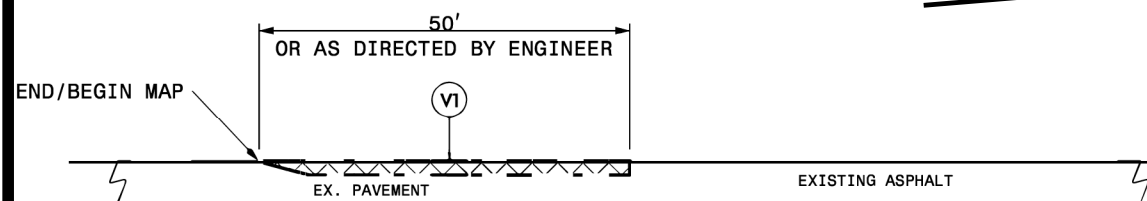


PAVEMENT SCHEDULE

C1	PROP. APPROX. 1½" ASPHALT CONCRETE SURFACE COURSE, TYPE S9.5B, AT AN AVERAGE RATE OF 165 LBS. PER SQ. YD.
C2	PROP. APPROX. 1.0" ASPHALT CONCRETE SURFACE COURSE, TYPE S4.75A, AT AN AVERAGE RATE OF 110 LBS. PER SQ. YD.
F1	ASPHALT SURFACE TREATMENT, MAT COAT, #67 STONE
T	EARTH MATERIAL
U	EXISTING PAVEMENT.
V1	INCIDENTAL MILLING
V2	MILLING ASPHALT PAVEMENT 1½".

NOTES:

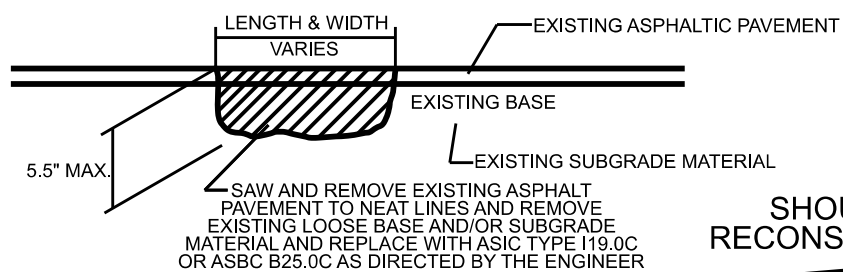
- * ALL INTERSECTING ROADS ARE TO BE RESURFACED TO THE ENDS OF THEIR RADII, THE MAIN LINE RIGHT OF WAY OR AS DIRECTED BY THE ENGINEER. THIS SHALL INCLUDE ANY TAPERS AND TURN LANES LOCATED BOTH ON THE MAIN LINE OR INTERSECTING PAVED ROADWAY.
- * EDGES, PAVEMENT WIDENING, INTERSECTIONS AND BRIDGE FLARES ARE INCLUDED IN THE SUMMARY OF QUANTITIES.
- * ASPHALT SURFACE TREATMENT (MAT COAT) CONSISTS OF: ONE LAYER OF EMULSIFIED ASPHALT GRADE CRS-2L AT A RATE OF 0.38± GAL/SY AND ONE LAYER OF # 67 STONE AT A RATE OF 20-25± LBS/SY.
- * CONSTRUCT THE MAT COAT IN ACCORDANCE WITH SUBARTICLE 660-8(D) OF THE NCDOT STANDARD SPECIFICATIONS FOR ROADS AND STRUCTURES. AFTER THE MAT COAT HAS BEEN SATISFACTORILY APPLIED AND ROLLED, THE APPLICATION OF THE PLANT MIX OVERLAY SHALL BE COMPLETED WITHIN THE SAME DAY.
- * ASPHALT SURFACE TREATMENT, MAT COAT, #67 (GRANITE) STONE SHALL ONLY BE APPLIED TO THE MAINLINE AND NOT TO THE RADIUS OF ANY SIDE ROAD OR DRIVEWAY.
- * THE CONTRACTOR MUST PROVIDE A SPREADER THAT IS AT LEAST 12' WIDE FOR IRREGULAR AREAS ALONG THE MAPS.
- * WHEN CLIPPING OF SHOULDERS IS DETERMINED NECESSARY BY THE DEPARTMENT, THE CONTRACTOR WILL BE RESPONSIBLE FOR CLEAN UP OF THE CLIPPINGS.



