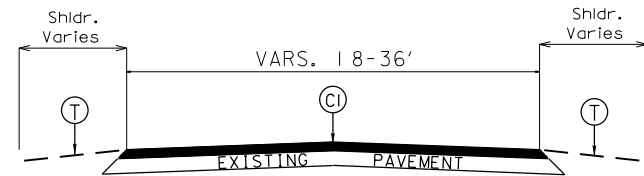
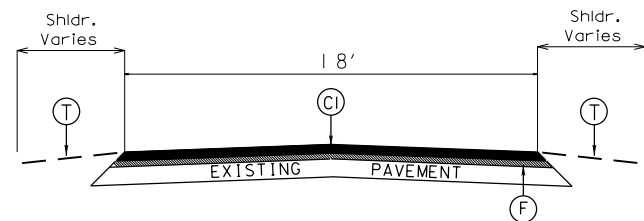


TYPICAL SECTION NO. 1
MAP #1 (entire map)

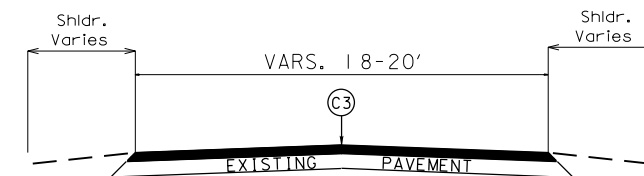


TYPICAL SECTION NO. 2

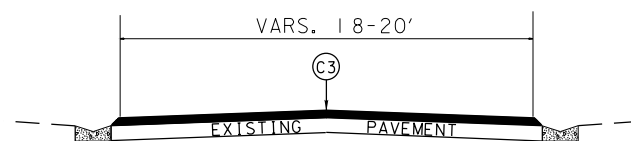
MAP #2 (0+00 TO 68+00)
MAP #4-8 (entire maps)
MAP #18 (entire map)
MAP #28 (entire map)
MAP #42 (entire map)



TYPICAL SECTION NO. 3
MAP #15 (entire map)



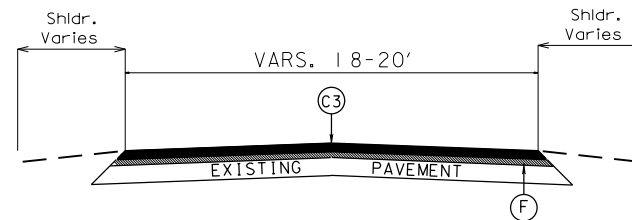
TYPICAL SECTION NO. 4
MAP #9- #11 (entire maps)
MAP #16- #17 (entire maps)
MAP #19- #20 (entire maps)
MAP #27 (entire map)
MAP #29 (entire map)
MAP #41 (entire map)
MAP #43- #44 (entire maps)
MAP #47- #48 (entire maps)



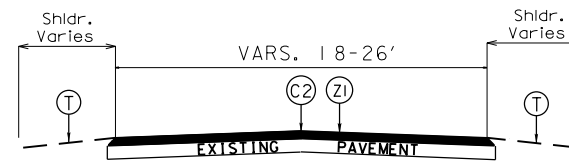
TYPICAL SECTION NO. 5
MAP #12 (entire map)
MAP #35 (entire map)

Typical #1 Notes:

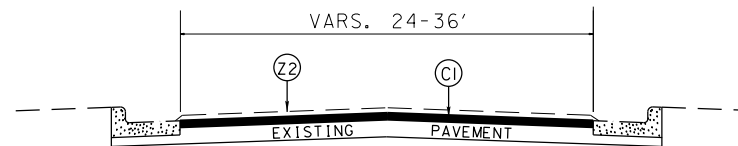
- Shoulder Reconstruction will not be required in any areas with extended outside paved shoulder.
- In areas with extended outside paved shoulder, taper lift down approx. 6" to 12" beyond the milled rumble strip.



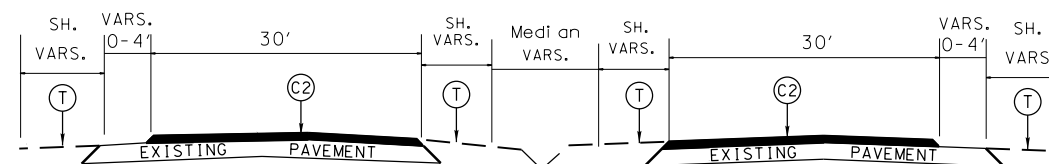
TYPICAL SECTION NO. 6
MAP #13-14 (entire maps)
MAP #21-26 (entire maps)
MAP #30-34 (entire maps)
MAP #36-40 (entire maps)
MAP #45-46 (entire maps)
MAP #49 (entire map)



TYPICAL SECTION NO. 7
MAP # 1 (RAMPS ONLY)



TYPICAL SECTION NO. 8
MAP # 2 - 68+00 to 119+25



TYPICAL SECTION NO. 9
MAP # 3 - (entire map)

General Notes:

* Pavement edge slopes are 1:1 unless specified otherwise.

PAVEMENT SCHEDULE	
C1	PROP. APPROX. 1½" ASPHALT CONCRETE SURFACE COURSE, TYPE S9.5B, AT AN AVERAGE RATE OF 168 LBS. PER SQ. YD.
C2	PROP. APPROX. 1½" ASPHALT CONCRETE SURFACE COURSE, TYPE S9.5C, AT AN AVERAGE RATE OF 168 LBS. PER SQ. YD.
C3	PROP. APPROX. 1" OF ASPHALT CONC. SURFACE COURSE, TYPE SF9.5A, AT AN AVERAGE RATE OF 110 LBS PER SQ. YD.
F	ASPHALT SURFACE TREATMENT, MATCOAT # 78M STONE
T	AGGREGATE SHOULDER BORROW (SHOULDER RECONSTRUCTION)
Y	INCIDENTAL MILLING
M	MILLED RUMBLE STRIPS
Z1	MILL EXST. ASPHALT PAVEMENT APPROX. 1½" IN DEPTH
Z2	MILL EXST. ASPHALT PAVEMENT APPROX. 2" IN DEPTH

Typical #8 Notes:
** No Shoulder Reconstruction required in wider paved shoulder sections with G-R.

2016 - 2017
Resurfacing Program
Typical Sections
Lincoln County NC

Checked by: GHB
Drawn by: GHB