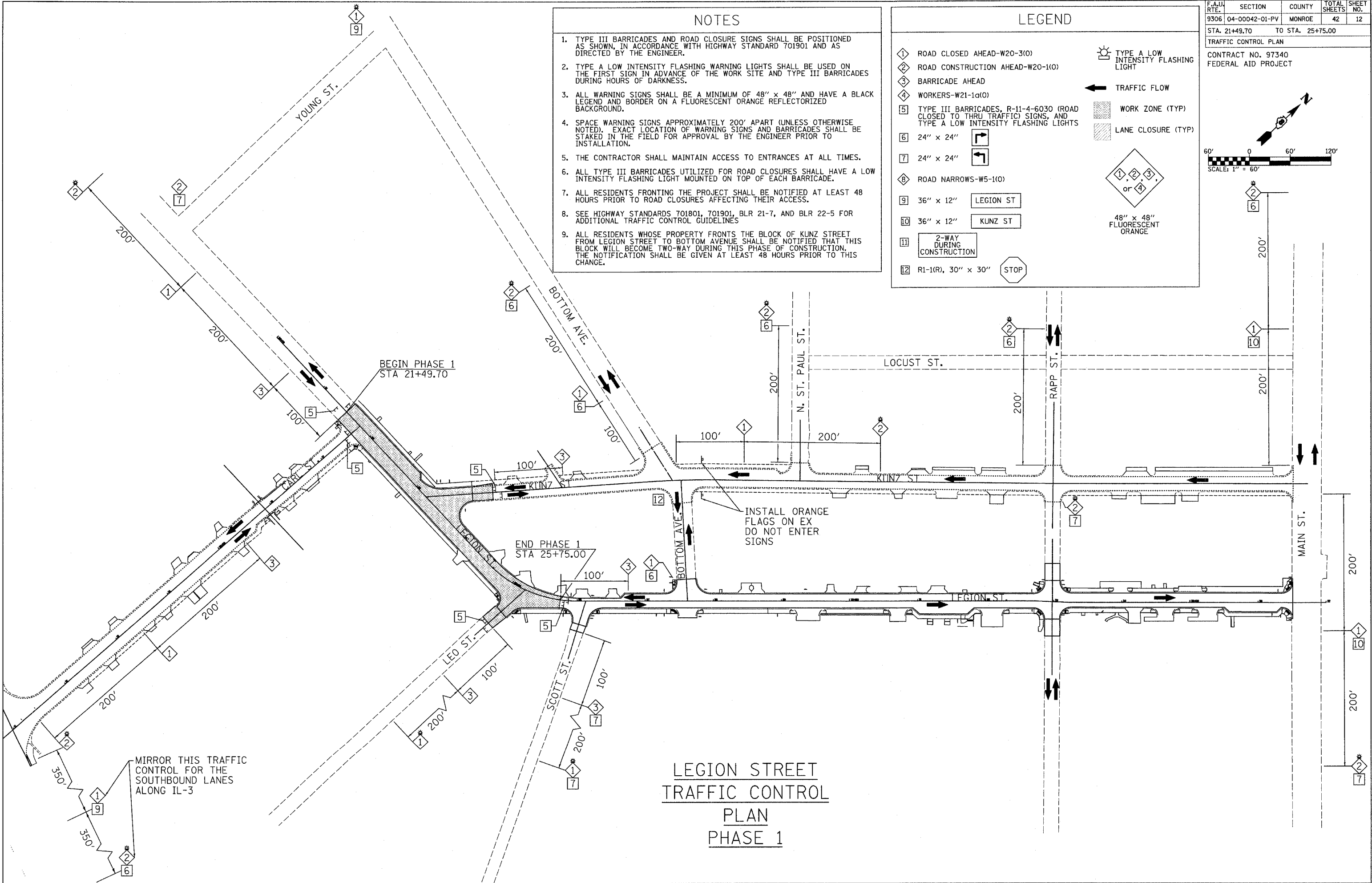
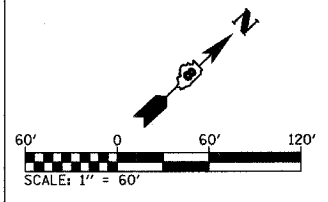


