withstand the lowest winter temperatures likely to occur.

USDA United States Department of Agriculture

microclimates Local climate variations caused by elevation, sun and wind exposure, and nearby buildings and plants.

xeriscaping Landscaping with water conservation in mind.

moisture sensor A device that senses when soil moisture is low and turns on your watering system full sun At least 4-5 hours of direct sun a day, occurring between midday and late afternoon.

part sun At least 2-3 hours of direct sun a day, mostly in the morning.

### shade Less than 1 hour of direct morning sun a day, or at least 2-3 hours of filtered sun a day.

### deep shade No direct or filtered sun.

high Needs watering at least twice weekly.

# medium Needs weekly watering.

### low Needs watering every 2-4 weeks.

drought tolerant Needs watering monthly (or less often) until established, then little extra watering. In arid regions, no extra watering at all.

clay Sticky, heavy soil made of small particles. Clay holds water but excludes air, which is needed by plant roots.

### sand

Gritty, fast-draining soil made up of large particles.

### loam Soil of medium texture; easiest to work.

rhizomes Horizontal stems that grow underground to spread to new areas.

stolons Horizontal stems that spread above ground.

## sod

Carpetlike sections of ready-grown lawn with soil attached.

mixture Seed or sod composed of more than one kind of grass, such as Kentucky bluegrass, fine fescue, and perennial ryegrass.

### blend

Seed or sod composed of several <u>cultivars</u> of a single species; for example, wear-tolerant, disease-resistant, and shade-tolerant cultivars of Kentucky bluegrass.

cultivars Plant varieties developed by breeders rather than found in the wild.

sprinkler system An underground network of plastic pipes that deliver water through sprinkler heads around the yard. Timers or <u>moisture sensors</u> turn the water on and off.

roller A metal or plastic drum you fill with water and roll over the lawn to tamp down soil or newly planted grass.
cool-season grasses Grasses, such as Kentucky bluegrass, which grow best in spring and fall but stay green in summer if watered. They grow best in northern climates.

warm-season grasses Grasses, such as Bermuda grass, which thrive in hot summers and go dormant and brown in winter. They grow best in southern climates.

broadcast spreader A rolling or hand-held device that flings seeds over a wide area.

peat moss spreader {ewr MVBMP2, ViewerBmp2, fotos.bmp} A s dispenses peat moss in an even, thin layer.

A special roller that

steel plugger A metal tool with a T-shaped shank and a short, hollow blade. You push it into the soil to extract cores of soil that you replace with grass plugs.

plug auger A bit that attaches to an electric drill to bore properly sized holes for plugs.

plug-starter fertilizer Specially formulated fertilizer that helps plugs start growing quickly. Sold by plug suppliers.

fertilizer A substance that supplies nutrients to soil in percentages of nitrogen, phosphates, and potassium.

covenants Restrictions on how you can use or modify your property, intended to preserve the character of the community.

root crown Where the roots join the base of the stem.

spreader A device that drops or flings seeds evenly over a large area. Also used to apply fertilizer.

curing A chemical reaction in cement-based materials. The longer these materials stay damp, the stronger they get. Curing is not the same as drying, which implies evaporation.

concrete trowel A tool used after the sheen has disappeared from the surface of the concrete to make a smooth, slick surface.

Chapter 8

portland cement A mixture of baked and pulverized silica, lime, iron, alumina and gypsum that reacts chemically with water. Its British inventor named it "portland" because the color of the concrete made from it matched that of limestone quarried on the Isle of Portland in the English Channel.

## course

A continuous level of masonry in a wall.

# five-sack mix

Concrete mixes vary in strength depending on how many sacks of cement are added per cubic yard of finished mix. The five-sack mix is good for patios, walks and other structures that don't require special engineering. Five 94-pound bags of **portland cement**, 1 1/2 tons of **aggregate** and 25 to 30 gallons of water make 1 cubic yard of concrete. (Portland cement is also available in 47-pound bags from some retailers. If aggregate isn't available, you'll need about 17 cubic feet of sand and 19 cubic feet of gravel.) Varying the mix without engineering specifications will likely yield weaker concrete.

**aggregate** Sand and gravel blended for concrete. Also, gravel used in <u>exposed-aggregate</u> finishes.

exposed aggregate {ewr MVBMP2, ViewerBmp2, bitmaps.bmp}A decorative concrete finish in which gravel is seeded over the surface of wet concrete.

throw

The watering radius of a sprinkler head. On most heads, throw is adjustable. All sprinkler heads have specifications for maximum throw and the range of adjustability.

circuit. A group of sprinkler heads connected to a single control valve. Only one circuit of a sprinkler system operates at a time.

