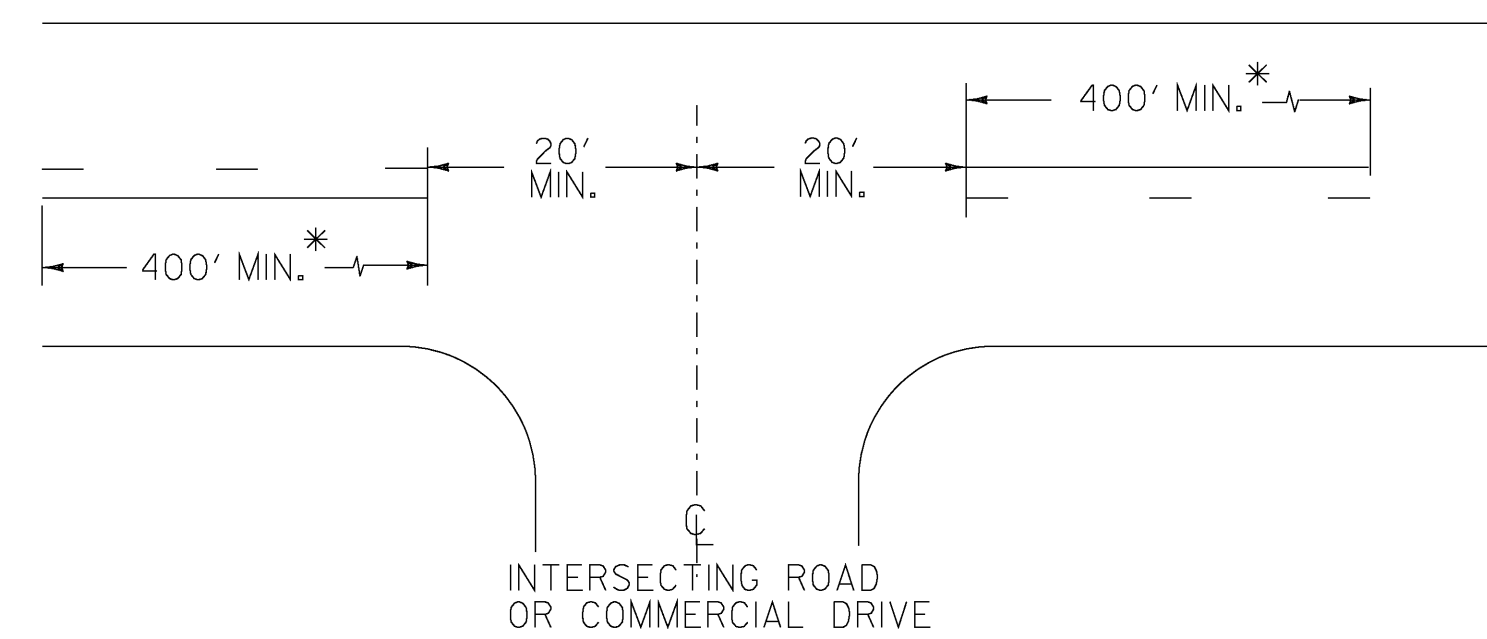


* THE "DESIRED STOPPING POINT" IS THE LOCATION BASED ON SITE CONDITIONS THAT BEST ALLOWS THE STOPPED VEHICLE TO VIEW THE APPROACHING TRAFFIC.

STOP BAR LAYOUT

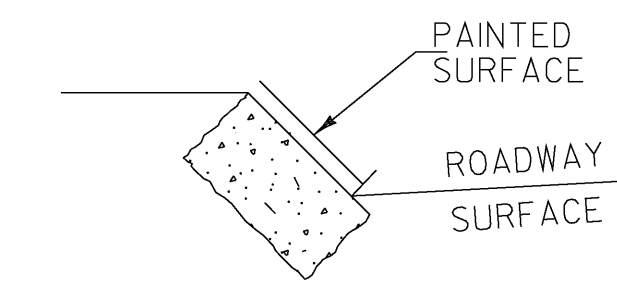


* THE SOLID LINE SHALL BE PAIRED WITH EITHER A SOLID OR DASHED LINE DEPENDING ON SIGHT DISTANCE AVAILABILITY IN THE OPPOSING DIRECTION. ADJUSTMENTS TO THE 40 FOOT CENTERLINE OPENING MAY BE MADE TO ACCOMMODATE SKEWED INTERSECTIONS.

