

STANDARD BAR SPLICER ASSEMBLY

	Minimum Lap Lengths							
Bar size to be spliced	Table 1	Table 2	Table 3	Table 4	Table 5			
3, 4	1'-5''	1'-11''	2'-1"	2'-4''	2'-3"			
5	1'-9''	2'-5"	2'-7"	2'-11''	2'-10''			
6	2'-1''	2'-11''	3'-1''	3'-6''	3'-4''			
7	2'-9''	3'-10''	4'-2"	4'-8''	4'-6"			
8	3'-8''	5'-1''	5'-5''	6'-2''	5'-10"			
9	4'-7''	6'-5''	6'-10''	7'-9''	7'-5''			

Table 1: Black bar, 0.8 Class C

Table 2: Black bar, Top bar lap, 0.8 Class C

Table 3: Epoxy bar, 0.8 Class C Table 4: Epoxy bar, Top bar lap, 0.8 Class C

Table 5: Epoxy bar, Top bar lap, Class B

Threaded splicer bar length = min. lap length + $1_2''$ + thread length

* Epoxy not required on Bar Splicer Assembly components used in conjunction with black bars.

Location	Bar size	No. assemblies required	Table for minimum lap length
Bridge Deck	#5	32	4
Approach Block	#6	16	3



INSTALLATION AND SETTING METHODS

"A" : Set bar splicer assembly by means of a template bolt. "B" : Set bar splicer assembly by nailing to wood forms or cementing to steel forms.

(E) : Indicates epoxy coating.



REVISED - ____ STATE OF ILLINOIS DRAWN - CEJ REVISED ------ --STRUCTURE NO. C PLOT SCALE = #SCALE# CHECKED ~ REVISED **DEPARTMENT OF TRANSPORTATION** -----PLOT DATE = #DATE# DATE REVISED SCALE: SHEET NO. 5 OF 5 SHEETS

Mechanical coupler (E) Reinforcement bar -Reinforcement bar

STANDARD MECHANICAL SPLICER

Location	Bar size	No. assemblies required		

NOTES

Splicer bars shall be deformed with threaded ends and have a minimum 60 ksi

All reinforcement shall be lapped and tied to the splicer bars. Bar splicer assemblies shall be epoxy coated according to the requirements for reinforcement bars. See Section 508 of the Standard Specifications. See special provision for Mechanical Splicers.

See approved list of bar splicer assemblies and mechanical splicers for alternatives.

CHANICAL SPLICER DETAILS 072–0154		SECTION	COUNTY	TOTAL SHEETS	SHEET NO.
		[(16VB)BR]]	PEORIA	14	14
		REPLACEMENT W/STRIP SEALS	CONTRACT	NO. 6	8685
STA TO STA		ILLINOIS FED. AI	D PROJECT		