

Suggested initial settings for the B-Hyve controller

	Grass		Desert Shrubs	Desert Trees	High water shrubs	High water trees
	Summer Bermuda	Winter Rye				
Plant Type	Warm Season Grass	Cool Season Grass	Desert Plants	Desert Plants	Shrubs/Perennials	Trees
Sprinkler Type	Rotor, fixed spray, or rotary nozzle	Rotor, fixed spray, or rotary nozzle	Drip	Drip	Drip	Drip
Soil Type	Clay Loam for most	Clay Loam for most	Clay Loam for most	Clay Loam for most	Clay Loam for most	Clay Loam for most
Sun/Shade	Adjust as needed	Adjust as needed	Adjust as needed	Adjust as needed	Adjust as needed	Adjust as needed
Slope	Adjust as needed	Adjust as needed	Adjust as needed	Adjust as needed	Adjust as needed	Adjust as needed
Advanced Settings						
Available Water	Leave as is	Leave as is	Leave as is	Leave as is	Leave as is	Leave as is
Root Zone	6-10"	6-10"	12-18"	16-24"	12-18"	16-24"
Allowed Depletion (MAD)	50%	50%	50%	50%	50%	50%
Efficiency	Leave as is	Leave as is	Leave as is	Leave as is	Leave as is	Leave as is
Plant Factor	Leave as is	Leave as is	30%	30%	50-70%	50-70%
Application Rate	Input value from tuna can test under sprinkler entry	Input value from tuna can test under sprinkler entry	.3 if 1GPH emitters .4 if 2GPH emitters ★	.3 if 1GPH emitters .4 if 2GPH emitters ★	.3 if 1GPH emitters .4 if 2GPH emitters ★	.3 if 1GPH emitters .4 if 2GPH emitters ★

Please Note: These settings are a suggested starting point only and may need to be modified for your landscape, so you will need to pay attention to how your individual landscape responds




This is for established landscapes

Check watering depth with soil probe and adjust precipitation rate for drip zones accordingly

★ If emitters are more than 2GPH increase Nozzle Inches/Hour

The use of pressure compensating emitters is strongly recommended



	Groundcovers and vines (desert)	Groundcovers and vines (high)	Cacti and succulents	Annuals
Plant Type	Shrubs/Perennials	Shrubs/Perennials	Desert Plants	Annual Flowers
Sprinkler Type	Drip	Drip	Drip	Adjust as needed
Soil Type	Clay Loam for most	Clay Loam for most	Clay Loam for most	Adjust as needed
Sun/Shade	Adjust as needed	Adjust as needed	Adjust as needed	Adjust as needed
Slope	Adjust as needed	Adjust as needed	Adjust as needed	Adjust as needed
Advanced Settings				
Available Water	Leave as is	Leave as is	Leave as is	Leave as is
Root Zone	6-18"	6-18"	6-18"	4-6"
Allowed Depletion (MAD)	50%	50%	50%	50%
Efficiency	Leave as is	Leave as is	Leave as is	Leave as is
Plant Factor	30%	50-70%	10-30%	Leave as is
Application Rate	.3 if 1GPH emitters .4 if 2GPH emitters 	.3 if 1GPH emitters .4 if 2GPH emitters 	.3 if 1GPH emitters .4 if 2GPH emitters 	Adjust as needed

Setting the Sprinkler precipitation rate:

Use the Catch Cup option in the smart watering details
 Use flat bottomed/straight sided cans. i.e. tuna cans
 Enter the test run time
 Enter the depth in each of the catch cans

What changing these settings do:

- Increasing the precipitation rate (Inches/Hour) will decrease the amount of time a zone runs on an irrigation day
- Decreasing the precipitation rate (Inches/Hour) will increase the amount of time a zone runs on an irrigation day
- Increasing the root depth will increase the amount of time a zone runs on an irrigation day **AND** lengthen the watering day interval (days between watering)
- Decreasing the root depth will decrease the amount of time a zone runs on an irrigation day **AND** shorten the watering day interval (Days between watering)
- Increasing the exposure factor (more sunny) will adjust the water needs higher
- Decreasing the exposure factor (more shady) will adjust the water needs lower
- Setting the soil type towards clay type soils will increase the amount of cycle and soak used **AND** lengthen the watering day interval
- Setting the soil type towards sandy type soils will decrease the amount of cycle and soak used **AND** shorten the watering day interval
- Increasing the slope will increase the amount of cycle and soak used
- Decreasing the slope will decrease the amount of cycle and soak used

Cycle and soak breaks the total run time needed into multiple short cycles with a soak time in between to Control runoff