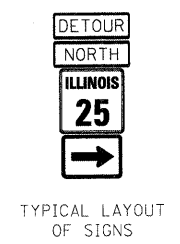


SCHEDULE OF QUANTITIES

SIGN NUMBER	SIGN TYPE	SIGN NUMBER	SIGN TYPE
1	DETOUR AHEAD	14	ROAD CLOSED 500 ft
2	ROAD CLOSED AHEAD	15	DETOUR
3	ROAD CLOSED 1/2 MILE AHEAD LOCAL TRAFFIC ONLY	16	DETOUR
4	ROAD CLOSED	17	ROAD CLOSED 1/2 MILE AHEAD LOCAL TRAFFIC ONLY
5	DETOUR	18	ROAD CLOSED
6	DETOUR	19	DETOUR
7	DETOUR	20	DETOUR
8	DETOUR	21	DETOUR
9	DETOUR	22	DETOUR
10	END DETOUR	23	END DETOUR
11	DUNHAM RD	24	ILLINOIS 25
12	NORTH	25	NORTH
13	SOUTH	26	SOUTH
		27	DETOUR

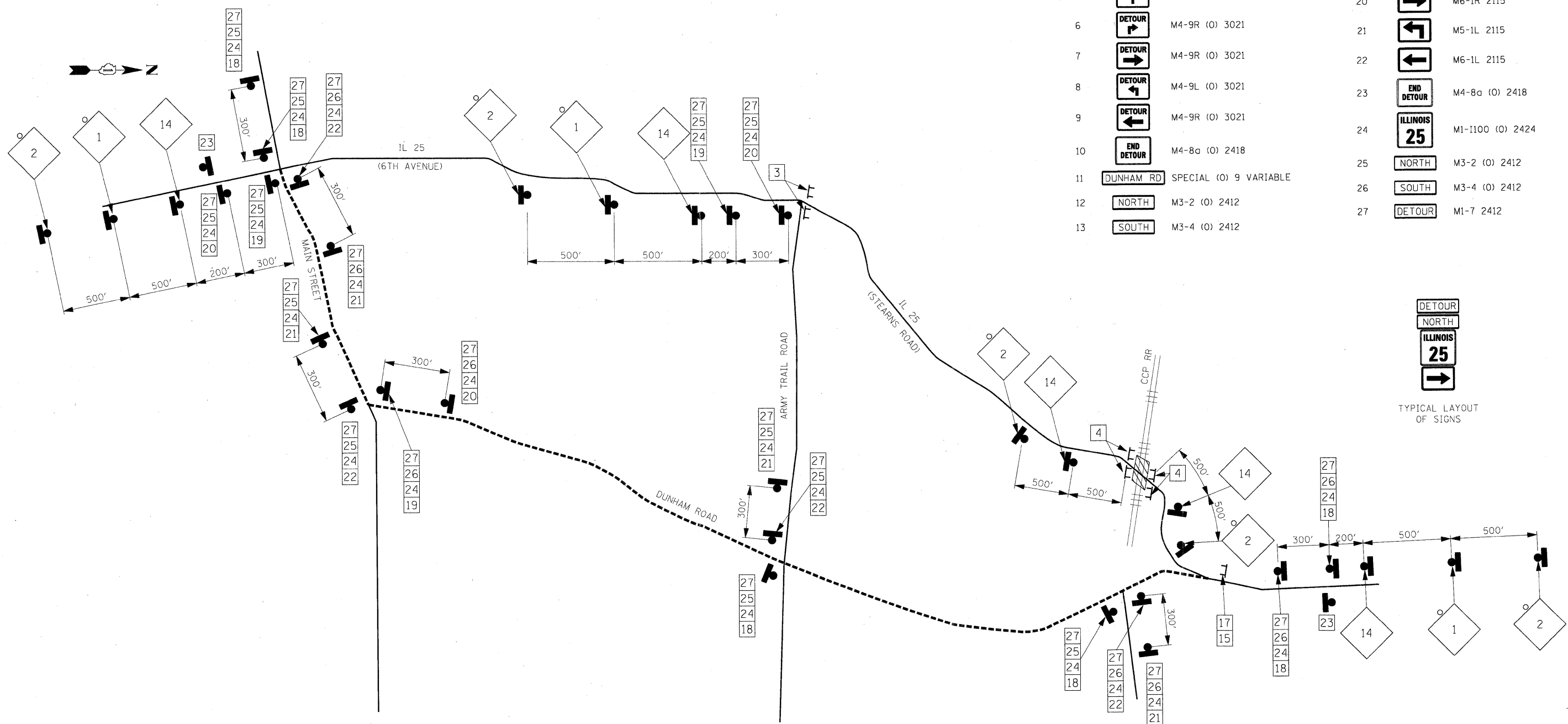


DETOUR NOTES

1. THE CONTRACTOR MUST FURNISH, INSTALL, MAINTAIN AND REMOVE ALL TEMPORARY SIGN SUPPORTS. AFTER REMOVING THE SUPPORTS, THE CONTRACTOR MUST FILL HOLES (IF ANY) AND RESTORE THE GROUND TO ITS ORIGINAL CONDITION AND ELEVATION. THE COST OF PLACING GRAVEL, SOD OR SEED MUST BE INCLUDED IN THE UNIT BID PRICE FOR "TRAFFIC CONTROL & PROTECTION," FOR TEMPORARY DETOUR.
2. ALL SIGNS, SUPPORTS AND POSITIONING MUST BE IN ACCORDANCE WITH THE MANUAL ON UNIFORM TRAFFIC CONTROL DEVICES, LATEST EDITION.
3. SIGNING SHALL BE PLACED AT LOCATION THAT WILL BE COMPATIBLE WITH EXISTING SIGNING.
4. ALL EXISTING SIGNS OR OTHER DETOUR SIGNS THAT CONFLICT WITH THE DETOUR MUST BE COVERED.

LEGEND

- 48" x 48" (1.2 m x 1.2 m) CONSTRUCTION WARNING SIGN, WITH AMBER FLASHING LIGHT NUMBER DENOTES TYPE
- M4-9 SERIES DETOUR SIGN WITH ROAD NAME AND DIRECTION PLATES, NUMBER DENOTES TYPE
- OTHER DETOUR SIGNS, NUMBER DENOTES TYPE
- TYPE III BARRICADE WITH AMBER FLASHING LIGHTS
- DETOUR ROUTE
- WORK ZONE



x:\3900s\3944\eng\engineering\documents\MDT\prp\prj_abc_detour_03.dgn

FILE NAME = #FILES#	USER NAME = #USER#	DESIGNED - BJW	REVISED -	KANE COUNTY DIVISION OF TRANSPORTATION	MAINTENANCE OF TRAFFIC DETOUR PLAN			F.A. RTE. 361	SECTION 06-00214-15-BR	COUNTY KANE/DUPAGE	TOTAL SHEETS 545	SHEET NO. 95
	PLOT SCALE = 1500.00' / IN.	DRAWN - DMS	REVISED -		SCALE:	SHEET NO.	OF SHEETS	STA.	TO STA.	CONTRACT NO. 63074		
	PLOT DATE = 4/27/2009	CHECKED - JNR	REVISED -							FED. ROAD DIST. NO. [ILLINOIS] FED. AID PROJECT		
		DATE - 3/31/09	REVISED -									