### pipe

*PVC (Polyvinyl chloride) pipe* is the most common choice for do-ityourself sprinkler systems in non-freezing areas. Use  $\bot$  -in. pipe for a flow of up to 4 gal/min,  $\exists$  -in. for up to 8 gal/min, and 1-in. for up to 12 gal/min. Connect lengths with PVC cement and fittings.

*Polyethylene pipe* is a highly flexible alternative to PVC, and is favored in cold weather regions. Connect lengths with clamps and fittings. Never use polyethylene pipe as a pressure-bearing feeder line from a service line to a <u>valve manifold</u>.

### valves

*Control valves* turn the flow of water to individual sprinkler circuits off and on. They are designed for manual and/or electronic operation.

Antisiphon valves are control valves that prevent potentially contaminated sprinkler system water from siphoning back into the municipal water supply. Antisiphon valves must be set higher than the highest head in the system to be effective.

*Backflow prevention valves* also protect against contamination of the water supply, but a single unit installed downstream of the main sprinkler system shut-off valve protects the entire system, and eliminates the need for antisiphon valves. Backflow prevention valves are often required by local plumbing codes.

# accessories

Timers are the brain of any sprinkler control system. Programmable electronic timers control the frequency and duration of each circuit's operation.

If you want to take automation a step further and save water, there are rain gauges and moisture sensors to detect rainfall or the presence of sufficient moisture in the ground.

Easy-to-install low-voltage wires connect the control system to the sprinkler valves.

**valve manifold.** A group of control valves.

### heads

There are three basic types of sprinkler heads: *Single-stream heads* generate the longest throw and are best for large lawns. *Spray or multiple-stream heads* are for small lawns and shrubs. *Bubblers* let water run directly into the ground. Use them for flower beds.

All three types are available in pop-up models (so you can mow above them). To water shrub tops, mount sprayers and single-stream heads on risers, a vertical pipe that raises the head. The throw and arc of most heads is adjustable.

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Sonia Caracuta is so cool!

{ewc MVBMP2, ViewerBmp2, [macro=`CloseWindow("glossary")']bitmaps.bmp} 10-10-10 fertilizer alkaline amendment an equivalent annual plant balled and burlapped bare-root base map <u>batter</u> batter board batter gauge battered walls bed benderboard Bermuda grass blend bolt cutter bond stones border **brickchisel** brick ties brick veneer broadcast spreader broom finish builder's felt building code butt hinge cantilevered cantilevered decks cap unit catch basin <u>cells</u> certified arborist chalk line chipper <u>clay</u> cleanout cold hardy common brick common name composting concrete cap concrete finishing broom concrete grout concrete trowel

container sizes control joint cool-season grasses **Cooperative Extension** coping corner block covenants creosote <u>cultivar</u> <u>cultivars</u> curing <u>deadman</u> deciduous deep shade dobies drain rock drainageways dripline drought tolerant dry creek bed dry well easement edging tool ergonomics expansion joint fastigiate fence-post concrete fertilizer fieldstones fire clay flagstones footing form form release framing square French drain frost depth frost line full sun garden centers garden rake gate hinge glyphosate gravity-stack concrete modules <u>gypsum</u> hand sledge

hardboard <u>hardpan</u> header heartwood hedge shears heel in herbicide isosceles triangle jointer joints joist hangers lag screw land surveyors landscape architects landscape contractors landscape designers landscape fabric landscape paint landscape timber <u>lath</u> latticework leach field leach line leaf mold ledger lever latch licensed surveyor lien waivers limestone line level line posts <u>loam</u> loop cap mason's line mason's trowel masonry waterproofer mattock microclimates <u>mixture</u> moisture sensor <u>mortar</u> mortar bed <u>mulch</u> mushroom compost native-plant society nitrogen-fortified sawdust

off-grade decks on center organic organic matter part sun pavers peat moss spreader peeler core perennial plant perforated pipe <u>рН</u> pilaster <u>plat map</u> plug auger plug-starter fertilizer plugs pneumatic post hole auger pressure-treated lumber prevailing winds <u>PVC</u> <u>rebar</u> rebar bender rhizomes ring latch ring-shanked nail rise <u>riser</u> rock salt roller root crown rootball rootbound rubber mallet <u>run</u> <u>runoff</u> sand scientific name scoop shovel screed seeded aggregate septic system septic tank setback line sewage sludge <u>shade</u>

<u>shear</u> slide bolt slumpstone sod sod cutter soil core sampler soil-filter fabric soil-holding plants soils engineer specimen sphagnum peat moss splash block split-faced blocks spreader <u>sprigs</u> sprinkler system steel plugger stolons strap hinge stretcher stretcher block stretcher bonded strike latch stringer structural engineer <u>sulfur</u> survey survey marker <u>swale</u> systemic herbicide **T-hinge** tension bar terminal posts throwing a line of mortar thumb latch tight-line drain top rail sleeve tread trencher tub saw turf edger <u>USDA</u> utility lines vibratory plate compactor vibratory rammer warm-season grasses

water table wood float wythe xeriscaping
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Gallery of Ideas