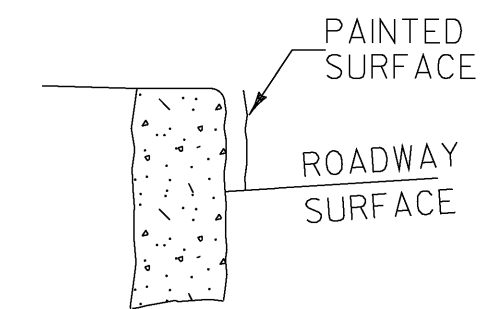
CENTERLINE BREAKS:

- A. AT ALL STATE HIGHWAYS AND TOWN HIGHWAYS THAT HAVE STOP AND LEGAL LOAD LIMIT SIGNS INSTALLED.
- B. COMMERCIAL DRIVES:
 1. WHERE A SEPERATE TURN LANE EXISTS ON THE MAIN LINE (LT. OR RT.)
 2. SIGNIFICANT TRAFFIC VOLUMES EXISTS.

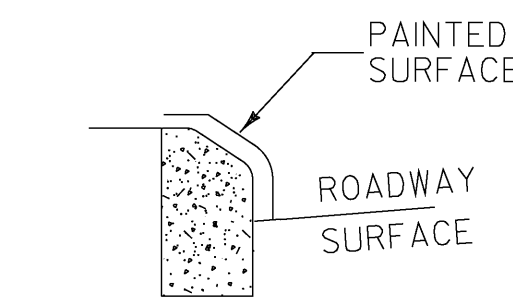
CENTERLINE LAYOUT



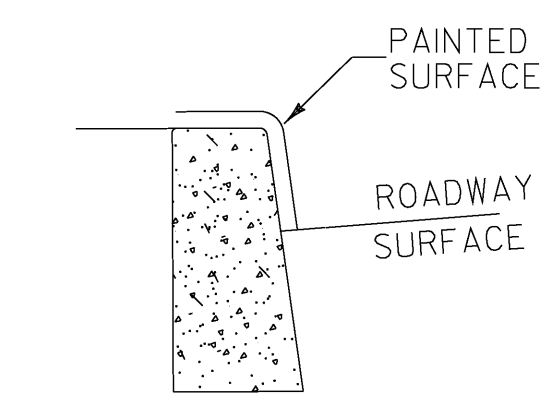
GRANITE SLOPE EDGING



VERTICAL GRANITE CURB

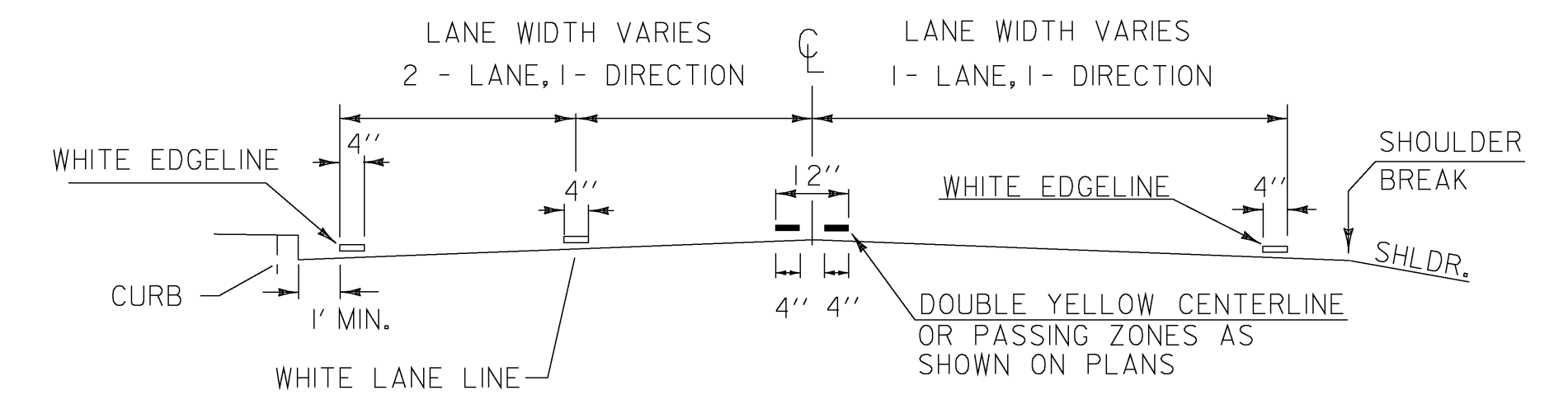


TYPE A (CONCRETE)

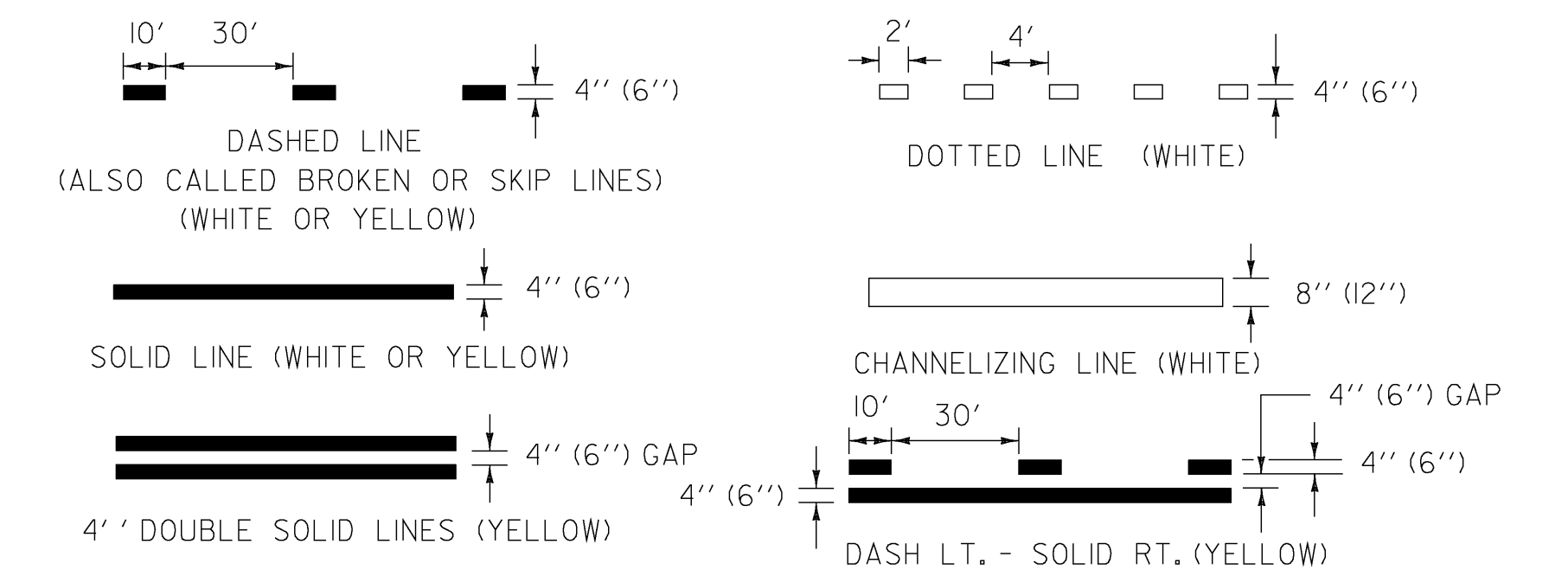


TYPE B (CONCRETE)

