










Using C10 Ruler for 10-Combination Centers

C10 Ruler is a conversion gauge. The markings on it represent the distance between C10 centers against the mari circumference in cm represented by the numbers. It converts the circumference of the mari to the distance between the 12 centers of a C10. It can be easier to manage than the VRuler, since it eliminates the "wobble factor" when flattening the V-ruler on the mari.

Use of C10 ruler requires pinning the centers for a Simple 4; these 6 centers are then be used to place the ruler and find the 12 centers of the C10. After placing the pins for the C10 centers, the Simple 4 pins are removed. The marking lines for the C10 are then laid down using preferred method. When placing the ruler on the mari, it will be centered on a Simple 4 pin. Be sure to use the extra length of the ruler to extend to the adjacent pins to insure that it's place on a straight line, either horizontally or vertically as required.

To begin: Determine the circumference of the mari, and then pin the 6 4-point centers of a Simple 4 division by preferred method. Then use the C10 ruler as follows:

		
<p>Locate temporary N & S poles. Center the ruler on an equator pin.</p>	<p>The circumference of this example mari is 23cm. Place pins at the 23 marks on either side of the 00-point.</p>	<p>Rotate the mari 1/4 turn to the right; lay the ruler vertically (be sure to align straight). Place pins at the 23 marks.</p>
		
<p>Rotate the mari 1/4 turn, lay the ruler horizontally, place pins at the 23 marks.</p>	<p>Rotate the mari 1/4 turn, lay the ruler vertically, place pins at the 23 marks.</p>	<p>Locate N-S line; there are no pins on it at this point.</p>
		
<p>Center ruler on N pole, place pins at the 23 marks.</p>	<p>Rotate mari 180 degrees to S pole, center ruler and place pins.</p>	<p>Remove S4 pins. Place C10 lines using preferred method.</p>