PROJ. REFERENCE NO. SHEET NO.

U-2717
TCP-42

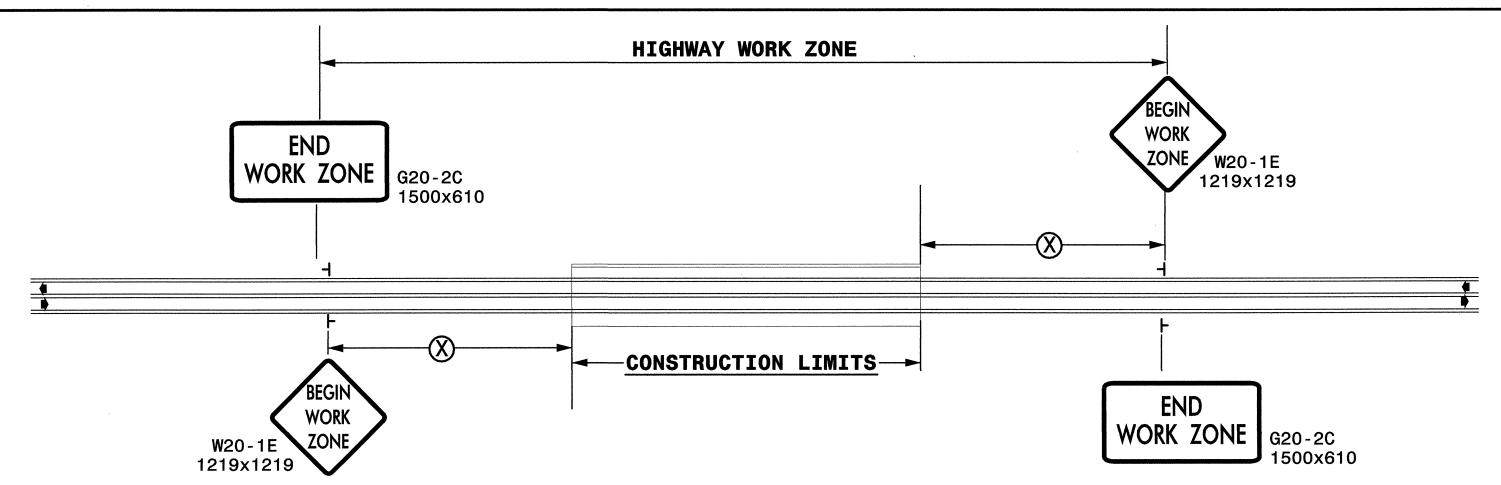
HIGHWAYS

OF.

SION

GHG

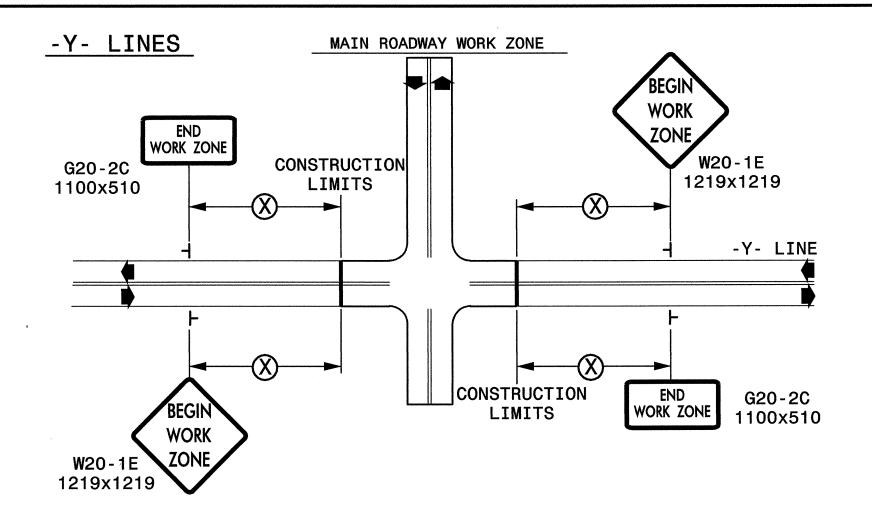




	RECOMMENDED MINIMUM SIGN SPACING
POSTED SPEED LIMIT (M.P.H.)	⊗
≤ 50	107m
≥ 55	152m

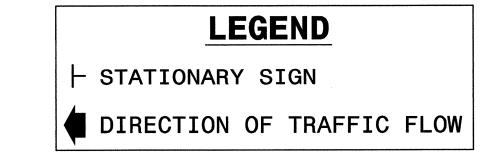
STATE OF NORTH CAROLINA DEPT. OF TRANSPORTATION

