

LEGEND

- ① TYPE III BARRICADES STAGGERED WITH R-11-4-6030 (ROAD CLOSED TO THRU TRAFFIC) SIGNS AND TYPE A LOW INTENSITY FLASHING LIGHTS
- ② ROAD CLOSED 500 FT W20-3(O)
- ③ ROAD CLOSED AHEAD W20-1(O)
- ④ ROAD CLOSED 1000 FT W20-1(O)
- ⑤ ROAD CONSTRUCTION AHEAD W20-1A(O)
- ⑥ WORKERS W21-1(O) OR W21-1d(O)
- ⑦ ROAD CLOSED TO THRU TRAFFIC R11-4
- ⑧ 24" x 24"
- ⑨ 24" x 24"
- ⑩ 36" x 30"
- ⑪ 36" x 30"
- ⑫ 24" x 30"
- ⑬ DETOUR AHEAD W20-2(O)
- ⑭ END DETOUR M4-8a(O)
- ⑮ RIGHT TURN PROHIBITION R3-1
- ⑯ LEFT TURN PROHIBITION R3-1
- ⑰ TYPE III BARRICADES AND R11-2-4830 SIGNS SHALL BE POSITIONED AS SHOWN IN "ROAD CLOSED TO ALL TRAFFIC" DETAIL ON HIGHWAY STANDARD 701901

WORK ZONE

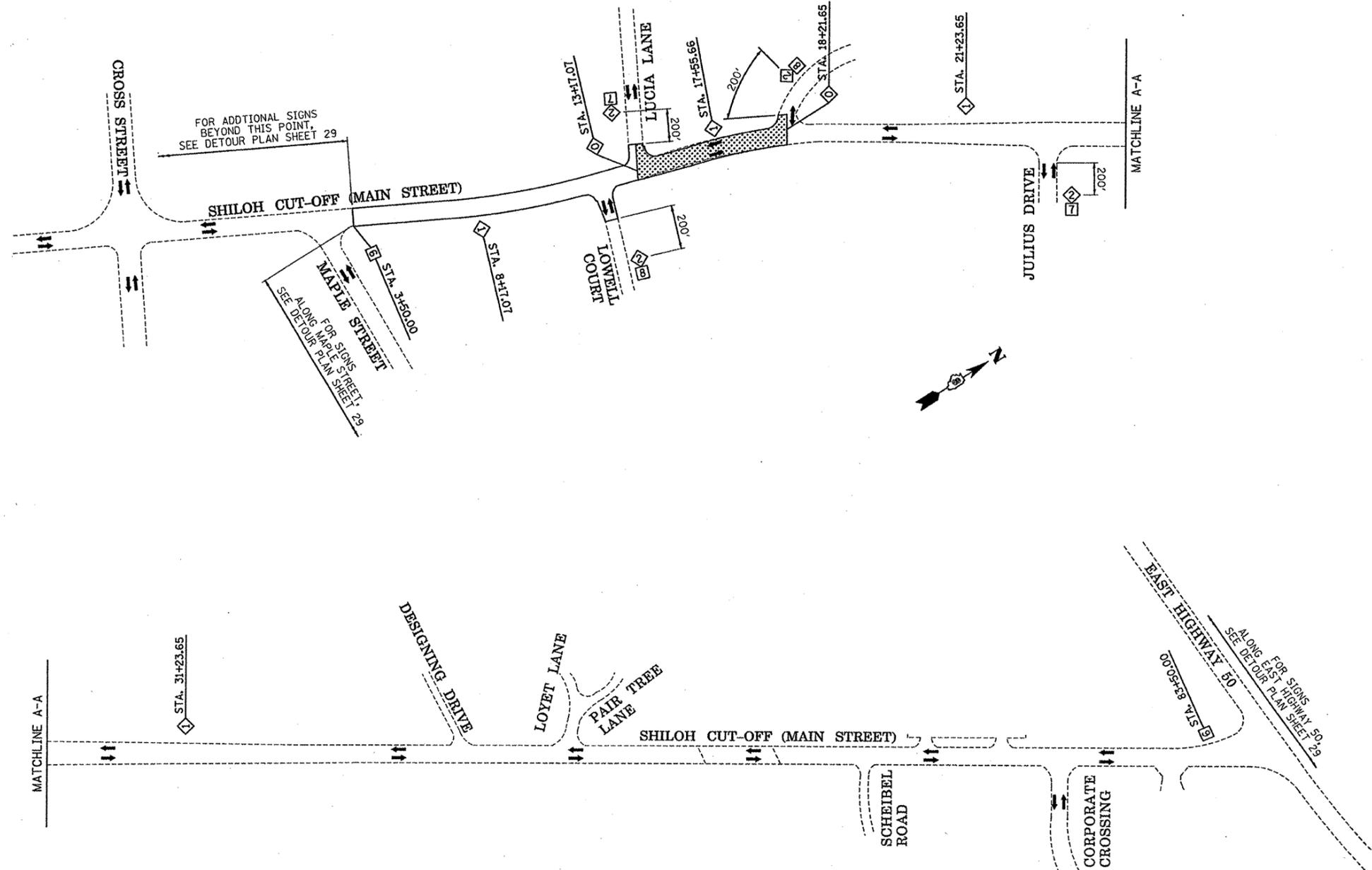


48" x 48"
FLUORESCENT ORANGE

1. TYPE III BARRICADES AND ROAD CLOSURE SIGNS SHALL BE POSITIONED AS SHOWN IN ACCORDANCE WITH HIGHWAY STANDARD 701901 AND AS DIRECTED BY THE ENGINEER.
2. TYPE A LOW INTENSITY FLASHING WARNING LIGHTS SHALL BE USED ON EACH SIGN IN ADVANCE OF THE WORK DURING HOURS OF DARKNESS.
3. ALL WARNING SIGNS SHALL BE A MINIMUM OF 48" x 48" AND HAVE A BLACK LEGEND AND BORDER ON A FLUORESCENT ORANGE REFLECTORIZED BACKGROUND.
4. THE CONTRACTOR SHALL MAINTAIN ACCESS TO ENTRANCES AT ALL TIMES.
5. LONGITUDINAL DISTANCES MAY BE ADJUSTED TO FIT FIELD CONDITIONS.
6. ALL TYPE III BARRICADES UTILIZED FOR ROAD CLOSURES SHALL HAVE A LOW INTENSITY FLASHING LIGHT MOUNTED ON TOP OF EACH BARRICADE.
7. ALL RESIDENTS FRONTING THE PROJECT SHALL BE NOTIFIED AT LEAST 48 HOURS PRIOR TO ROAD CLOSURES AFFECTING THEIR ACCESS.
8. SEE HIGHWAY STANDARD B.L.R. 21-8 AND B.L.R. 22-6 FOR LANE CLOSURES ON RURAL HIGHWAYS.
9. EXACT LOCATION OF ALL WARNING SIGNS AND BARRICADES SHALL BE STAKED IN THE FIELD FOR APPROVAL BY THE ENGINEER PRIOR TO INSTALLATION.

F.A.J. RTE.	SECTION	COUNTY	TOTAL SHEETS	SHEET NO.
9266	06-00062-06-PV	ST. CLAIR	80	32
FHWA REG. NO. 7	ILLINOIS	PROJECT NO.	RS-0163(035)	
FEDERAL AID PROJECT	CONTRACT NO.		97457	

TRAFFIC CONTROL



STAGE 3 CONSTRUCTION

PROFESSIONAL ENGINEER
CHAD D. FAIRBANKS
062-063136
4-13-1
exp 11-30-1