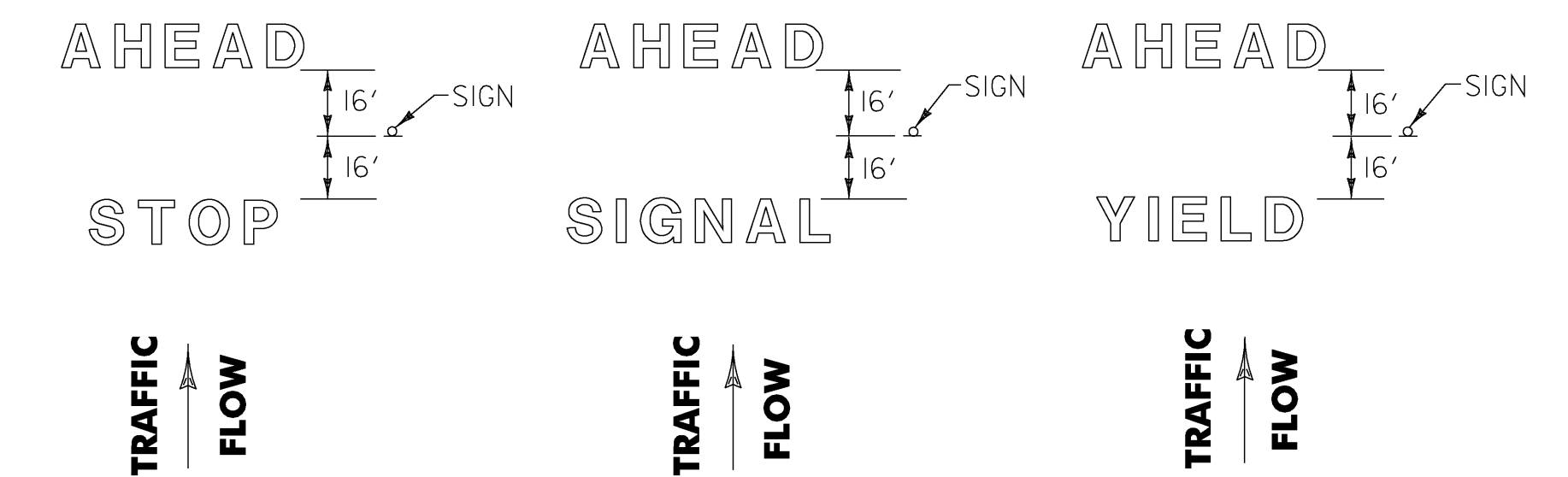
PAINTED CURB



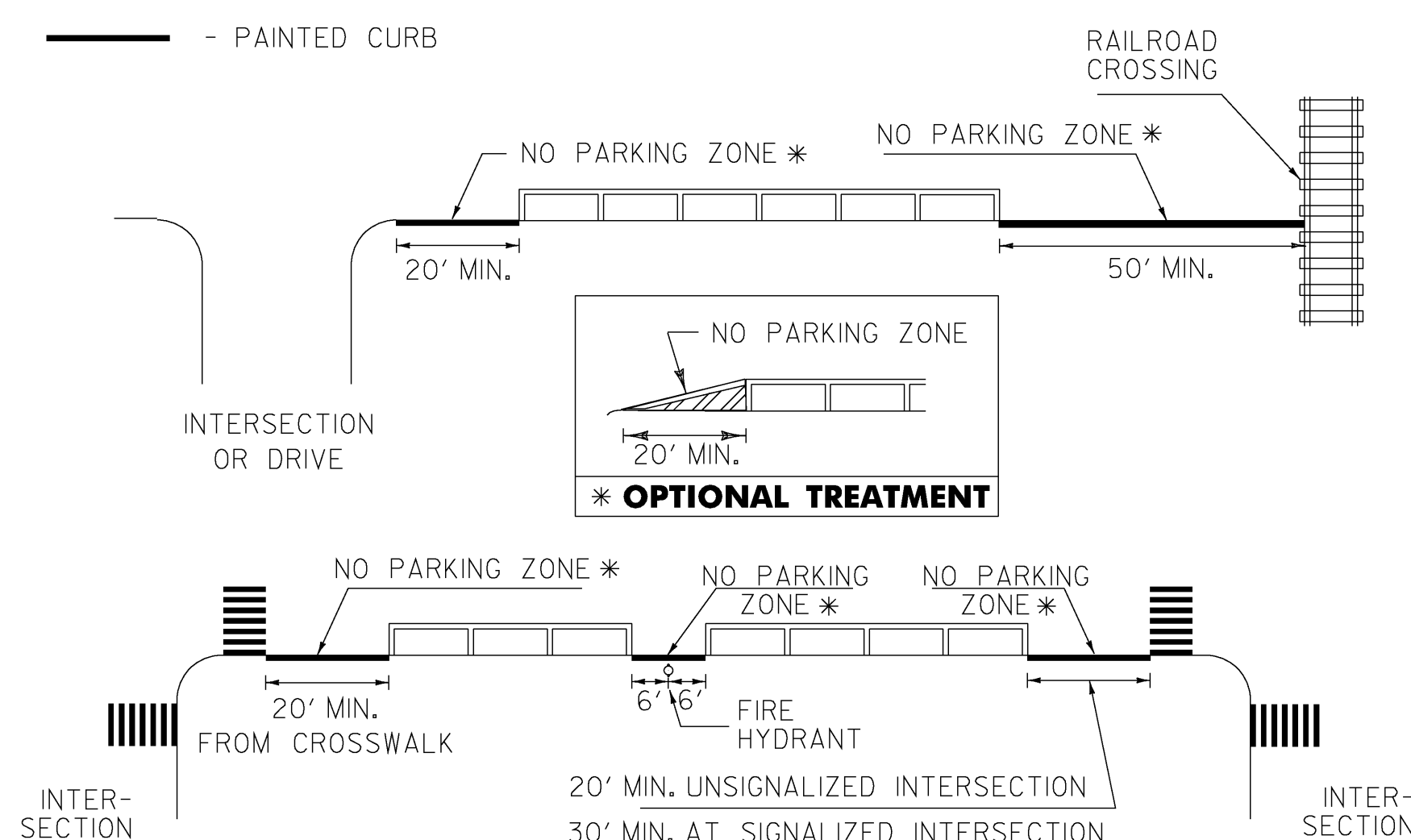
PAVEMENT MARKING PLACEMENT DETAIL



