

WATER LEVEL INSTRUCTIONS

Step 1: *There cannot be any bubbles in the line for the water level to be accurate.* Procedure to bleed out bubbles: Lay the water line out flat, hold the valve below the level of the reservoir, open the valve at the end of the line, bleed out any air bubbles, as the bubbles flow through the line add water to the reservoir until all bubbles are flushed out, next close the valve. **BLUE** automotive washer fluid can be used to prevent freezing and better visibility.

Step 2: Once the structure height is determined, locate level close enough to reach all the pier locations. Clear the area of any objects that may obstruct, snag, or crush the tubing when moving from pier to pier. Open valve and adjust reservoir height until the water level at the valve end lines up with the bottom, I beam flange (*the home frame*). **CLOSE VALVE.**

Step 3: Place valve/magnet on frame with valve closed. **ALWAYS CLOSE VALVE BEFORE YOU PLAN TO MOVE IT.** Adjust the reservoir on the stand so the water level is as close to the bottom level of the frame as possible. Open valve and adjust reservoir height until the water level at the valve end lines up with the bottom plate of the frame. **CLOSE VALVE.**

Step 4: Once you have set the final height adjustment, you are ready to set/level the home

Step 5: Repeat until *all the piers* are at the same level. When complete the structure should be level (*side to side, front to back*). *THIS IS EASIER WITH TWO PEOPLE*.

NEW SETS: Establish where the highest point of the grade is first, set bottle away from the structure. lay out line, and take valve end to the highest point of the grade using a tape measure to adjust the water level at the valve end by adjusting the bottle height to desired minimum frame height. Use a pre-marked 1"x2" board at the valve end.

ALWAYS CLOSE VALVE BEFORE RELOCATING AND STORING. DO NOT ALLOW THE HOSE TO GET KINKED OR PUT HEAVY OBJECTS ON HOSE. A KINKED OR OBSTRUCTED HOSE WILL ADVERSELY AFFECT THE FUNCTIONAL ACCURACY OF THE LEVEL.