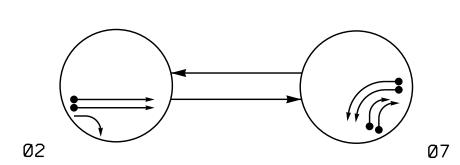
PHASING DIAGRAM



PHASING DIAGRAM DETECTION LEGEND

DETECTED MOVEMENT

UNDETECTED MOVEMENT (OVERLAP)

UNSIGNALIZED MOVEMENT

PEDESTRIAN MOVEMENT

TABLE OF 0	PER	ATI	ON			
	PHASE					
SIGNAL FACE	Ø۷	Ø 7	止しなのエ			
21,22	G	R	Y			
71,72	+	\	#			
73,74	R	-	R			

SIGNAL FACE I.D.

All Heads L.E.D.

12"	R Y 12"	R 12"
71,72	21,22	73,74

SR 1600 (McArthur Road)

\$2B 2B

Metal Pole #1

X-0002CC

Metal Pole #4

X-0002CC

ASC/3 DETECTOR INSTALLATION CHART											
DETECTOR				PROGRAMMING							
LOOP	SIZE (FT)	DISTANCE FROM STOPBAR (FT)	TURNS	NEW LOOP	PHASE	CALLING	EXTEND TIME	DELAY TIME	TYPE	SYSTEM LOOP	NEW CARD
2A/S2A	6X6	300	4	-	2	Yes	-	-	N	Χ	Χ
2B/S2B	6X6	300	4	-	2	Yes	_	-	N	Χ	Χ
7A	6X40	0	2-4-2	-	7	Yes	-	-	S	-	Χ
7B	6X40	0	2-4-2	-	7	Yes	-	-	S	-	Χ
7C	6X40	0	2-4-2	-	7	Yes	-	10	S	-	Χ
7D	6X40	0	2-4-2	-	7	Yes	-	10	S	-	Χ

Metal Pole #2

Metal Pole #3

X-0002CC

45 Mph -2% Grade

SR 1600 (McArthur Road)

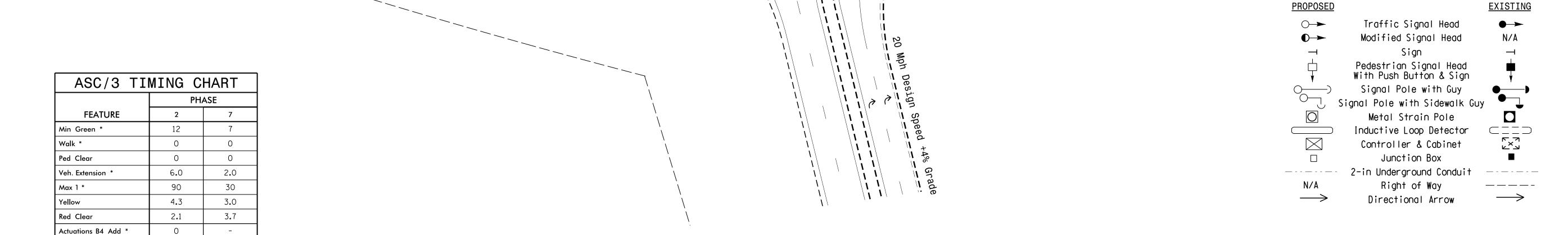
X-0002CC

2 Phase Fully Actuated Fayetteville Signal System

NOTES

- Refer to "Roadway Standard Drawings NCDOT" dated January 2012 and "Standard Specifications for Roads and Structures" dated January 2012.
- Do not program signal for late night flashing operation unless otherwise directed by the Engineer.
- 3. Set all detector units to presence mode.
- Locate new cabinet so as not to obstruct sight distance of vehicles turning right on red.
- 5. The cabinet should be designed to include an Auxiliary Output file for future use.
- 6. Pavement markings are existing.
- 7. Maximum times shown in timing chart are for free-run operation only. Coordinated signal system timing values supersede these values.

LEGEND



* These values may be field adjusted. Do not adjust Min green and Extension times for phases 2 and 6 lower than what is shown. Min Green for all other phases should not be lower than 4 seconds.

1**.**5

15 45

3.0

VEH. RECALL

Seconds / Actuation *

Time Before Reduction

Time To Reduce *

Minimum Gap

Locking Detector

Recall Position

Simultaneous Gap

Dual Entry

Max Initial *

Kgpeedin