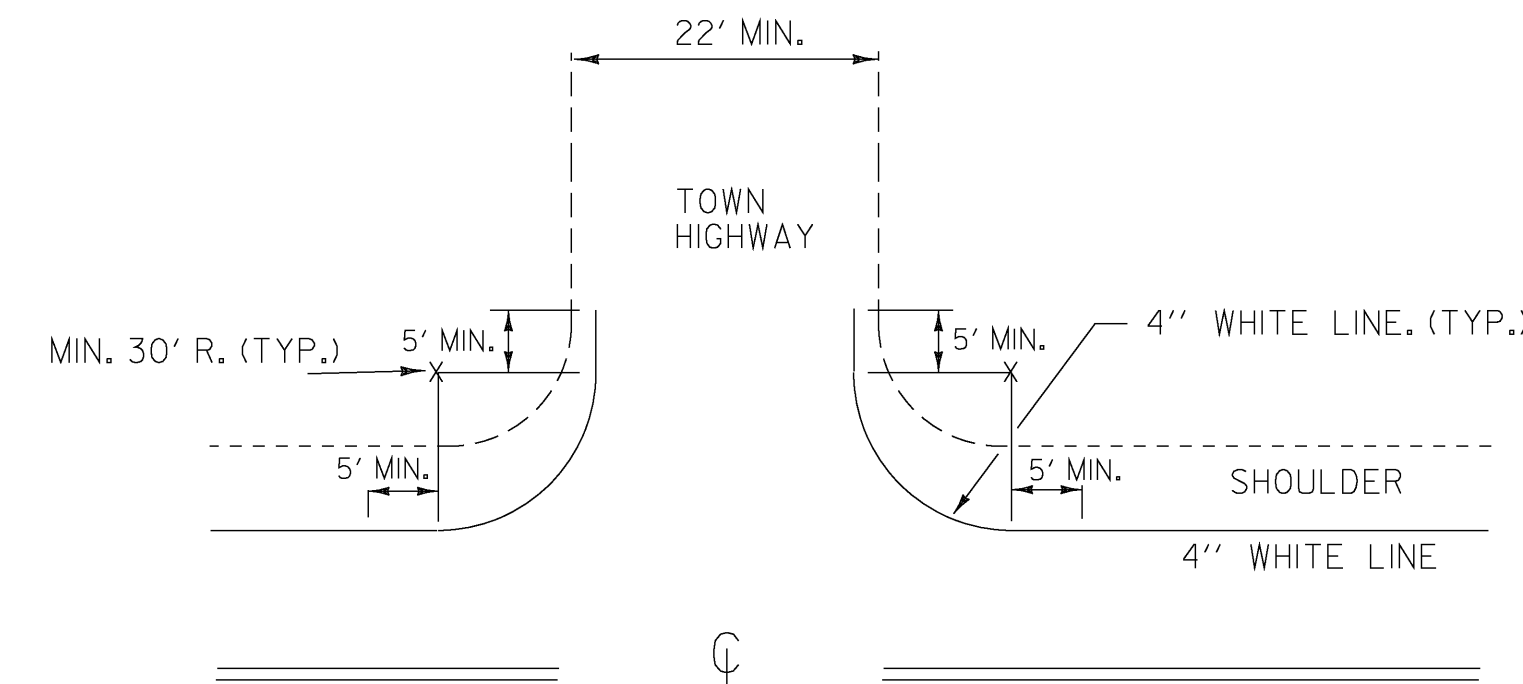
PAVEMENT MARKING LINE DETAILS (X) = INTERSTATE OR LIMITED ACCESS



LETTER IN WORD MARKING SPACING DETAIL
