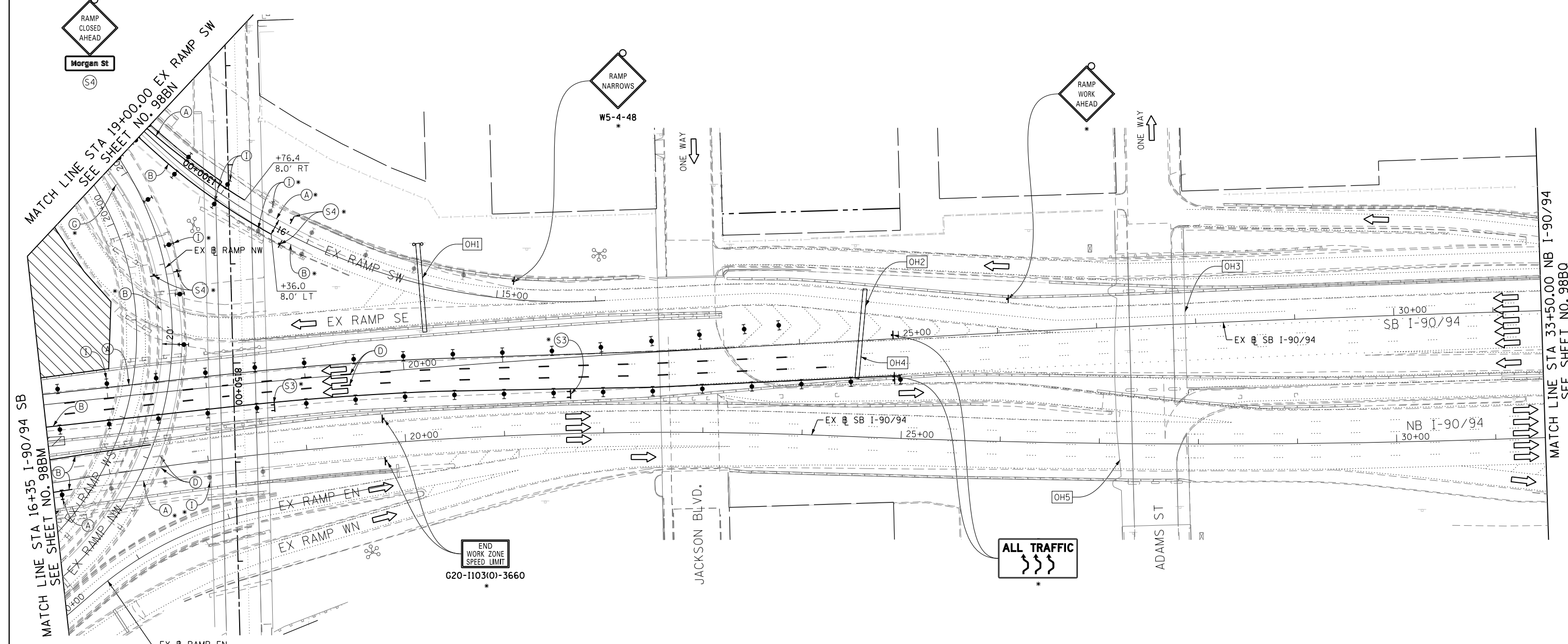


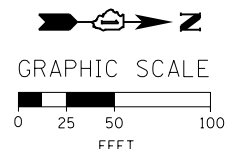
OH1 EXISTING OVERHEAD SIGNS TO REMAIN OH2 EXISTING OVERHEAD SIGNS TO REMAIN OH3 EXISTING OVERHEAD SIGNS TO REMAIN OH4 EXISTING OVERHEAD SIGN OH5 EXISTING OVERHEAD SIGN



FILE PATH = C:\Project\staging\160W28-sht-Staging_GEP-08.dgn

- PROPOSED TEMP PAVEMENT MARKINGS AND TRAFFIC CONTROL DEVICES**
- (A) TEMP EPOXY PVT MK LINE 4 (SOLID WHITE)
 - (B) TEMP EPOXY PVT MK LINE 4 (SOLID YELLOW)
 - (C) TEMP EPOXY PVT MK LINE 4 (2' DASH 6' SKIP, WHITE)
 - (D) TEMP EPOXY PVT MK LINE 5 (10' DASH 30' SKIP, WHITE)
 - (E) TEMP EPOXY PVT MK LINE 8 (SOLID WHITE)
 - (F) TEMP EPOXY PVT MK LINE 12 (WHITE CHEVRONS @ 45°, 30' SPACING) (TYP)
 - (G) TEMP CONC BARRIER @ 12:1 ON TAPERS UNLESS OTHERWISE NOTED
 - (H) IMP ATTN TEMP FRN TL3
 - (I) TYPE II BARRICADE OR DRUMS WITH STEADY BURN MONODIRECTIONAL LIGHT @ 50' C-C (TYP) ON TAPERS AND RAMP @ 100' C-C (TYP) ON TANGENTS
 - (J) DIRECTIONAL INDICATOR BARRICADE WITH STEADY BURN MONODIRECTIONAL LIGHT @ 50' C-C
 - (K) REL TEMP CONC BARRIER @ 12:1 ON TAPERS UNLESS OTHERWISE NOTED
 - (L) IMP ATTN REL FRN TL3

- LEGEND:**
- WORK ZONE
 - TEMPORARY CONCRETE BARRIER
 - TEMPORARY IMPACT ATTENUATOR
 - TEMPORARY SOIL RETENTION SYSTEM OR BRACED EXCAVATION
 - DIRECTION OF TRAFFIC FLOW
 - TYPE III BARRICADE
 - TYPE II BARRICADE OR DRUMS WITH STEADY BURN MONODIRECTIONAL LIGHT
 - DIRECTIONAL INDICATOR BARRICADE WITH STEADY BURN MONODIRECTIONAL LIGHT
 - SIGN
 - ARROW BOARD
 - REMOVAL LIMITS
 - TEMPORARY PAVEMENT



* FROM PREVIOUS STAGE TO REMAIN



D160W28-sht-Staging_GEP-08.dgn
 USER NAME = auyeungh
 PLOT SCALE = 50.0000' / in.
 PLOT DATE = 4/28/2014

DESIGNED - OPS	REVISED -
DRAWN - PHP	REVISED -
CHECKED - KCF	REVISED -
DATE - 04/28/14	REVISED -

STATE OF ILLINOIS
 DEPARTMENT OF TRANSPORTATION

SUGGESTED STAGES OF CONSTRUCTION AND TRAFFIC CONTROL PLAN
GIRDER ERECTION - STAGING PLAN
 SCALE: 1" = 50' SHEET 11 OF 14 SHEETS STA. 16+35 TO STA. 31+50

F.A.I. RTE.	SECTION	COUNTY	TOTAL SHEETS	SHEET NO.
90/94/290	2013-010R	COOK	747	98BP
CONTRACT NO. 60W28				
ILLINOIS FED. AID PROJECT				