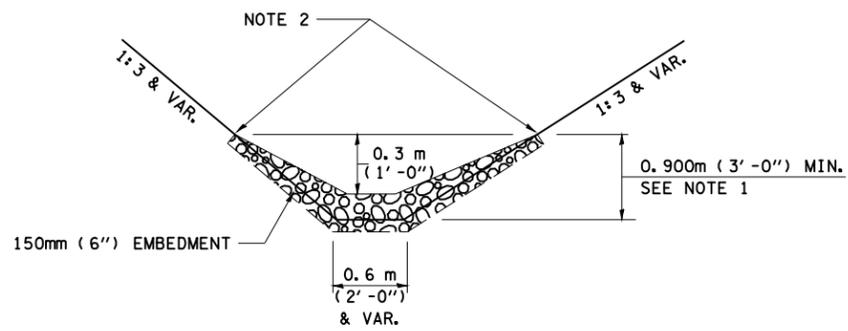


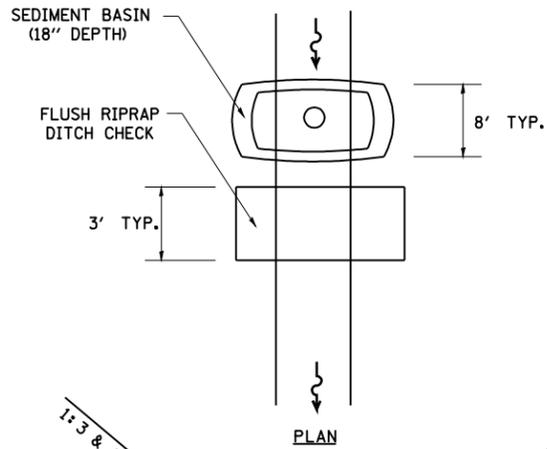
PLAN



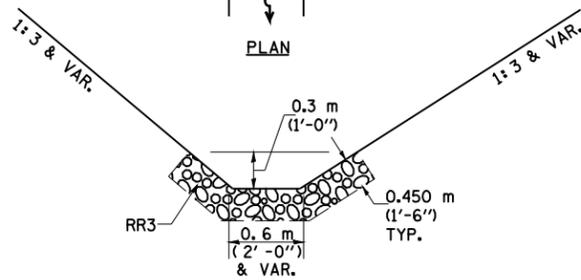
ELEVATION

OPTION 1

(EXTRUDING DITCH CHECK)  
RECOMMENDED FOR AREAS  
W/ RIPRAP DITCH LINING



PLAN



ELEVATION

OPTION 2

(FLUSH DITCH CHECK)  
RECOMMENDED FOR AREAS  
W/O RIPRAP DITCH LINING

**STONE DUMPED RIPRAP DITCH CHECK**

(TYPICAL & OPTIONS 1 & 2  
AS DIRECTED BY THE ENGINEER)

NOTE 1: RIPRAP SHALL EXTEND FAR ENOUGH UP THE SLOPES TO ALLOW 0.3m (1') OVERTOPPING TO AVOID ERODING AROUND THE EDGES OF THE RIPRAP.

NOTE 2: ENDS SHALL BE TIED INTO SLOPES.

**LEGEND FOR STORM WATER POLLUTION PREVENTION PLAN**

ITEM	SYMBOL
AGGREGATE (EROSION CONTROL)	
STONE DUMPED RIPRAP DITCH CHECKS: Height = 0.6m (2')	
TEMPORARY DITCH CHECKS	
INLET PIPE PROTECTION (I&PP)	
EROSION CONTROL FENCE	
EARTH EXCAVATION FOR EROSION CONTROL (SEDIMENT BASINS)	
PRESERVE EXISTING TREES, WOODLANDS, AND UNDERSTORY (OUTSIDE CONSTRUCTION LIMITS)	
ITEM PLACED AT BEGINNING OF CONSTRUCTION (Requirement)	
ITEM PLACED AS DIRECTED BY ENGINEER (When required by situation)	
DIRECTION OF OVERLAND FLOW	

**GENERAL NOTES:**

All items shall be constructed as shown on this sheet, on Standard 280001, and as directed by the Engineer.

DITCH CHECKS UTILIZING STRAW BALES SHALL NOT BE USED ON THIS PROJECT. ALL DITCH CHECKS SHALL BE MADE USING AGGREGATE AND WILL BE PAID FOR AS AGGREGATE (EROSION CONTROL) BY THE TON. THE ENGINEER WILL DETERMINE THE LOCATION AND SIZE FOR ALL PROPOSED DITCH CHECKS.

DITCH CHECKS WILL BE REMOVED AT THE COMPLETION OF THE PROJECT AS DIRECTED BY THE ENGINEER.

FILE NAME = SWPPLAN.DGN	USER NAME = laughlinr1	DESIGNED -	REVISED - AUG 2007 (JCN)
et:\pwork\pwork\IDOT\LAUGHLINRL\dms26563\39 SWPPP_IDOT_REV.dgn		DRAWN - CADD	REVISED -
		CHECKED - JCN	REVISED -
		DATE - APRIL 5, 1999	REVISED -

**STATE OF ILLINOIS  
DEPARTMENT OF TRANSPORTATION**

<b>STORM WATER POLLUTION PREVENTION PLAN</b>			
SCALE:	SHEET NO.	OF SHEETS	STA. TO STA.

F.A.I. RTE.	SECTION	COUNTY	TOTAL SHEETS	SHEET NO.
172	(1-5)RS-1; (1-6)RS	ADAMS	108	39
CONTRACT NO. 72694				
FED. ROAD DIST. NO. ILLINOIS FED. AID PROJECT				