NOTE: SINGLE WORDS CENTERED ON SIGN ie: SCHOOL OR YIELD



NO PARKING LAYOUT DETAILS

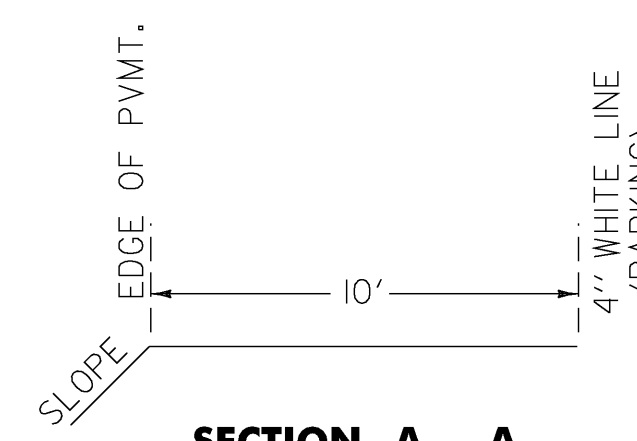
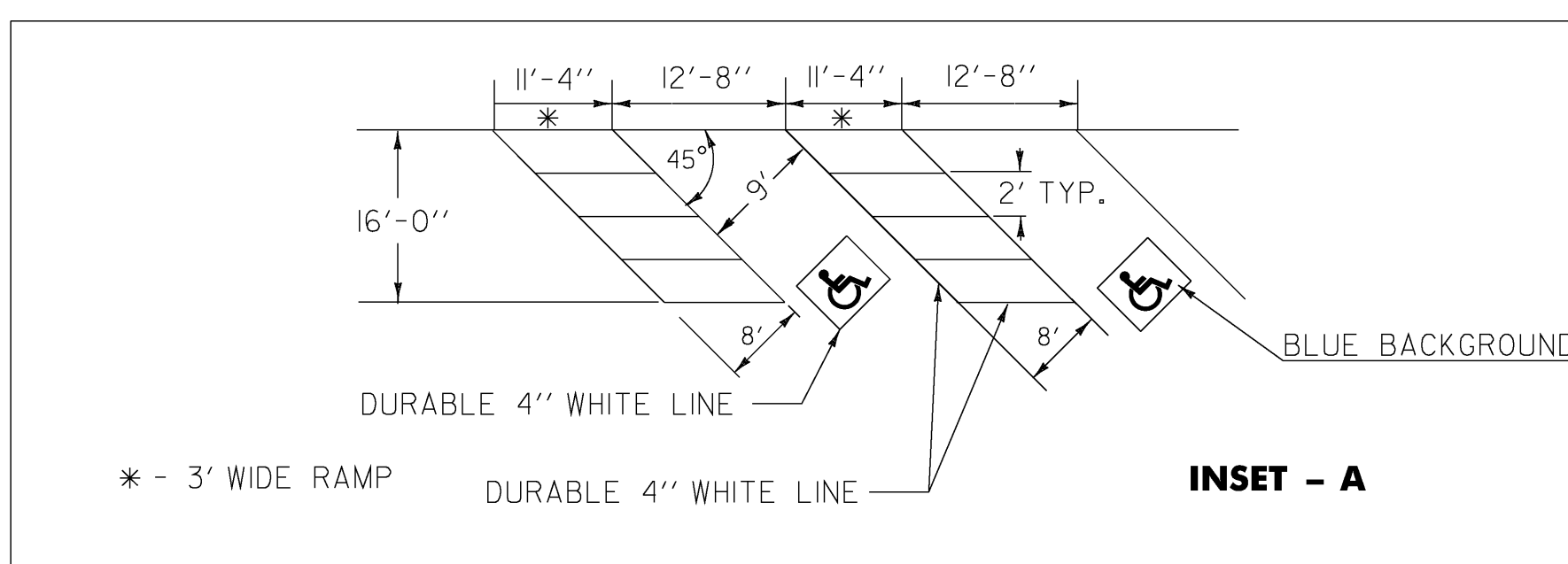


