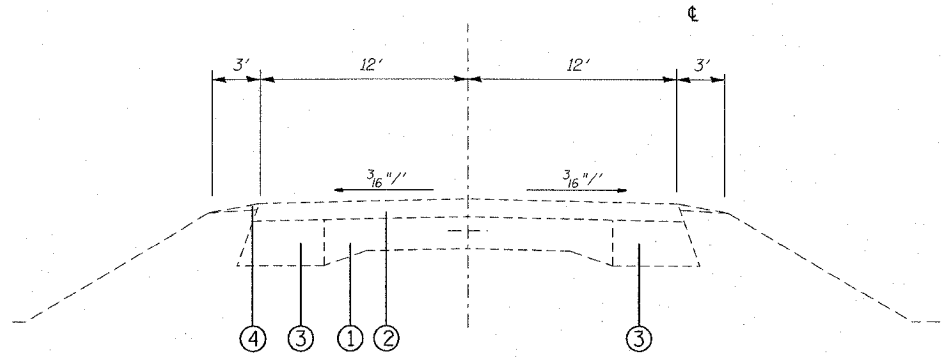
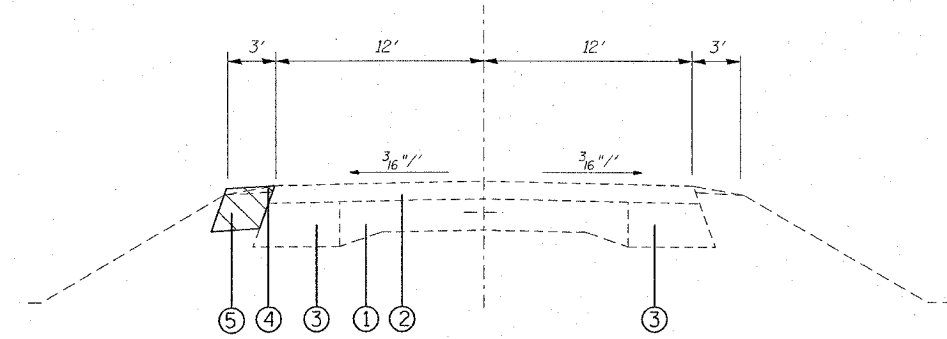


F.A.S. RTE.	SECTION	COUNTY	TOTAL SHEETS	SHEET NO.
1832	5BR-2	WASHINGTON	97	54
STA. _____ TO STA. _____		FED. ROAD DIST. NO. ILLINOIS FED. AID PROJECT		



