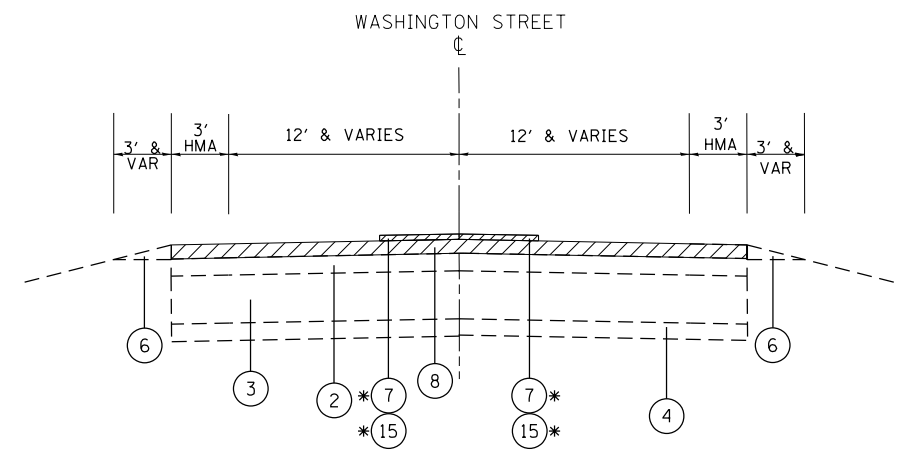


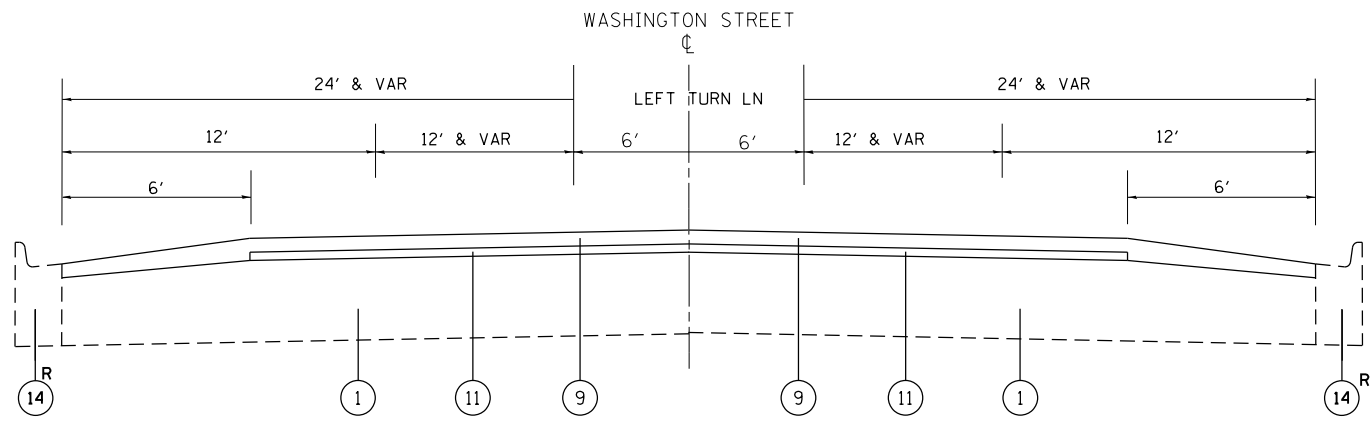
**EXISTING TYPICAL CROSS SECTION**

STA. 19+76 TO STA. 25+35



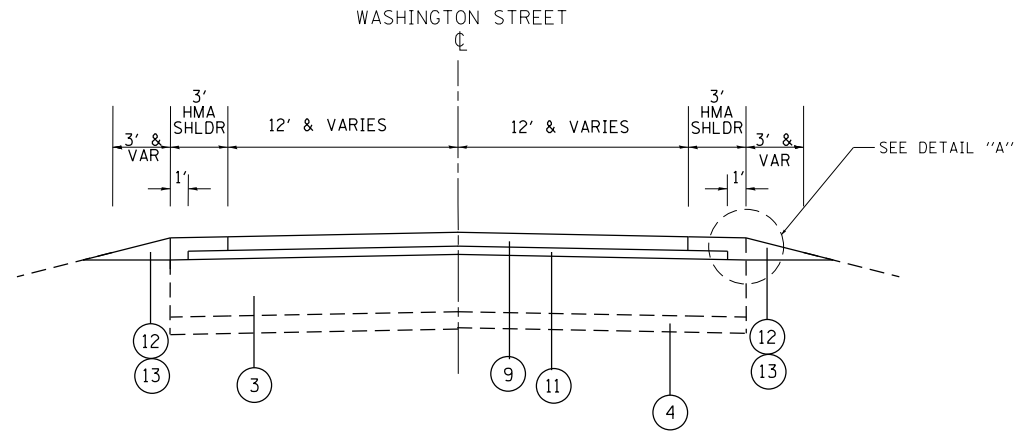
**EXISTING TYPICAL CROSS SECTION**

STA. 25+75 TO STA. 119+72  
\* STA. 108+09 TO STA. 112+83



**PROPOSED TYPICAL CROSS SECTION**

STA. 19+76 TO STA. 25+35



**PROPOSED TYPICAL CROSS SECTION**

STA. 25+75 TO STA. 119+72

HOT-MIX ASPHALT MIXTURE REQUIREMENTS		QUALITY MANAGEMENT PROGRAM (OMP)
MIXTURE TYPE	AIR VOIDS AT N <sub>DES</sub>	
HOT-MIX ASPHALT SURFACE COURSE, MIX "D", N70 (IL-9.5mm)	3.0% @ 70 GYR	OCP
POLYMERIZED LEVELING BINDER (MACHINE METHOD) IL-4.75, N50	3.5% @ 50 GYR	OCP
CLASS D PATCHES, (HMA BINDER IL-19.0mm)	4% @ 70 GYR	QC/OA
OMP OPTIONS: QUALITY CONTROL/QUALITY ASSURANCE (QC/OA); QUALITY CONTROL FOR PERFORMANCE (OCP); PAY FOR PERFORMANCE (PFP)		

NOTE:  
THE UNIT WEIGHT USED TO CALCULATE ALL HMA SURFACE MIXTURE QUANTITIES IS 112 LBS./ SQ YD./IN.

THE "AC TYPE" FOR POLYMERIZED HMA MIXES SHALL BE "SBS/SBR PG 76-22" AND FOR NON-POLYMERIZED HMA THE "AC TYPE" SHALL BE "PG 64-22" UNLESS MODIFIED BY DISTRICT ONE SPECIAL PROVISIONS.

