

CALCULATION CHART

ROCK CALCULATION FOR PONDS

$(L \text{ in meters} \times W \text{ in meters}) / 4.1 = \text{metric tonnes of Rock \& Boulder}$

Use 1:2:1 Ratio . So for every 1 tonne of 15 - 30 cm rock : 2 tonne of 30 - 45 cm rock : 1 tonne of 45 - 60 cm Boulder. Using a variety of sizes makes the pond look more natural.

Example: 5m x 5m pond needs $(5 \times 5) / 4.1 = 6.1$ tonnes of Rock & Boulder. So $6.1 / 4 = 1.53$. Therefore use 1530 Kg of (15-30cm rock) and 3060 Kg of 30-45cm rock and 1530 Kg of 45-6 cm Boulders.

PEBBLE CALCULATION FOR PONDS

Use 30% of required metric tonnes of POND Rock & Boulder

Gravel 1-4 cm size

Example: 6.1 tonnes of Rock & Boulder required $\times 0.3 = 1830$ Kg or 1.83 tonne

ROCK CALCULATION FOR STREAMS

For every 3m of Stream use 1.4 metric tonnes of rock using 1:2:1 ratio as above

To have a 6m stream into the pond use 2.8 metric tonnes of rock. You will need 700 Kg of 15-30cm rock and 1400Kg of 30-45cm rock and 700 Kg of 45-60cm rock.

PEBBLE CALCULATION FOR STREAMS

Use 30% of required metric tonnes of STREAM Rock & Boulder

Pebble 1-4 cm size

Example: 2.8 tonnes of STREAM Rock & Boulder required above $\times 0.3 = 840$ Kg

ROCK CALCULATION FOR THE FACE OF THE BIOFALL

Mini or Signature BIOFALLS use 1 tonne of large boulder

Use beautiful character boulders

APPROXIMATE VOLUME OF WATER IN A POND

$\text{Length (L)} \times \text{Width (W)} \times \text{Depth (D)} \times 1000 = \text{Volume of water in Litres}$

Example: 5m long x 5m wide x 0.6m depth $\times 1000 = 15,000$ Litres

APPROXIMATE VOLUME OF WATER IN A STREAM

$L \times W \times 77 = \text{Lts in flow.}$

Example: 3m x 0.6m x 77 = 138.6 lts.

HOW BIG SHOULD YOUR PONDLESS WATERFALL RESERVOIR VOLUME BE?

$L \times W \times 77 \times 2$

Example: $(3m \times 0.6m \times 77) \times 2 = 277.2$ lts.

AQUABLOX REQUIRED IN RESERVOIR

Reservoir basin volume /121 for large aquablox or 64 for small aquablox = Aquablox required.

Example : $277.2 / 121 \text{ lts} = 2.2$ Always round up so use 3 large aquablox