

**BILL OF MATERIALS**  
**INTERSECTION OF IL 33 & DOUGLAS STREET**

ITEM	UNIT	QUANTITY
ELECTRIC CABLE IN CONDUIT, SIGNAL, NO 14 3C	FOOT	569.0
TRAFFIC SIGNAL POST, ALUMINUM, 12 FT	EACH	2.0
TRAFFIC SIGNAL POST, ALUMINUM, 16 FT	EACH	1.0
SIGNAL HEAD, POLYCARBONATE, LED, 1-FACE, 3 SECTION BM	EACH	2.0
SIGNAL HEAD, POLYCARBONATE, LED, 1-FACE, 3 SECTION MAM	EACH	4.0
PEDESTRIAN HEAD, POLY, LED, 1-FACE, BM, W/COUNTDOWN TIMER	EACH	4.0
TRAFFIC SIGNAL BACKPLATE, LOUVERED, FORMED PLASTIC	EACH	6.0
PEDESTRIAN PUSH BUTTON	EACH	4.0
MODIFY EXISTING CONTROLLER	EACH	1.0
MODIFY EXISTING CONTROLLER CABINET	EACH	1.0
REMOVE TRAFFIC SIGNAL EQUIPMENT	EACH	1.0
WIRELESS VEHICLE DETECTION SYSTEM	EACH	1.0

**NOTE:**  
THE WIRELESS VEHICLE DETECTION SYSTEM SHALL INCLUDE ALL THE WIRE AND DETECTION UNITS FOR THE ENTIRE INTERSECTION.

THE WIRELESS VEHICLE DETECTION SYSTEM SHALL CONSIST OF 3 UNITS TO DETECT TRAFFIC FOR EASTBOUND, WESTBOUND AND NORTHBOUND TRAFFIC.

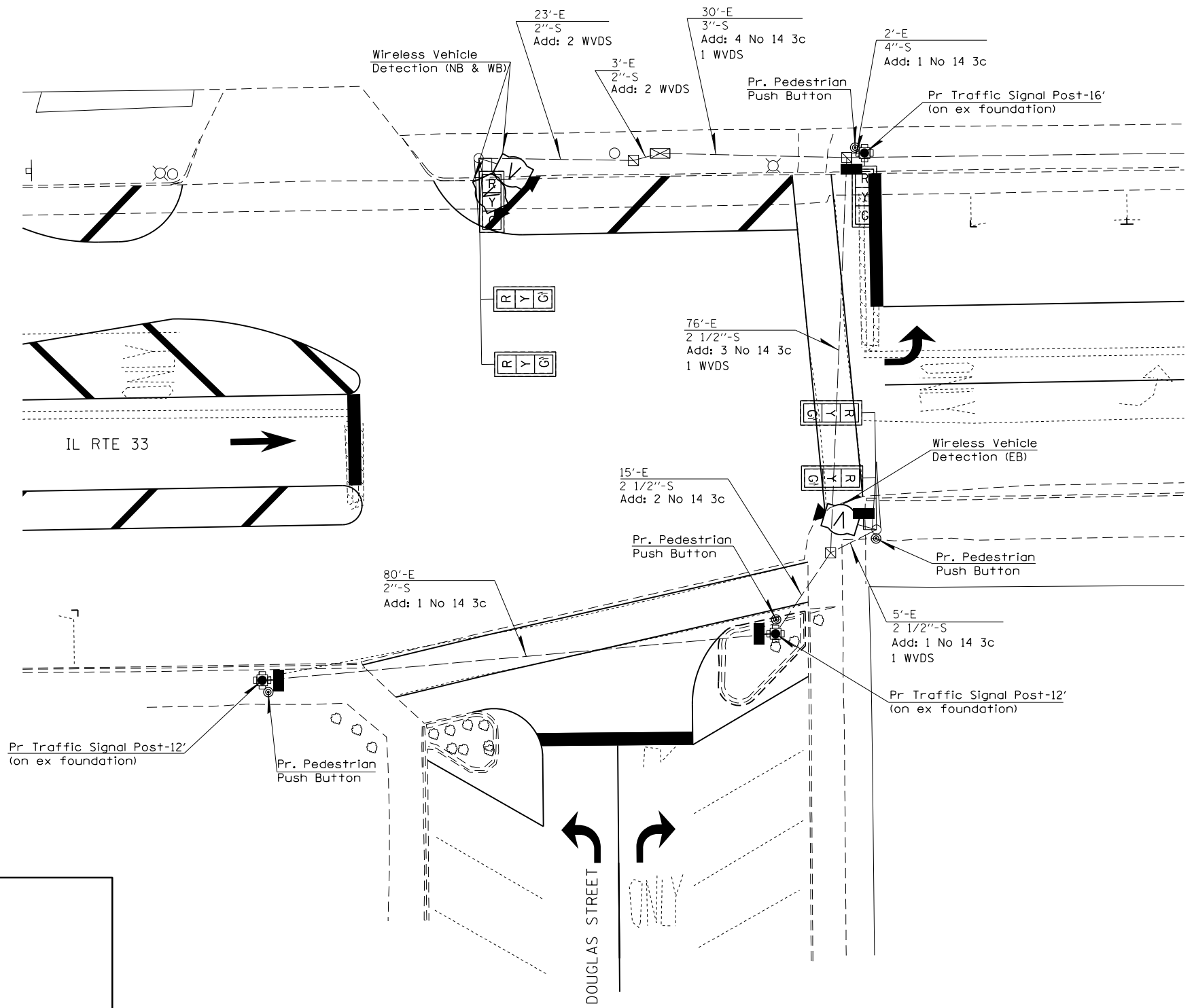
THE LOCATIONS OF THE WIRELESS VEHICLE DETECTION SYSTEM ARE PROPOSED AND MAY NEED ALTERED AS PER THE MANUFACTURER.

**NOTE:**  
Traffic Signal Equipment to be Removed:  
3 Section Heads-4 MAM  
3 Section Heads-2 BM  
Ped Heads-4  
Signal Posts-3

**NOTE:**  
Proposed Traffic Signal Heads and Pedestrian Signal Heads shall replace the existing heads in their existing location.

**LEGEND**

	Ex Traffic Signal Head
	Pr Traffic Signal Head
	Ex/Pr Pedestrian Signal Head
	Pr Pedestrian Push-Button
	Pr traffic Signal Post
	Pr Wireless Vehicle Detection System



FILE NAME =	USER NAME = steffenmk	DESIGNED -	REVISED -
ei:\pwwork\pwwork\steffenmk\d0282300\074554-sht-ts.dgn		DRAWN -	REVISED -
Default	PLOT SCALE = 20.0000' / in.	CHECKED -	REVISED -
	PLOT DATE = 4/5/2013	DATE -	REVISED -

**STATE OF ILLINOIS**  
**DEPARTMENT OF TRANSPORTATION**

<b>TRAFFIC SIGNAL PLANS</b>	
<b>INTERSECTION OF IL 33 &amp; DOUGLAS STREET</b>	
SCALE:	SHEET 5 OF 6 SHEETS STA. TO STA.

F.A.P. RTE.	SECTION	COUNTY	TOTAL SHEETS	SHEET NO.
781	(12,17)RS-1	CRAWFORD	60	55
CONTRACT NO. 74554			ILLINOIS FED. AID PROJECT	