

# PRO-PLAN CHART NO. 32.

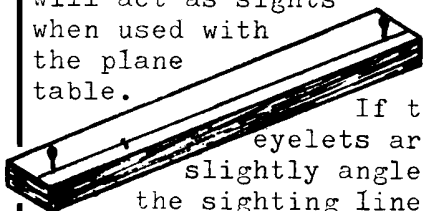
## PLANE TABLE BASICS

THIS CHART GIVES ONLY THE BASIC FACTS OF PLANE TABLE MAPPING. IT IS ADVISABLE TO GET A GOOD BOOK ON THE SUBJECT IF YOU ARE REALLY INTERESTED. OR GET SOMEONE TO HELP.

### EQUIPMENT NEEDED

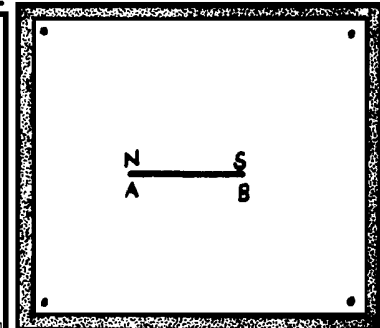
- 1 A SIGHTING RULE
- 2 A PLANE TABLE
- 3 A SUPPORT
- 4 A COMPASS
- 5 PENCILS, PINS, RUBBER, DRAWING PINS

To make a sighting rule, use a straight piece of wood and two curtain eyes. These must be at each end of the wood in a line parallel to the edge. The two eyelets will act as sights when used with the plane table.



If the eyelets are slightly angled the sighting line will be more exact.

When you get to your site, set up your plane table and in the centre of the paper draw a line of a length which is to be the equivalent to a known length in metres or paces on the ground. eg. 2 cm



to 20 metres. This establishes the scale of the map. Next make a base "A" on the ground and orientate your line on a N S basis. This will give the map orientation.

Place the plane table

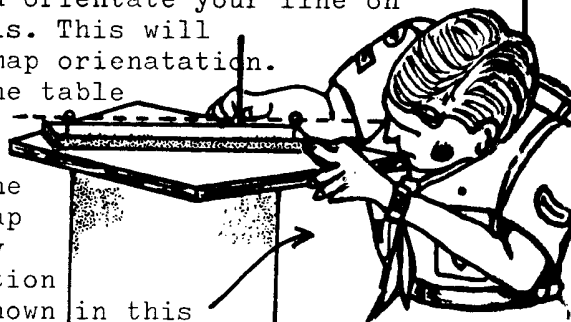
at base A

and sight

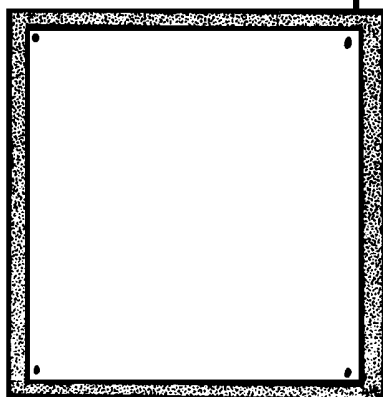
and draw a line from your A map

point to every object. Position yourself as shown in this sketch,

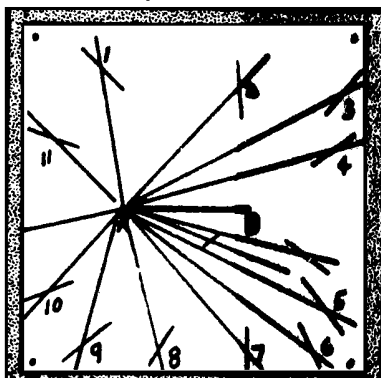
and steady the sight rule as shown here.



For the plane table any flat board may be used. On the board a sheet of drawing paper is to be pinned.



Once you have plotted all points from "A", move to base "B" re-orientate your base line A B to lie N S again and plot all the objects again, using only a



short stroke as you see here. Finally fill in details and remove all pencil lines.



An empty drum or old box will make a suitable support for the plane table

