

NOTES:

- 1. THE WIDTH OF THE FULL DEPTH PATCH OVER A TRENCH SHALL BE 12 (300) WIDER ON EACH SIDE OF THE TRENCH.
- 2. FOR METHOD OF MEASUREMENT AND BASIS OF PAYMENT, SEE RECURRING SPECIAL PROVISION "PATCHING WITH HOT-MIX ASPHALT OVERLAY REMOVAL".

SEQUENCE OF CONSTRUCTION (PATCHING FIRST)

- 1. REMOVE THE EXISTING HMA MATERIAL OVER THE AREA TO BE PATCHED.
- 2. REMOVE AND REPLACE WITH CLASS C OR D PATCH.
- 3. REPLACE HMA MATERIAL OVER THE AREA TO BE PATCHED.

SEQUENCE OF CONSTRUCTION (MILLING FIRST)

- 1. MILL HMA FIRST IF THERE IS AT LEAST 41/2 INCHES OR MORE OF HMA MATERIAL ON TOP OF THE EXISTING PAVEMENT OR IF THE PAVEMENT IS FULL DEPTH HMA. A MINIMUM OF 2 INCHES OF HMA MATERIAL SHALL BE IN PLACE AFTER MILLING.
- 2. REMOVE AND REPLACE WITH FULL DEPTH CLASS D PATCHES TO TOP OF MILLED SURFACE.

ALL DIMENSIONS ARE IN INCHES (MILLIMETERS) UNLESS

FILE NAME #	USER NAME = bewerd1	DESIGNED -	R. SHAH	REVISED -	A. ABBAS 04-27-98						CAIT DA	TOURNA	FOR	F.A.	SECTION	COUNTY	TOTAL SHEE
o:\projects\d:statd22x34\bd22.dgn		DRAWN -	u .	REVISED	R. BORO 01-01-07	STATE OF ILLINOIS	PAVEMENT PATCHING FOR HMA SURFACED PAVEMENT				NIE.			SHEETS NO.			
	PLOT SCALE = 50.000 '/ IN.	CHECKED -	ri .	REVISED -	R. BORO 09-04-07	DEPARTMENT OF TRANSPORTATION				MENT	-	BD400-04 (BD-22)	CONTRAC	T NO.			
	PLOT DATE = 10/27/2008	DATE	10-25-94	REVISED -	K. ENG 10-27-08		SCALE: NONE	SHEE	T NO. 1	OF 1	SHEET	TS S	TA. TO STA.	FED.	ROAD DIST. NO. 1 ILLINOIS FED. A		<u></u>

FILE	NAME =	USER NAME - mcoleman	DESIGNED -	MAC	REVISED -					
\plr	ln60709_Dist1_Det02.dgn		DRAWN	IS	REVISED -	STATE OF ILLINOIS	PAVEN	IENT PATCHIN	G FOR HMA	SURF
		PLOT SCALE = N.T.S.	CHECKED -	JJT	REVISED -	DEPARTMENT OF TRANSPORTATION				
		PLOT DATE = 4/21/2009	DATE ~	4/20/09	REVISED -		SCALE:	SHEET NO. O	OF 30 SHEETS	STA.

								F.A.P RTE.	F.A.P RTE. SECTION				COUNTY	TOTAL	SHEET NO.
PAVEMENT PATCHING FOR HMA			SURFACED	PAVEMENT	631		111 N-RS-1			WILL	30	18			
													CONTRACT	NO.	60H37
	SHEET	NO.	OF.	30	SHEETS	STA.	TO STA.	FED. F	OAD DIST.	NO. IL	LINOIS	FED. A	AID PROJECT		