DETAIL 1

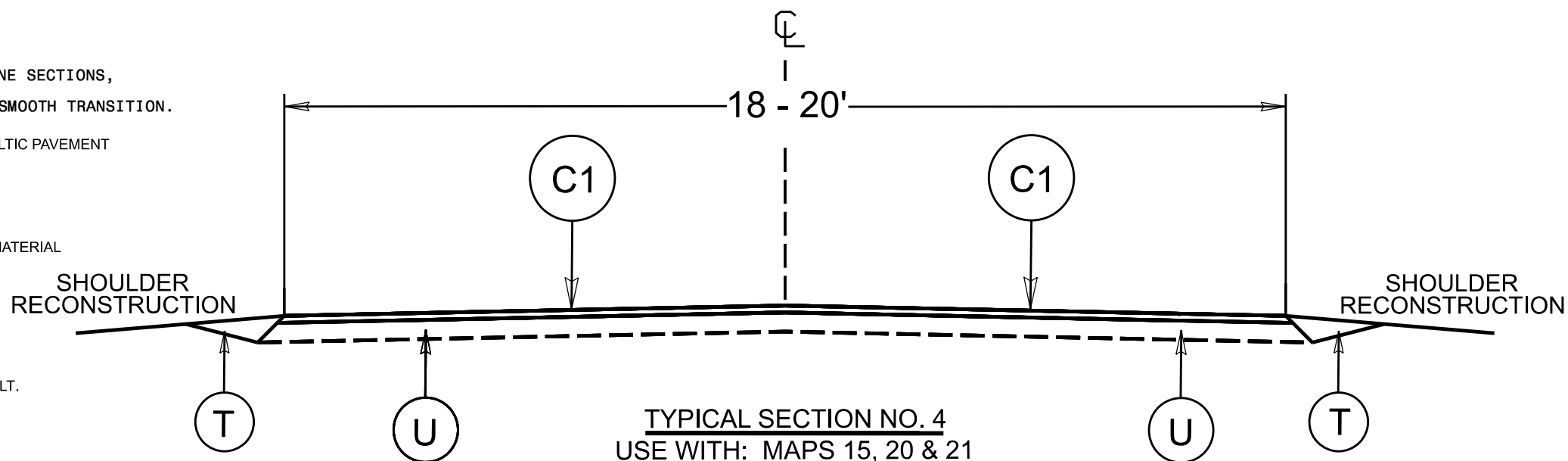
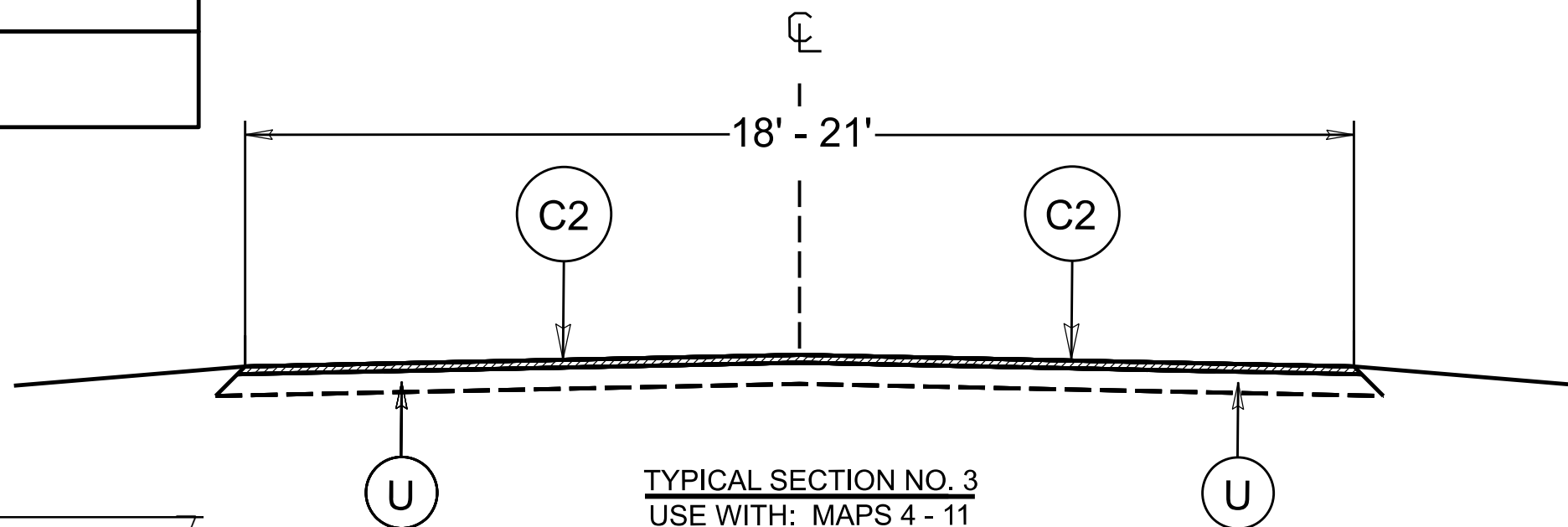
MAIN LINE MILLING

- NOTE:**
1. INCLUDES INCIDENTAL MILLING AT THE ENDS OF MAIN LINE SECTIONS, OR AS DIRECTED BY THE ENGINEER.
 2. PAVE TO THE END OF THE MILLED SURFACE TO CREATE A SMOOTH TRANSITION.



*NOTE: EDGES OF PATCHED AREA ARE TO BE CLEANED OF ALL DEBRIS AND COATED WITH AN APPROVED TACK MATERIAL BEFORE PLACING ASPHALT.

FULL DEPTH PATCHING 0 - 5"



 SYSTEMS
