PAVEMENT SCHEDULE  (FINAL PAVEMENT DESIGN)			
C1	PROP. APPROX. 1.5" ASPHALT CONCRETE SURFACE COURSE, TYPE S9.5B, AT AN AVERAGE RATE OF 165 LBS. PER SQ. YD.		
C2	PROP. APPROX. 3" ASPHALT CONCRETE SURFACE COURSE, TYPE S9.5B, AT AN AVERAGE RATE OF 165 LBS. PER SQ. YD. IN EACH OF TWO LAYERS.		
С3	PROP. VAR. DEPTH ASPHALT CONCRETE SURFACE COURSE, TYPE S9.5B, AT AN AVERAGE RATE OF 110 LBS. PER SQ. YD. PER 1" DEPTH. TO BE PLACED IN LAYERS NOT LESS THAN 1" IN DEPTH OR GREATER THAN 1.5" IN DEPTH.		
D1	PROP APPROX. 4" ASPHALT CONCRETE INTERMEDIATE COURSE, TYPE I19.0C, AT AN AVERAGE RATE OF 456 LBS. PER SQ. YD.		
D2	PROP VAR. DEPTH ASPHALT CONCRETE INTERMEDIATE COURSE, TYPE I19.0C, AT AN AVERAGE RATE OF 114 LBS. PER SQ. YD. PER 1" DEPTH. TO BE BE PLACED IN LAYERS NOT LESS THAN 2.5" IN DEPTH OR GREATER THAN 4" IN DEPTH.		
E1	PROP. APPROX. 4" ASPHALT CONCRETE BASE COURSE, TYPE B25.0C, AT AN AVERAGE RATE OF 456 LBS. PER SQ. YD.		
E2	PROP. VAR. DEPTH ASPHALT CONCRETE BASE COURSE, TYPE B25.0C, AT AN AVERAGE RATE OF 114 LBS. PER SQ. YD. PER 1" DEPTH. TO BE PLACED IN LAYERS NOT LESS THAN 3" IN DEPTH OR GREATER THAN 5.5" IN DEPTH.		
R1	SHOULDER BERM GUTTER		
Т	EARTH MATERIAL		
U	EXISTING PAVEMENT		
V	INCIDENTAL MILLING		
V1	VARIABLE MILLING (0" - 1.50")		
W	VARIABLE DEPTH ASPHALT PAVEMENT (SEE -L- WEDGING DETAIL)		

PROJECT REFERENCE NO	PROJECT REFERENCE NO.		
B-5642		2A-/	
ROADWAY DESIGN ENGINEER  SEAL  DECUSION OF ANTHUM CONFIRMING C.	PMP	AVEMENT DESIGN ENGINEER	
CDM Smith Inc. 5400 Glenwood Avenue Suite 400 Raleigh, NC 27612-3228 NC COA No. F-1255			
DOCUMENT NOT CONSIDERED FINAL			

**UNLESS ALL SIGNATURES COMPLETED** 

-L- NC 87 (MACO ROAD)

E2

D1

D2

D1

E2

L- NC 87
(MACO ROAD)

E2

D1

C1

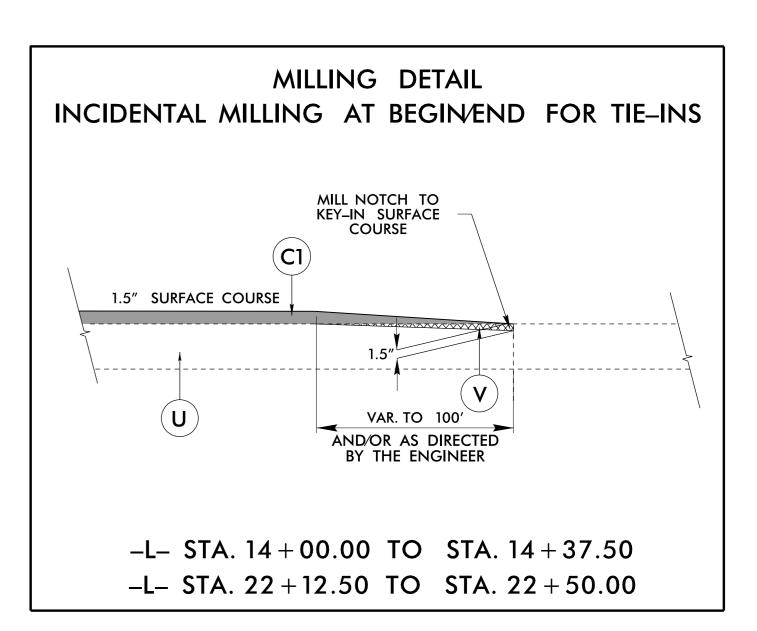
MIN.

3"
MIN.

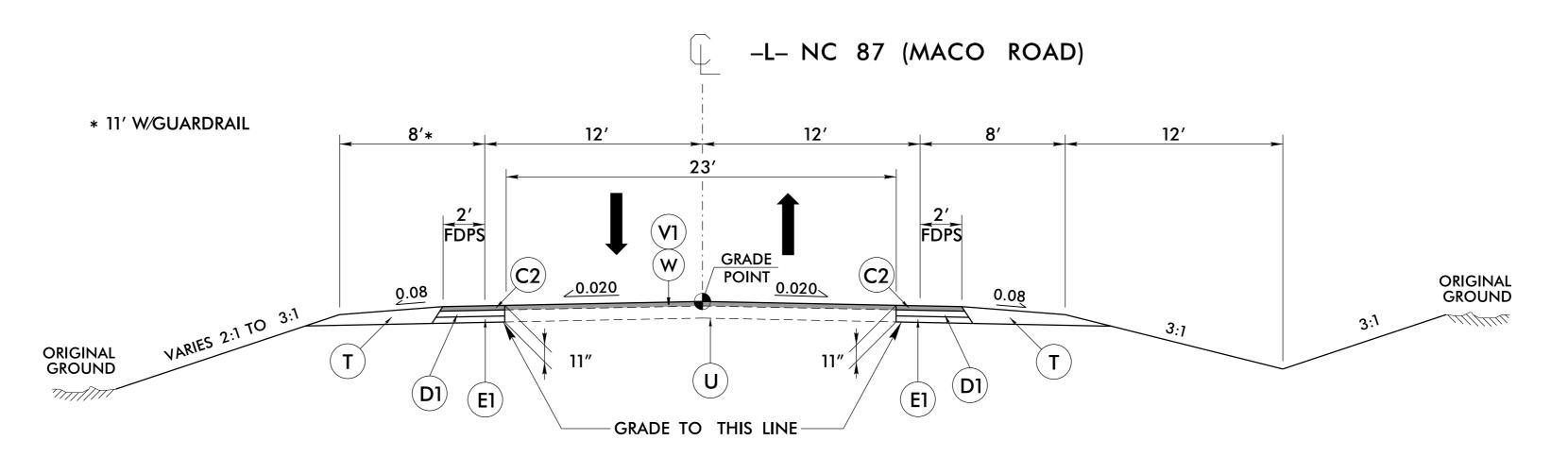
U

U

Detail Showing Method Of Wedging – W –L–



NOTE: ALL PAVEMENT EDGE SLOPES ARE 1:1 UNLESS SHOWN OTHERWISE.



## TYPICAL SECTION NO. 1

USE TYPICAL SECTION NO. 1

-L- STA. 14+00.00 TO STA. 16+93.88

-L- STA. 19+66.13 TO STA. 22+50.00

NOTE: SLOPES STEEPER THAN 3:1 USED WITH ROCK PLATING.