ROADWAYS INTERSECTING ALONG 2 WAY UNDIVIDED WORK ZONE (Y-LINES)



GENERAL NOTES

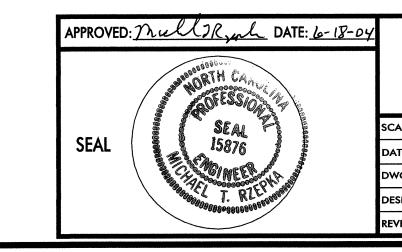
- USE TYPE I AND TYPE II SHEETING FOR ALL WORK ZONE WARNING SIGNS UNTIL THE EXISTING TYPE I AND TYPE II SHEETING INVENTORIES ARE EXHAUSTED, OTHERWISE USE TYPE VII SHEETING OR HIGHER. (STANDARD PRACTICE FOR SIGN SHEETING, S-68)
- DO NOT INSTALL ADVANCE WARNING SIGNS MORE THAN 3 DAYS PRIOR TO BEGINNING OF WORK.
- SIGNS SHOWN ARE REQUIRED FOR WORK ZONES THAT WILL REMAIN IN EFFECT OVERNIGHT. FOR SHORT-TERM DAILY MAINTENANCE TYPE OPERATIONS, THIS SIGNING APPLICATION IS OPTIONAL; MAY USE ONLY APPLICABLE ROADWAY STANDARD DRAWINGS INSTEAD. HOWEVER, IF THIS SIGNING APPLICATION IS USED, SIGNS MAY BE PORTABLE MOUNTED.
- ALL SIGN SPACING DIMENSIONS ARE APPROXIMATE, FIELD ADJUST AS NECESSARY OR AS DIRECTED.
- USE 1.4Kg STEEL U-CHANNEL POST OR 90mm X 90mm WOOD POST FOR ALL WORK ZONE SIGNS. 1.4Kg STEEL U-CHANNEL POSTS MUST MEET THE REQUIREMENTS OF STANDARD SPECIFICATION SECTION 1094-1(B), MAY BE GALVANIZED STEEL, OR MAY BE PAINTED GREEN BY THE POST MANUFACTURER. SQUARE STEEL TUBING POSTS HAVING EQUIVALENT STRENGTH OF THE 1.4Kg STEEL U-CHANNEL POST ARE ALSO ACCEPTABLE FOR USE. ERECT SIGNS PER ROADWAY STANDARD DRAWING 1110.01. PAYMENT FOR WOOD POSTS, 1.4Kg STEEL U-CHANNEL AND SQUARE STEEL TUBING POSTS WITH SIGNS WILL BE MADE ACCORDING TO STANDARD SPECIFICATION "WORK ZONE SIGNS" SECTION 1110.
- WHEN NECESSARY, USE SPLICING IN ACCORDANCE WITH ROADWAY STANDARD DRAWING NO. 1110.01. REMOVE ENTIRE POST WHEN REMOVING SIGNS WITH SPLICED POSTS.
- DO NOT BACK BRACE SIGN SUPPORTS.



SHEET 1 OF 1

REVISIONS 7–98 10/01

10<u>-</u>98



DETAIL	DRAWING	FOR	TWO-V	VAY
UNDIVIDE				-
ADVANCED 1	WORK ZON	IE WAF	RNING	SIGNS

NONE	ONGINEER W
6–04	S LA S SOUTH PARTY LA
:	S A S S S S S S S S S S S S S S S S S S
BY:	
D RY:	C CONTROL