

BILL OF MATERIAL

ITEM	UNIT	QUANTITY
Concrete Sealer	Sq. Ft.	1194
Epoxy Crack Injection	Foot	32
Cleaning Bridge Seats	Sq. Ft.	136
Structural Repair of Concrete (Depth	Sq. Ft.	293
Equal to or Less Than 5 Inches)		
Structural Repair of Concrete (Depth	Sq. Ft.	41
Greater Than 5 Inches)		
Temporary Shoring and Cribbing	Each	12

NOTES:

- 1. For General Notes and Total Bill of Material, see Sheet SO2.
- 2. Quantities and limits shown are estimated for bidding purposes only. The actual areas to be repaired and the type(s) of repairs to be used will be determined by the Engineer in the field at the time of construction.
- 3. The Contractor is responsible to remove, support and reinstall all existing utilities interfering with the work. Cost shall be included with Structural Repair of Concrete (Depth Equal to or Less Than 5").
- 4. For bearing replacement type and details, see Sheets S18 and S20.
- 5. Temporary shoring and cribbing shall be installed prior to the start of the structural repair of concrete and shall be removed after the removal and replacement of the bearings.
- 6. Concrete Sealer shall be applied to the top bearing area and all exposed faces of pier.

LEGEND



Structural Repair of Concrete (Depth Equal to or Less Than 5")



Structural Repair of Concrete (Depth Greater Than 5")



Temporary shoring and cribbing and existing bearing removal and replacement with elastomeric bearing Type III at Span 6 and Type I at Span 7



Low Pressure Epoxy Injection (Width > 0.06")



Hairline Cracks (HL) (Width < 0.06")

- Square Foot

- Linear Foot

Temporary Shoring and Cribbing

HBM

ST.		DESIGNED	-	HH, JJS	REVISED -	_
		CHECKED	-	MI	REVISED -	
900		DRAWN	-	H	REVISED -	
1901	DATE - 03/13/2013	CHECKED	-	MAI, MI	REVISED -	

STATE OF ILLINOIS **DEPARTMENT OF TRANSPORTATION**

PIER 6 REPAIRS EB US ROUTE 20 OVER PECATONICA RIVER STRUCTURE NO. 089-0042 SHEET NO. S23 OF S26 SHEETS

F.A.P. RTE.	SECTION	COUNTY	TOTAL SHEETS	SHEET NO.				
0301 (177-4B-1)M		STEPHENSON	43	40				
CONTRACT NO. 64J24								
ILLINOIS FED. AID PROJECT								