EDGELINES SHALL BE APPLIED TO ALL STATE HIGHWAYS AND SHOULD BE MAINTAINED AT A CONSTANT DISTANCE FROM THE CENTERLINE UNLESS PAVEMENT WIDTH INCREASES TO ALLOW WIDER LANES.

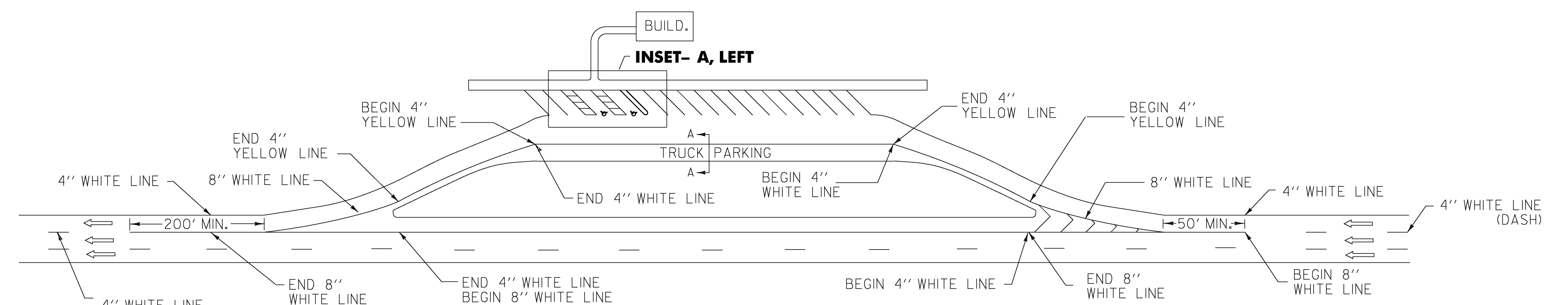
APPLY EDGELINE AS DETAILED ON ALL PAVED CLASS 1 & CLASS 2 TOWN HIGHWAYS AND ANY PAVED CLASS 3 TOWN HIGHWAY 22 FEET OR MORE IN WIDTH.

IF MIN. 30 FOOT RADIUS CANNOT BE OBTAINED, OR THE TOWN HIGHWAY IS NOT PAVED, BREAK THE EDGELINE USING AN 80 FOOT GAP AT INTERSECTION.

EDGELINE LAYOUTS



TRUCK PARKING DETAIL



REST AREA PARKING DETAILS

THIS SHEET IS NOT TO SCALE

PAVEMENT MARKING DETAILS

PAVEMENT MARKING DETAILS SHEET 4

PROJECT: **STATEWIDE**
DESIGN FILE NAME: 09b004.dgn
IPARM FILE NAME: 09b004pm4.1
SURVEYED BY:
SQUAD LEADER: A GAMBLE

PROJECT NO.: **NHG MARK (203)**
PLOT DATE: 17-JUL-2009
SURVEY DATE:
DRAWN BY: KAS
SHEET: 12 OF 13