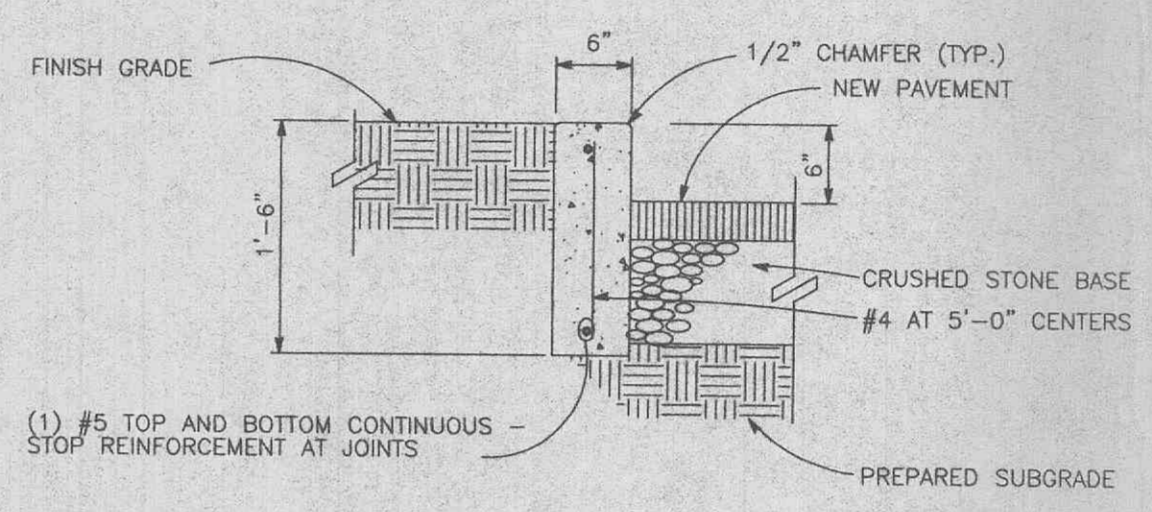
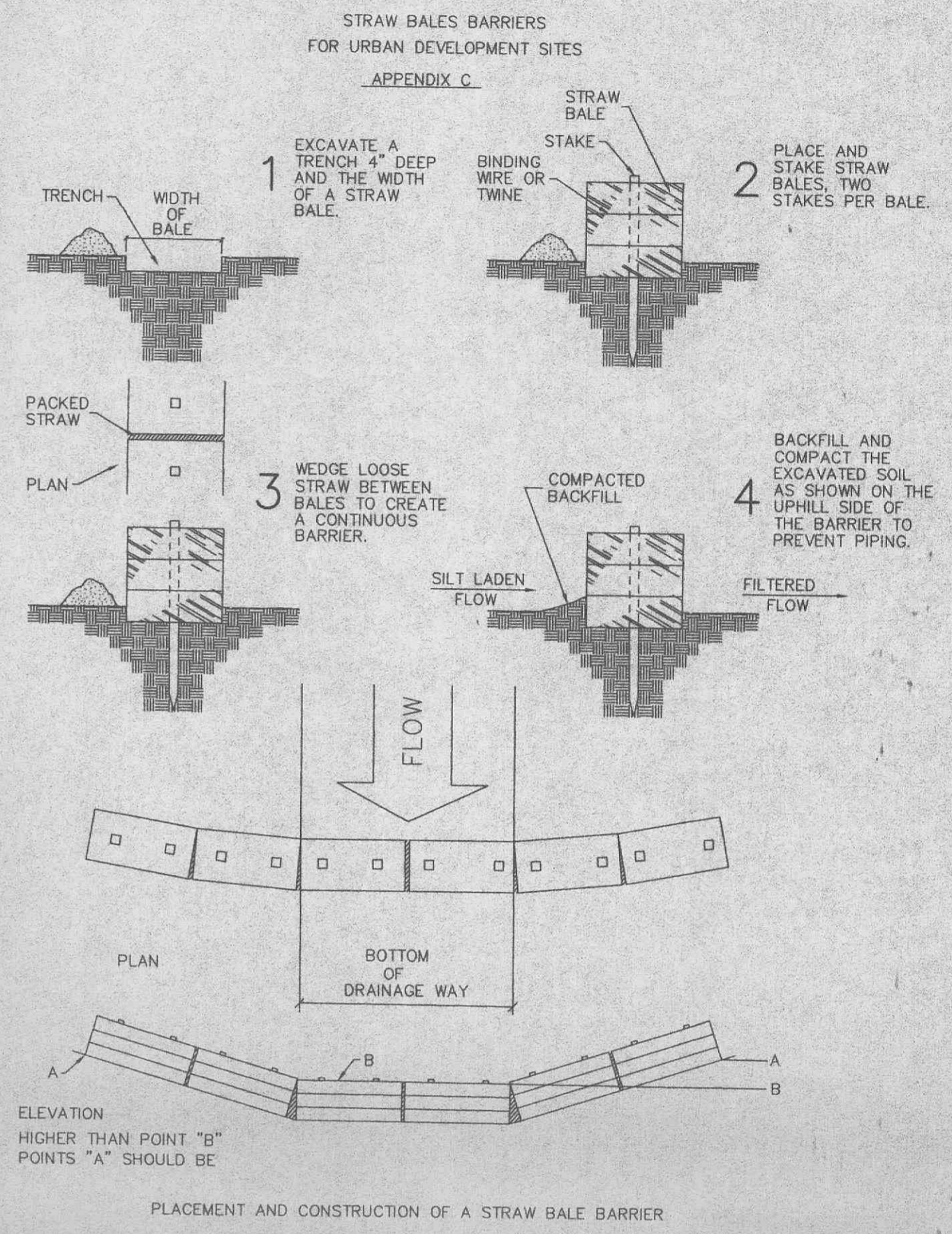


