## GROUND IMPROVEMENT PERFORMANCE REQUIREMENTS:

Minimum factor of safety for global stability shall be 1.5.

Soil Boring Location

Limits of Aggregate Column

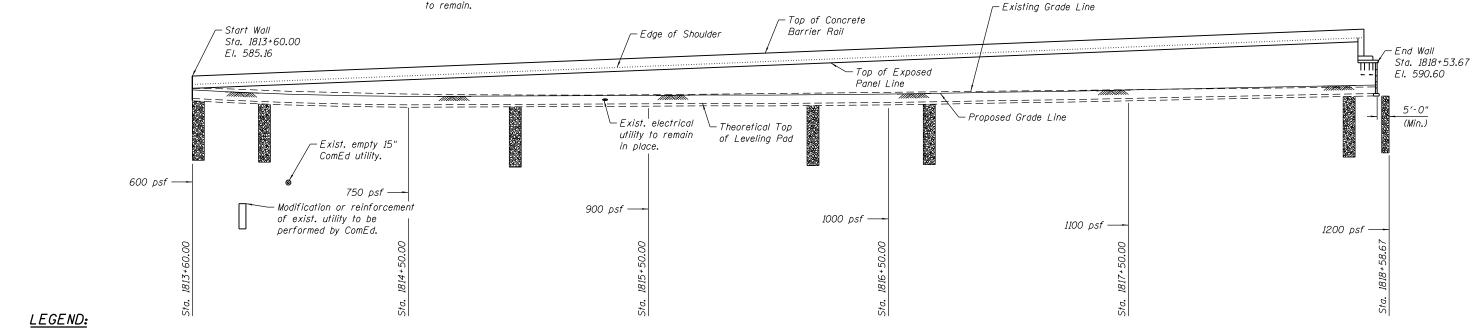
Settlement during construction shall not exceed 3 inches, and settlement after completion of wall and pavement construction shall not exceed 1 inch.

Minimum factor of safety for Equivalent Uniform Service Bearing Pressure shall be 2.5.

Equivalent Uniform Service Bearing Pressure shall be interpolated between the values shown.

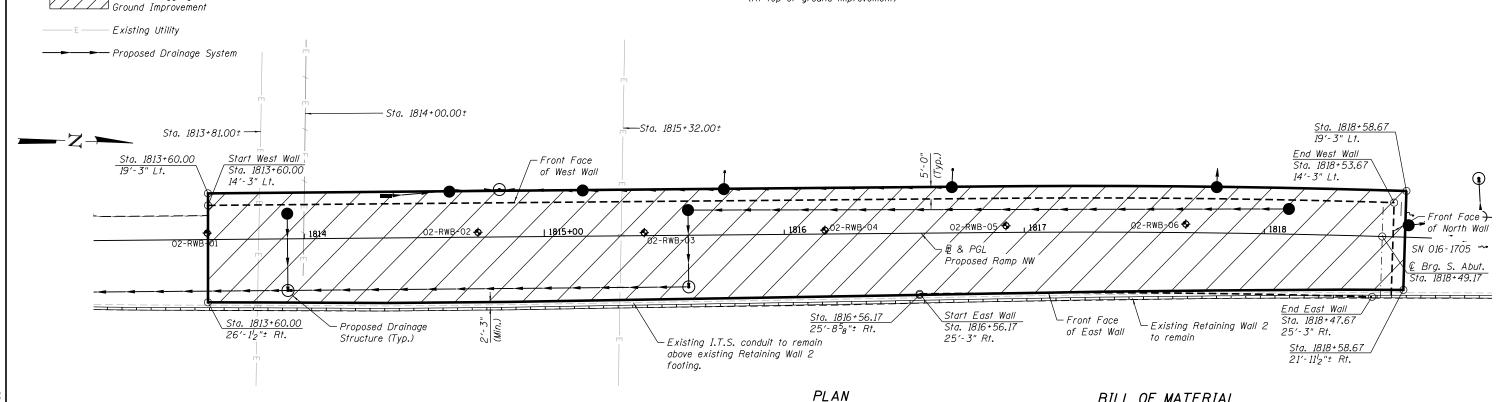
## NOTES:

- 1. Aggregate Column Ground Improvement shall be designed by the Contractor in accordance with special provision for Aggregate Column Ground Improvement.
- 2. Aggregate Column Ground Improvement for Retaining Wall 1 (SN 016-1720) covers approximately 22,900 Sq. Ft.
- 3. See sheet RW1-05 for section views of ground improvement.
- Aggregate columns shall be designed and spaced to avoid conflict with existing utilities to remain, proposed abutment foundations, and existing wall foundations
- 5. Contractor shall field verify location of existing footings and underground utilities and shall take all precautions to protect them during ground improvement, construction of the wall, and final condition of the ramp. Any damages to the existing structures shall be the responsibility of the Contractor.
- 6. Top of Aggregate Columns is equal to lowest excavation limit or existing grade line, whichever is lower.



## EQUIVALENT UNIFORM SERVICE BEARING PRESSURE

(At top of ground improvement)



user name = dunkerleyb	DESIGNED - DEV	REVISED
	CHECKED - ATB	REVISED
PLOT SCALE = N.T.S.	DRAWN - BRD	REVISED
PLOT DATE = 4/28/2014	CHECKED - EJO	REVISED

STATE OF ILLINOIS **DEPARTMENT OF TRANSPORTATION** 

AGGREGATE	COLUMN	GROUND	IMPROVEMENT	DETAILS					
STRUCTURE NO. 016-1720									
	CHEET NO	DW1_12 OF DI	W1_17 CHEETC						

BILL OF MATERIAL

Aggregate Column Ground Improvement | L. Sum

F.A.I. RTE.	SECTION		COUNTY	TOTAL SHEET:	
90/94/290	2013-010R		COOK	747	530
			CONTRAC	T NO.	60W28
	ILLINOIS	FED. A	D PROJECT -	NUMBER-	