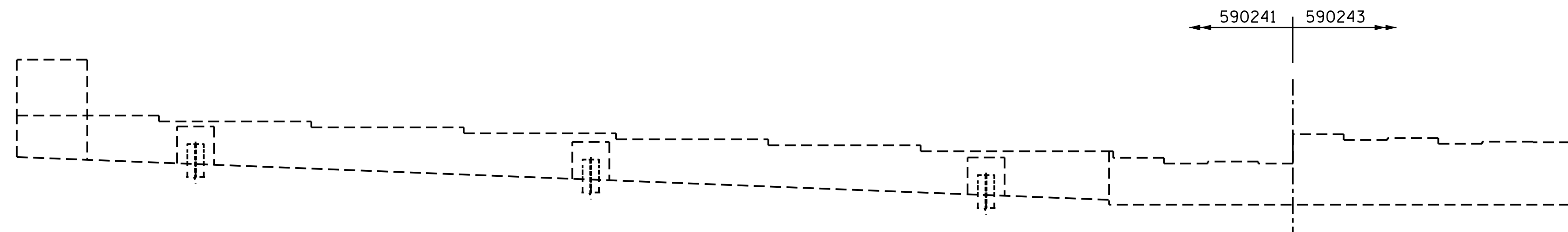
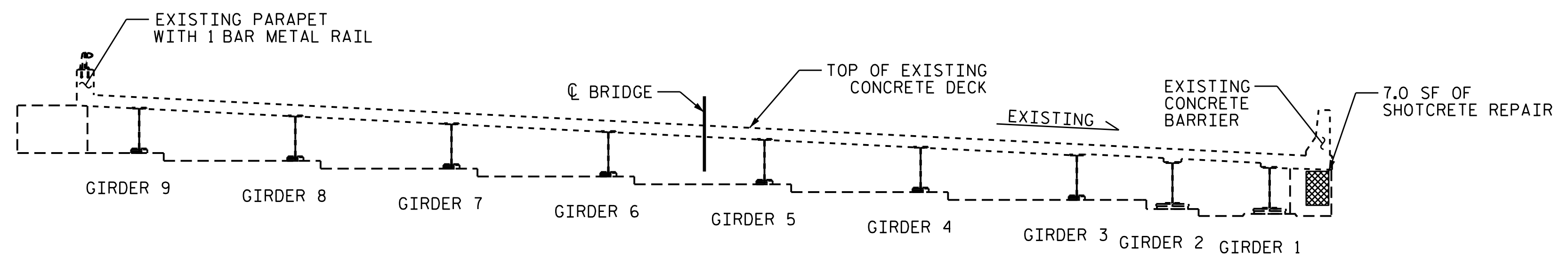


PLAN



ELEVATION



TYPICAL SECTION

AS-BUILT REPAIR QUANTITY TABLE				
END BENT 1 REPAIRS	QUANTITIES			
	ESTIMATE		ACTUAL	
SHOTCRETE REPAIRS	AREA SF	VOLUME CF	AREA SF	VOLUME CF
CAP	0	0		
CURTAIN WALL	7.0	3.5		
CONCRETE REPAIRS	AREA SF	VOLUME CF	AREA SF	VOLUME CF
CAP	0	0		
CURTAIN WALL	0	0		
EPOXY COATING	AREA SF		AREA SF	
CAP	137			

NOTES

VALUES IN CHART REPRESENT ESTIMATED REPAIR TOTALS AFTER REMOVAL OF UNSOUND CONCRETE, MINIMUM OF 1" BEHIND REBAR AND MINIMUM OF 2" CLEARANCE TO SAWCUT. FOR REPAIR DETAILS, SEE "TYPICAL CAP AND COLUMN REPAIR DETAILS" SHEET.

REPAIR LOCATIONS AND ESTIMATE OF QUANTITIES ARE BASED ON THE BEST INFORMATION AVAILABLE. IF ADDITIONAL REPAIRS NOT SHOWN ON THE DRAWINGS ARE DEEMED NECESSARY BY THE ENGINEER, THE ENGINEER SHALL NOTE ON THE DRAWINGS THE APPROXIMATE LOCATION AND DESCRIPTION OF THE REPAIRS AND ENTER THE ACTUAL QUANTITIES INTO THE AS-BUILT REPAIR QUANTITY TABLE.

CLEAN AND REMOVE DEBRIS FROM THE TOP OF THE CAP AND APPLY EPOXY PROTECTIVE COATING. EPOXY COATING SHALL BE APPLIED TO THE TOP SURFACE OF THE CAP AND TO THE TOP SURFACE OF THE PILE CAPS. THE CONTRACTOR SHALL NOT COAT THE AREA OF THE CAP BENEATH THE MASONRY PLATES. FOR EPOXY COATING, SEE SPECIAL PROVISIONS.

CONCRETE REPAIRS MAY BE SUBSTITUTED IN LIEU OF SHOTCRETE REPAIRS WITH THE APPROVAL OF THE ENGINEER.

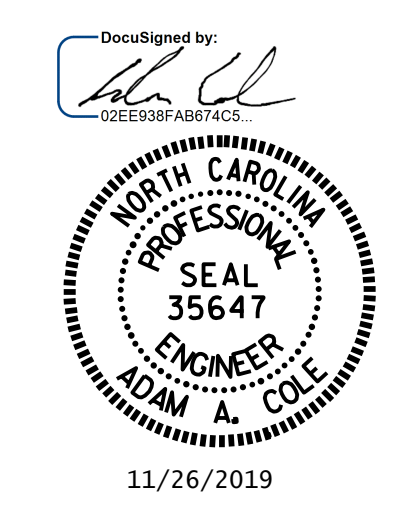
FOR SHOTCRETE REPAIRS, SEE SPECIAL PROVISIONS.

FOR CONCRETE REPAIRS, SEE SPECIAL PROVISIONS.

FOR EPOXY RESIN INJECTION (ERI), SEE SPECIAL PROVISIONS.

- SHOTCRETE REPAIR AREA
- CONCRETE REPAIR AREA (FORM AND POUR)
- EPOXY RESIN INJECTION (ERI)

PROJECT NO. I-5769  
MECKLENBURG COUNTY  
 BRIDGE NO. 590241



STATE OF NORTH CAROLINA  
 DEPARTMENT OF TRANSPORTATION  
 RALEIGH  
 SUBSTRUCTURE  
 END BENT 1

DRAWN BY : D.A. CANTRELL DATE : 10/2018  
 CHECKED BY : H.A. LOCKLEAR DATE : 09/2019

NO.	REVISIONS			NO.	REVISIONS			SHEET NO.
	BY:	DATE:			BY:	DATE:		
1				3			S6-05	
2				4			TOTAL SHEETS 8	

DOCUMENT NOT CONSIDERED FINAL UNLESS ALL SIGNATURES COMPLETED