

Step-by-Step: Bearing / Bearing Intersection

14. Start the COGO command if it isn't already running.
15. We are going to do a bearing / bearing intersection. From 3 we want to use a bearing of $179^{\circ}50'00''$ and from 1 a bearing of $89^{\circ}50'00''$. Input the information shown underlined.

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Inverse:Pt..Pt/Curve Inverse:Pt..Pt..Pt
Enter From Point: <4>(Backup/Toggles/Curve/CB): 3 <enter>
Options: +/- or Pt..Pt+-Angle
Enter Azimuth (DDD.MMSS):<>: (Backup Toggles Points Line): 179.5 <enter>
-->Azimuth used = 179°50'00"
Options: C#=#*/sin/cos/tan... or Pt..Pt(+*/*) a Distance
Enter the Distance: <>:(Backup Toggles Points Line): <enter>
Pick or Enter the Solve Point: <5>(Backup Toggles): 5 <enter>
Options: Pt..Pt+-Angle
Enter Azimuth #2: <>:(Backup Toggles Points Line): 269.50 <enter>
-->Azimuth used = 269°50'00"

Pick or Enter the To Point: <4>:(Backup Toggles): 1 <enter>

Enter Description:<>: <enter>

  3 179°50'00" dist= 100.000 N= 5000.198 E= 5068.000 5
Pick the side you want the bearing placed/Above/Below: <enter>

  5 269°50'00" dist= 68.000 N= 5000.000 E= 5000.000 1
Pick the side you want the bearing placed/Above/Below: <enter>

Bearing1 input=179.5 Bearing2 input=269.50
```

16. Part of your drawing should now look like this.