TYPICAL SECTION

STA. 1505+00.00 TO STA. 1517+00.00



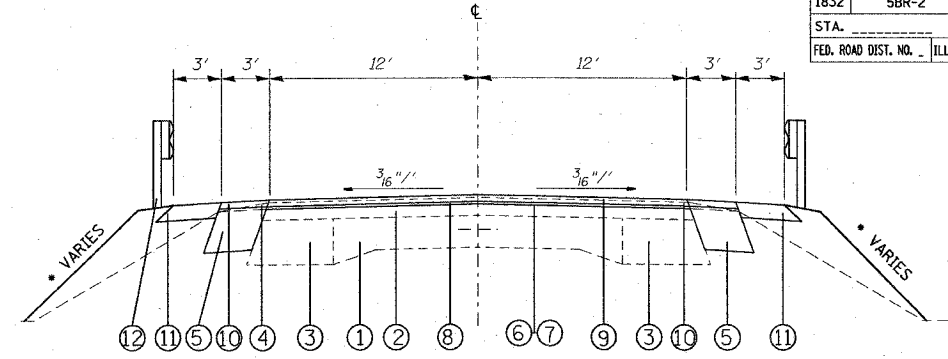
TYPICAL SECTION

STA. 1507+75.00 TO STA. 1514+25.00 - LT



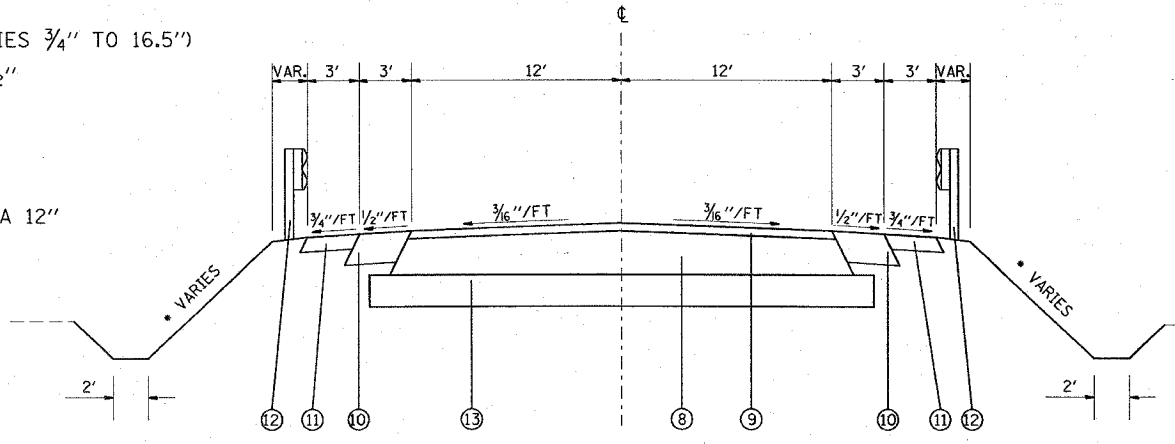
LEGEND

- ① EXISTING P.C.C. PAVEMENT 9-6-9
- ② EXISTING BITUMINOUS OVERLAY 6" (±)
- ③ EXISTING BASE COURSE WIDENING 8"
- ④ EXISTING AGGREGATE SHOULDERS
- ⑤ PROPOSED HOT-MIX ASPHALT BASE COURSE WIDENING, 9"
- ⑥ PROPOSED BITUMINOUS MATERIALS (PRIME COAT)
- ⑦ PROPOSED AGGREGATE (PRIME COAT)
- ⑧ PROPOSED HOT-MIX ASPHALT BINDER COURSE (VARIES 3/4" TO 16.5")
- ⑨ PROPOSED HOT-MIX ASPHALT SURFACE COURSE, 1 1/2"
- ⑩ PROPOSED HOT-MIX ASPHALT SHOULDER, 8"
- ⑪ PROPOSED AGGREGATE SHOULDER, TYPE B 6"
- ⑫ PROPOSED GUARDRAIL
- ⑬ PROPOSED SUB-BASE GRANULAR MATERIAL, TYPE A 12"



TYPICAL SECTION

STA. 1507+75.00 TO STA. 1510+84.00
STA. 1511+16.16 TO STA. 1514+25.00



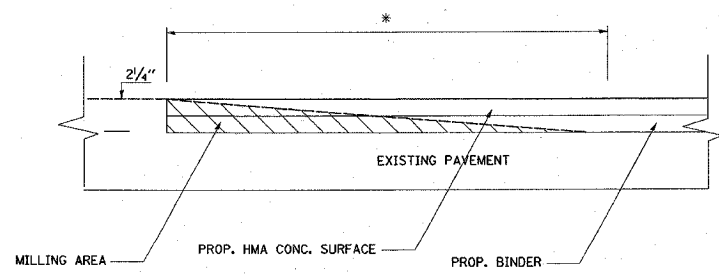
PROPOSED TYPICAL SECTION

STA. 1510+67.40 TO STA. 1510+84.90

MIXTURE REQUIREMENTS

MIXTURE USE	SURFACE	BINDER	WIDENING COURSE	SHOULDERS
AC/PG	PG 64-22	PG 64-22	PG 64-22	PG 58-22
RAP % (MAX)	10%	15%	15%	30%
DESIGN AIR VOIDS	4.0% @ Ndes= 70	4.0% @ Ndes= 70	4.0% @ Ndes= 70	2.0% @ Ndes=30
MIX COMPOSITION (GRADATION MIXTURE)				
FRICTION AGG	MIXTURE "D"	MIXTURE "B"	MIXTURE "B"	BAM

PLAN QUANTITIES FOR HOT-MIX ASPHALT SURFACE COURSE ITEMS ARE CALCULATED USING A UNIT WEIGHT OF 112 LB/SQ YD/IN (59.8 KG/SQ M/25 MM THICKNESS).



HMA SURFACE REMOVAL DETAIL
* BEGINNING STA. 1508+00.00 TO STA. 1508+89.34
ENDING STA. 1315+00.69 TO STA. 1514+25.00
S.N. 095-0078

DRAWING NOT TO SCALE

REVISIONS	
NAME	DATE

S.N. 095-0078
ILLINOIS DEPARTMENT OF TRANSPORTATION
TYPICAL SECTIONS MIXTURE REQUIREMENT & HMA REM. DETAIL
FAS ROUTE 1832
SECTION 5BR-2
WASHINGTON COUNTY
SCALE: VERT. _____
HORIZ. _____
DATE _____
DRAWN BY _____
CHECKED BY _____

PLOT DATE = 12/7/2007
FILE NAME = c:\projects\76949\1832\plan\pl1832a.dgn
PLOT SCALE = 50.0000 / IN
REFERENCE = REF#