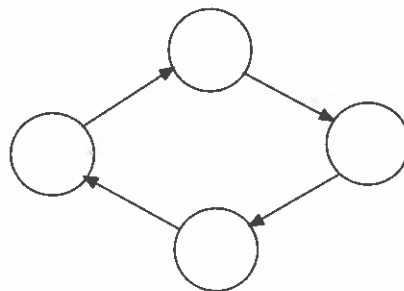## Rules for drawing networks

5. The following rules are all logically based and should be thoroughly learned before attempting to draw networks.

   a) A complete network should have only one point of entry – a *start* event and only one point of exit – a *finish* event.

   b) Every activity must have one preceding or 'tail' event and one succeeding or 'head' event. Note that many activities may use the same tail event and many may use the head event, e.g.
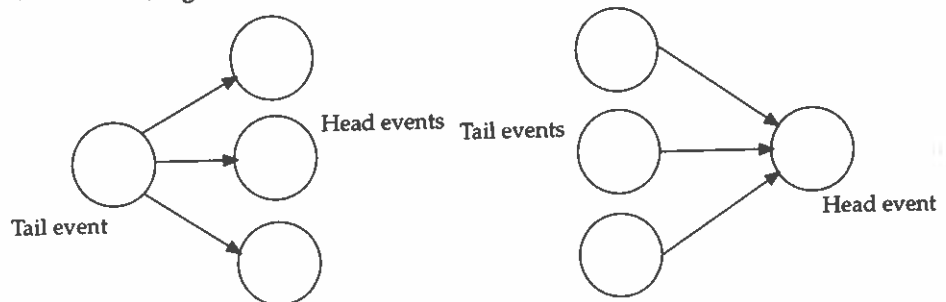
   However an activity must not share the same tail event *and* the same head event with any other activities (this is dealt with in detail in Para 8 on Dummies).

   c) No activity can start until its tail event is reached.

   d) An event is not complete until all activities leading in to it are complete. This is an important rule and invariably has to be applied in examination questions.

   e) 'Loops' i.e. a series of activities which lead back to the same event are not allowed because the essence of networks is a progression of activities always moving onwards in time.

'Loops' not to be used

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