PROJ. REFERENCE NO.	SHEET NO.
B-5397	TMP-1B

TRANSPORTATION OPERATIONS

CONSTRUCTION

REMOVE AND REPLACE EXISTING STRUCTURE AND ROADWAY APPROACHES ALONG EXISTING ROADWAY ALIGNMENT AS SHOWN IN THE CONSTRUCTION PLANS.

TMP DESIGN PARAMETERS

TRAFFIC WILL BE DETOURED OFF-SITE DURING THE CONSTRUCTION PERIOD.

THE OFF-SITE DETOUR WILL INCLUDE DOGGETT ROAD (SR 2159), TANNERS GROVE ROAD (SR 2164), AND COUNTRYSIDE DRIVE (SR 2168).

GENERAL NOTES

CHANGES MAY BE REQUIRED WHEN PHYSICAL DIMENSIONS IN THE DETAIL DRAWINGS, STANDARD DETAILS, AND ROADWAY DETAILS ARE NOT ATTAINABLE TO MEET FIELD CONDITIONS OR RESULT IN DUPLICATE OR UNDESIRED OVERLAPPING OF DEVICES. MODIFICATION MAY INCLUDE: MOVING, SUPPLEMENTING, COVERING, OR REMOVAL OF DEVICES AS DIRECTED BY THE ENGINEER.

THE FOLLOWING GENERAL NOTES APPLY AT ALL TIMES FOR THE DURATION OF THE CONSTRUCTION PROJECT EXCEPT WHEN OTHERWISE NOTED IN THE PLAN OR DIRECTED BY THE ENGINEER.

TRAFFIC PATTERN ALTERATIONS

A) NOTIFY THE ENGINEER AT LEAST ONE MONTH PRIOR TO ANY TRAFFIC PATTERN ALTERATION.

SIGNING

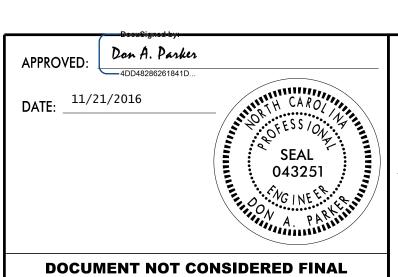
- B) PROVIDE SIGNING AND DEVICES REQUIRED TO CLOSE THE ROAD ACCORDING TO THE ROADWAY STANDARD DRAWINGS AND TRAFFIC CONTROL PLANS.
 - PROVIDE SIGNING REQUIRED FOR THE OFF-SITE DETOUR ROUTE AS SHOWN IN THE TRAFFIC CONTROL PLANS.
- C) COVER OR REMOVE ALL SIGNS AND DEVICES REQUIRED TO CLOSE THE ROAD WHEN ROAD CLOSURE IS NOT IN OPERATION.
 - COVER OR REMOVE ALL SIGNS REQUIRED FOR THE OFF-SITE DETOUR WHEN THE DETOUR IS NOT IN OPERATION.
- D) ENSURE ALL NECESSARY SIGNING IS IN PLACE PRIOR TO ALTERING ANY TRAFFIC PATTERN.

TRAFFIC CONTROL DEVICES

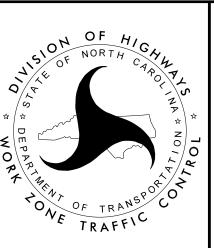
E) PLACE TYPE III BARRICADES, WITH "ROAD CLOSED" SIGN R11-2 ATTACHED, OF SUFFICIENT LENGTH TO CLOSE ENTIRE ROADWAY.

PAVEMENT MARKINGS AND MARKERS

- F) INSTALL PAVEMENT MARKINGS AND PAVEMENT MARKERS ON THE FINAL SURFACE AS SHOWN IN FINAL PAVEMENT MARKING PLAN.
- G) TIE PROPOSED PAVEMENT MARKING LINES TO EXISTING PAVEMENT MARKING LINES.



UNLESS ALL SIGNATURES COMPLETED



TRANSPORTATION OPERATIONS PLAN