### A Small City Yard

Photographer: 1994, Saxon Holt Landscape design: Konrad Gauder, Land Sculpture of Berkeley, CA Landscape architecture and construction: Denise Snaer-Gauder

## <u>A Formal Landscape</u>

1994 Harry Haralambou/Positive Images

## An Informal Landscape

1991, Margaret Hensel/Positive Images

### **A Yard for Contemplation**

Photographer: Jerry Howard/Positive Images Landscape Design: The MacDowell Company, Weston, MA

## A Terraced Yard

Photographer: Cliff Jones Landscape architect: Ransohoff, Blanchfield, Jones, Inc., San Mateo, CA Landscape construction: Lehmann Landscaping

## Designing Your Landscape

### Evaluating Drainage 1994, Roberta Spieckerman

Working with Pros 1994, Jerry Howard/Positive Images

## Preparing the Site

Marking Easements and Property Lines 1994, Saxon Holt

## <u>Clearing the Area</u>

1994, Jerry Howard/Positive Images

## **Removing a Lawn**

photo courtesy of Ransomes-Cushman-Ryan (800) 228-4444

### **Improving Drainage**

1991, Jerry Howard/Positive Images

### **Controlling Erosion**

photo courtesy of American Agrifabrics, Atlanta, GA (800) 554-2218

<u>Underground Sprinkler Systems</u> Toro Irrigation Systems

<u>Choosing Drip Irrigation</u> Courtesy of NIBCO Irrigation Systems

### **Sprinklers - A Parts Primer**

Photographer: Steve Snow The Toro Company, 5825 Jasmine Street P.O. Box 489 Riverside, CA 92502-0489

## **Building Projects**

Retaining Walls 1992, Jerry Howard/Positive Images

Patios 1991, Jerry Howard/Positive Images

Walkways 1994 Saxon Holt

Stairs Tom Algire/Tom Stack and Associates

Fences 1993, Ivan Massar/Positive Images

<u>Garden Walls</u> 1994 Jerry Howard/Positive Images

Raised Beds Landscape Architects: Jeff Stone Associates

Edgings 1994 Jerry Howard/Positive Images

Selecting Plants

Local Conditions 1994 Saxon Holt

Local Conditions - Light Levels 1994, Saxon Holt

#### **Local Conditions - Soil Types**

1994 Saxon Holt

Pests and Diseases Univar/Van Waters & Rogers Inc., Kirkland, WA

<u>Minimizing Maintenance</u> 1990 Jerry Howard/Positive Images

Designing for Texture 1993 Jerry Howard/Positive Images

## **Planting Techniques**

#### **Buying Plants**

1993 Harry Haralambou/Positive Images 1992 Jerry Howard/Positive Images 1991 Margaret Hensel/Positive Images

#### Planting a Lawn

Courtesy of Nitron Industries, Inc.

## **Rental Tools**

### **Soil Compacting - Vibratory Rammer**

Wacker Corporation Menomonee Falls, WI (414) 255-0500

#### Lawn Tools - Sod Cutter

Ransomes-Cushman-Ryan (800) 228-4444

Masonry Tools - Masonry Saw

Stanley - Goldblatt New Britain, CT

#### **Masonry Tools - Concrete Finishing Tools**

Stanley - Goldblatt New Britain, CT

## Materials

Lumber: Designing with Wood Courtesy of Backen Arrigoni & Ross, Inc.

### Lumber: Lumber Grades

Courtesy of the Southern Pine Council

### **Concrete: Designing with Concrete**

Top left, Photographer: Mark Burns Others: courtesy of Portland Cement Association, Skokie, IL

## **Concrete: Delivered Wet Mix**

Courtesy of Portland Cement Association, Skokie, IL

<u>Concrete Block</u> Courtesy of Handy-Stone Corporation, North St. Paul, MN, (612) 770-8818

### **Brick: Designing with Versatile Brick**

Courtesy of the Brick Institute of America

Stone Photographer: Ernie G. Wasson

## Gravel: Designing with Gravel

Courtesy of Backen Arrigoni & Ross, Inc., San Francisco, CA

Other Brick Chisel Stanley - Goldblatt New Britain, CT

### **Concrete Broom**

Stanley - Goldblatt New Britain, CT

### <u>Edger</u>

Stanley - Goldblatt New Britain, CT

### <u>Line Level</u>

Stanley - Goldblatt New Britain, CT

#### **Mattock**

Ames Lawn and Garden Tools (800) 624-2654

### Hand Sledge

Stanley - Goldblatt New Britain, CT

#### Wood Float

Stanley - Goldblatt New Britain, CT