FOR USE OF RECYCLED MATERIALS SEE SPECIAL PROVISIONS.

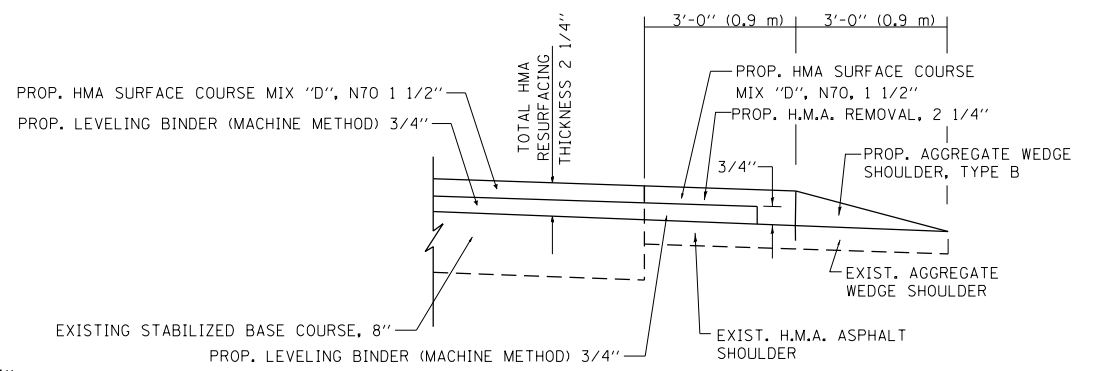
QUALITY MANAGEMENT PROGRAM (OMP) IDENTIFIES THE PARTICULAR QUALITY CONTROL SPECIFICATION THAT APPLIES TO THE HMA MIXTURE.

THE TOTAL RECYCLE HOT-MIX ASPHALT (D-1) SPECIAL PROVISION SHALL ONLY APPLY TO HMA SURFACE COURSE, MIX D, N70.

**LEGEND**

- ① EXISTING PCC PAVEMENT 9" ±
- ② EXISTING HMA PAVEMENT, 6" ±
- ③ EXISTING STABILIZED BASE COURSE, 8"
- ④ EXISTING SUB-BASE GRANULAR MATERIAL, TYPE B 4"
- ⑤ EXISTING C&G TYPE B-6,24
- ⑥ EXISTING AGG SHLDR
- ⑦ EXISTING CORRUGATED CONCRETE MEDIAN
- ⑧ PROPOSED HMA SURFACE REMOVAL 2 1/4"
- ⑨ PROPOSED HMA SURFACE COURSE MIX "D", N70, 1 1/2"
- ⑩ PROPOSED PCC SURFACE REMOVAL, VARIABLE DEPTH
- ⑪ POLYMERIZED LEVELING BINDER (MACHINE METHOD), IL-4.75, N50, 3/4"
- ⑫ PROPOSED GRADING & SHAPING SHOULDERS
- ⑬ PROPOSED AGG WEDGE SHOULDER TYPE B
- ⑭ PROPOSED C & G REM AND REPL
- ⑮ PROPOSED MEDIAN REMOVAL, VARIABLE DEPTH +/- 3'

**DETAIL "A"**



NOTE:  
CONTRACTOR SHALL MILL FIRST, BEFORE PATCHING