ASPHALT PAVEMENT DETAIL
NOT TO SCALE

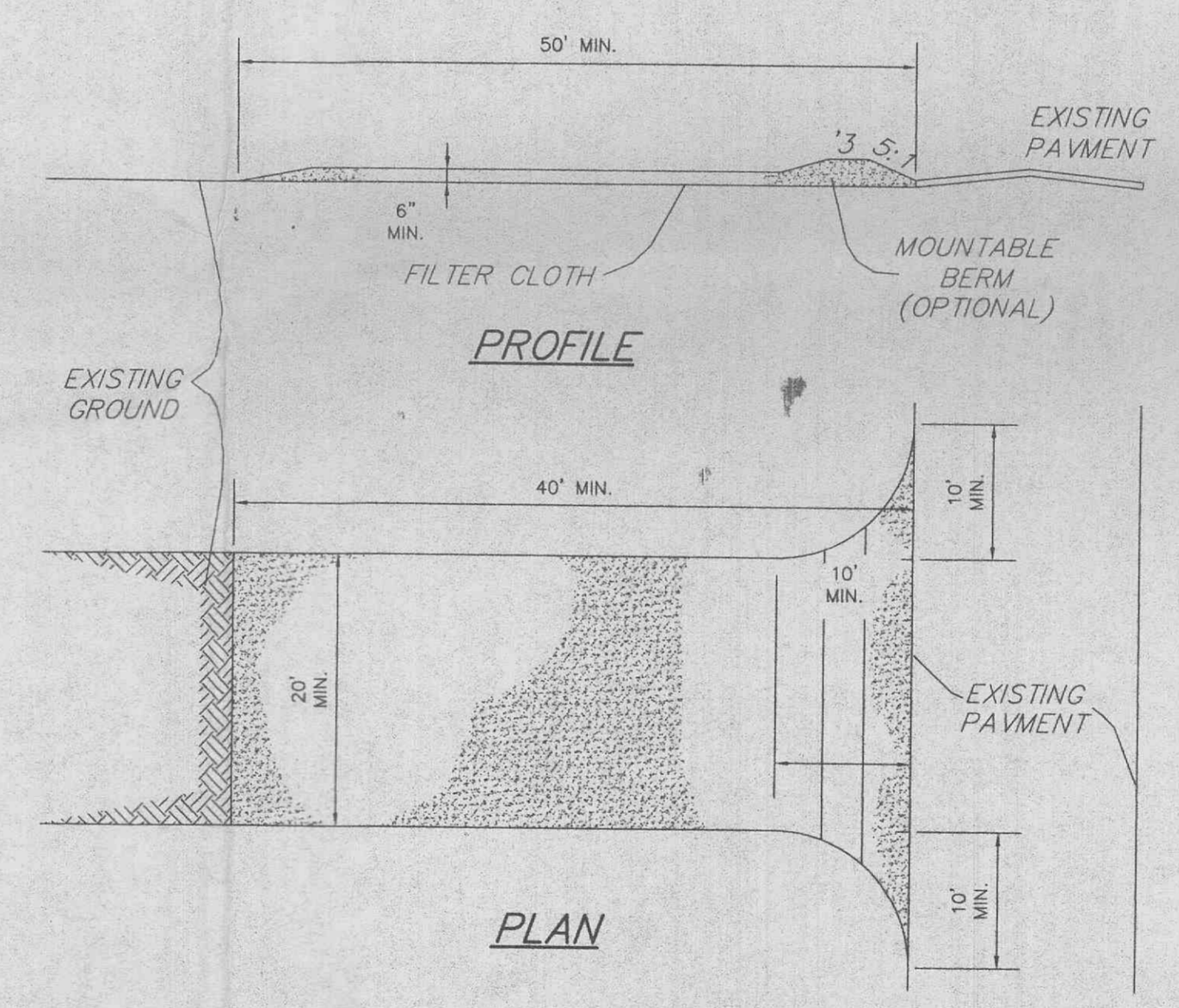
PAINTED HANDICAPPED PARKING SYMBOL
NOT TO SCALE



