Step-by-Step: Bearing / Bearing Intersection

12. Start the COGO command if it isn't already running.

13. We are going to do a bearing / bearing intersection. From 3 we want to use a bearing of S 0°10'00" E and from 1 a bearing of N 89°50'00" E. Input the information shown underlined.

```
Enter From Point: <4>(Backup/Toggles/Curve/CB): 3 <enter>
Options: +/- or Pt..Pt+-Angle
Enter Quadrant Bearing like QDD.MMSS:<>: (Backup Toggles Points Line): 20.10 <enter>
-->Bearing used = S00°10'00"E
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 Quadrant Bearing #2 like QDD.MMSS: <>:(Backup Toggles Points Line): 189.50 <enter>
-->Bearing used = N89°50'00"E

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

Enter Description:<>: <enter>

 3 S00°10'00"E dist=  100.000  N=  5000.198  E=  5068.000   5
Pick the side you want the bearing placed/Above/Below: <enter>

  5 S89°50'00"W dist=  68.000  N=  5000.000  E=  5000.000   1 Pick the side you want the
bearing placed/Above/Below: <enter>

Bearing1 input=20.20  Bearing2 input=189.50
```

14. Your drawing should now look like this.