

## Multi-Point Vibrating Wire Piezometer String

### Description

Multi-Point Vibrating Wire Piezometer Strings allow for multiple Vibrating Wire Piezometers to be connected on a single cable. This facilitates the installation of fully grouted multiple piezometers. The single cable prevents vertical void channels. Tough polyurethane-jacketed, Kevlar® reinforced, non-stretch cable is employed to withstand the rigors of installation and is entirely water-blocked to minimize any leakage. No conductors are shared to maximize independent reliability of each sensor.

Fully grouted installation permits multiple piezometers to be simply and reliably installed in a single borehole. The piezometer string and grout pipe are placed in the borehole and cement-bentonite grout is pumped until the borehole is filled. RST Multi-Point Vibrating Wire Piezometers provide excellent long-term accuracy, stability of readings, and reliability under demanding geotechnical conditions. Vibrating Wire Piezometers are the electrical piezometers of choice as the frequency output of vibrating wire devices is immune to external electrical noise and able to tolerate wet wiring common in geotechnical applications.

### Multi-Point Vibrating Wire Piezometer String Specifications

\*The following specifications are for an individual vibrating wire piezometer.

ITEM	SPECIFICATION
Over range	1.5X F.S
Resolution	0.025% F.S. minimum
Accuracy	0.1% F.S.
Operating Temperature	-20 to 80°C (-4 to 176°F)
Diaphragm Displacement	<0.001 cc at F.S.
Thermal Zero Shift	<0.05% F.S./°C
Materials	Hermetically sealed stainless steel housing
Thermistor Type	NTC 3K Ohms @ 25°C
Thermistor Interchangeability	±0.2°C (optional ±0.1°C)
Thermistor Resolution	0.1°C
Filter	50 micron sintered filter.

### Electrical Cable Specifications

NUMBER OF PIEZOMETERS	PART #	DESCRIPTION
2-3 Piezometers	EL380012	12 conductor, Kevlar® wire with water-blocked polyurethane jacket
4-6 Piezometers	EL380013P	13 pair, Kevlar® wire with water-blocked polyurethane jacket
Specifications		