CONCRETE CURB DETAIL
NOT TO SCALE



PLACEMENT AND CONSTRUCTION OF A STRAW BALE BARRIER



CONSTRUCTION SPECIFICATIONS

1. Stone Size - Use 2" stone, or reclaimed or recycled concrete equivalent.
2. Length - As required, but not less than 40 feet (except on a single residence lot where a 30 foot minimum length would apply).
3. Thickness - Not less than six (6) inches.
4. Width - Twenty (20) foot minimum, but not less than the full width at points where ingress or egress occurs.
5. Filter Cloth - Will be placed over the entire area prior to placing of stone. Filter will not be required on a single family residence lot.
6. Surface Water - All surface water flowing or diverted toward construction entrances shall be piped across the entrance. If piping is impractical, a mountable berm with 5:1 slopes will be permitted.
7. Maintenance - The entrance shall be maintained in a condition which will prevent tracking or flowing of sediment onto public rights-of-way. This may require periodic top dressing with additional stone as conditions demand and repair and/or cleanout of any measures used to trap sediment. All sediment spilled, dropped, washed or tracked onto public rights-of-way must be removed immediately.
8. Washing - Wheels shall be cleaned to remove sediment prior to entrance onto public rights-of-way. When washing is required, it shall be done on an area stabilized with stone and which drains into an approved sediment trapping device.
9. Periodic inspection and needed maintenance shall be provided after each rain.

STABILIZED CONSTRUCTION ENTRANCE/WASHDOWN AREA
NOT TO SCALE



STANDARD SIGN FACE, STANDARD HIGHWAY DEPARTMENT, OR CITY STREET DEPARTMENT GAUGE, LETTERS AND BORDERS ARE GREEN, THE HANDICAP LOGO SQUARE IS BLUE, AND THE BACKGROUND IS WHITE, GALVANIZED U CHANNEL POST 7'-0" LONG, SET 3'-0" INTO GRADE, SET BOTTOM OF SIGN 4'-0" ABOVE FINISHED GRADE.

HANDICAP PARKING SIGN