NOTES

1. TYPE III BARRICADES AND ROAD CLOSURE SIGNS SHALL BE POSITIONED AS SHOWN, IN ACCORDANCE WITH HIGHWAY STANDARD 701901 AND AS DIRECTED BY THE ENGINEER.
2. TYPE A LOW INTENSITY FLASHING WARNING LIGHTS SHALL BE USED ON THE FIRST SIGN IN ADVANCE OF THE WORK SITE AND TYPE III BARRICADES DURING HOURS OF DARKNESS.
3. ALL WARNING SIGNS SHALL BE A MINIMUM OF 48" x 48" AND HAVE A BLACK LEGEND AND BORDER ON A FLUORESCENT ORANGE REFLECTORIZED BACKGROUND.
4. SPACE WARNING SIGNS APPROXIMATELY 200' APART (UNLESS OTHERWISE NOTED). EXACT LOCATION OF WARNING SIGNS AND BARRICADES SHALL BE STAKED IN THE FIELD FOR APPROVAL BY THE ENGINEER PRIOR TO INSTALLATION.
5. THE CONTRACTOR SHALL MAINTAIN ACCESS TO ENTRANCES AT ALL TIMES.
6. ALL TYPE III BARRICADES UTILIZED FOR ROAD CLOSURES SHALL HAVE A LOW INTENSITY FLASHING LIGHT MOUNTED ON TOP OF EACH BARRICADE.
7. ALL RESIDENTS FRONTING THE PROJECT SHALL BE NOTIFIED AT LEAST 48 HOURS PRIOR TO ROAD CLOSURES AFFECTING THEIR ACCESS.
8. SEE HIGHWAY STANDARDS 701801, 701901, BLR 21-7, AND BLR 22-5 FOR ADDITIONAL TRAFFIC CONTROL GUIDELINES
9. ALL RESIDENTS WHOSE PROPERTY FRONTS THE BLOCK OF KUNZ STREET FROM LEGION STREET TO BOTTOM AVENUE SHALL BE NOTIFIED THAT THIS BLOCK WILL BECOME TWO-WAY DURING THIS PHASE OF CONSTRUCTION. THE NOTIFICATION SHALL BE GIVEN AT LEAST 48 HOURS PRIOR TO THIS CHANGE.

LEGEND

- ① ROAD CLOSED AHEAD-W20-3(O)
 - ② ROAD CONSTRUCTION AHEAD-W20-1(O)
 - ③ BARRICADE AHEAD
 - ④ WORKERS-W21-1(O)
 - ⑤ TYPE III BARRICADES, R-11-4-6030 (ROAD CLOSED TO THRU TRAFFIC) SIGNS, AND TYPE A LOW INTENSITY FLASHING LIGHTS
 - ⑥ 24" x 24" [Right Turn Arrow]
 - ⑦ 24" x 24" [Left Turn Arrow]
 - ⑧ ROAD NARROWS-W5-1(O)
 - ⑨ 36" x 12" [LEGION ST]
 - ⑩ 36" x 12" [KUNZ ST]
 - ⑪ 2-WAY DURING CONSTRUCTION
 - ⑫ R1-1(R), 30" x 30" [STOP]
- ☁ TYPE A LOW INTENSITY FLASHING LIGHT
 - ← TRAFFIC FLOW
 - ▨ WORK ZONE (TYP)
 - ▩ LANE CLOSURE (TYP)
 - ① ② ③
or
④
48" x 48" FLUORESCENT ORANGE



LEGION STREET TRAFFIC CONTROL PLAN PHASE 1

PLOT DATE = 4/15/2008
FILE NAME = #FILE#
PLOT SCALE = #SCALE#
USER NAME = #USER#