

**DURABLE 4" WHITE LINE**  
 25+34 ~ 25+40 RT (SAUNDERS AVE) EDGE LINE SOLID (RADIUS)  
 25+40 ~ 26+50 LT (SAUNDERS AVE) EDGE LINE SOLID  
 45+12 ~ 48+76 EDGE LINE SOLID (17' LT)  
 48+76 ~ 48+92 LT EDGE LINE SOLID (RADIUS)  
 49+27 ~ 49+44 EDGE LINE SOLID (RADIUS)  
 49+44 ~ 50+00 EDGE LINE SOLID (17' LT)  
 45+00 ~ 50+00 EDGE LINE SOLID (17' RT)

**DURABLE 24" STOP BAR**  
 30+36 ~ 30+38 LT - I/LF (PIERCE ST)

**TEMPORARY 4" WHITE LINE**  
 (SAME AS DURABLE)

**TEMPORARY LETTERS OR SYMBOLS**  
 (SAME AS DURABLE)

**REMOVING SIGNS**  
 3 EACH

**DURABLE LETTER OR SYMBOL**  
 45+00 ~ 50+00 ARROWS (4 EACH)  
 30+42 ~ 30+50 LT STOP (4 EACH) (PIERCE ST)

**TEMPORARY 4" YELLOW LINE**  
 (SAME AS DURABLE)

**TEMPORARY CROSSWALK W/ DIAGONAL LINES**  
 (MOD. - BLOCK TYPE)  
 (SAME AS DURABLE)

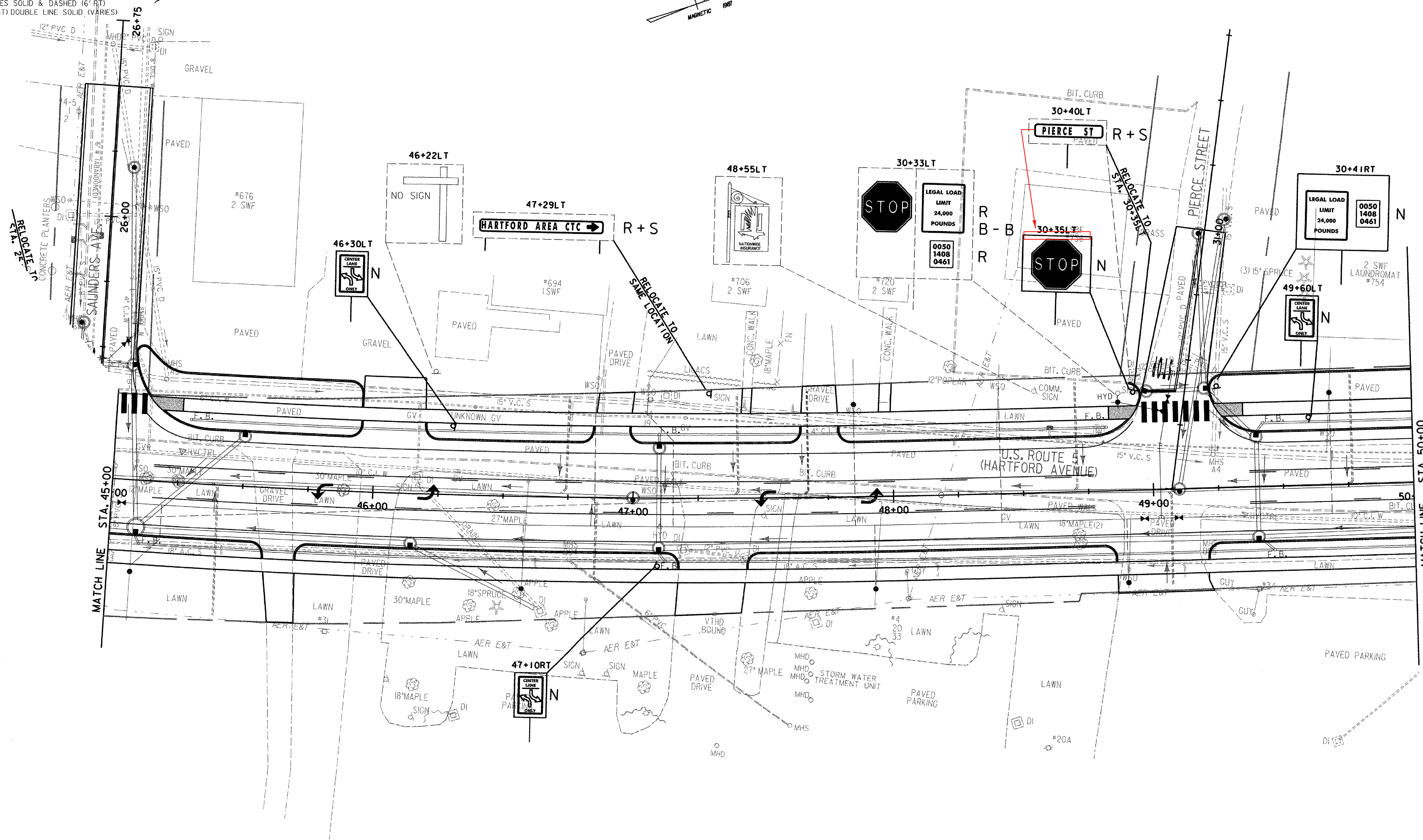
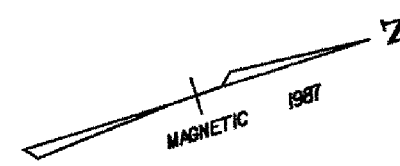
**ERECTING SALVAGED SIGNS**  
 2 EACH

**DURABLE 4" YELLOW LINE**

45+16 ~ 48+78 LANE LINES SOLID & DASHED (6' LT)  
 49+38 ~ 50+00 LANE LINES SOLID & DASHED (6' LT)  
 45+16 ~ 48+78 LANE LINES SOLID & DASHED (6' RT)  
 49+38 ~ 50+00 LANE LINES SOLID & DASHED (6' RT)  
 30+38 ~ 31+00 LT (PIERCE ST) DOUBLE LINE SOLID (VARIES)

**DURABLE CROSSWALK W/ DIAGONAL LINES**  
 (MOD. - BLOCK TYPE)  
 25+29 LT ~ RT (SAUNDERS AVE) 47 LF  
 30+33 LT ~ 30+32 RT (PIERCE ST) 31LF

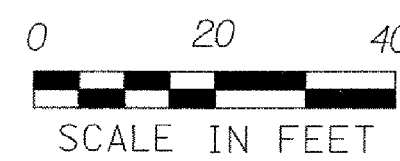
**TEMPORARY 24" STOP BAR**  
 (SAME AS DURABLE)



**SIGN LEGEND**

- = EXISTING SIGN
- = NEW SIGN
- R = REMOVE EXISTING SIGN AND POST
- R+S = SALVAGE EXISTING SIGN AND RELOCATE TO NOTED LOCATION WITH NEW SIGN POST. REMOVE AND DISPOSE EXISTING SIGN POST
- N = NEW
- RET = RETAIN AT EXISTING LOCATION
- B-B = BACK TO BACK

**DATUM**  
 VERTICAL NGVD 1929  
 HORIZONTAL N/A



NOTE: ALL NEW SIGNS SHALL USE TYPE III HIGH INTENSITY REFLECTIVE SHEETING

PROJECT: <b>HARTFORD</b>	PROJECT NO.: <b>RS 0113(40)</b>
DESIGN FILE NAME: z027bdr.dgn	PLOT DATE: 1/10/2007
IPARM FILE NAME:	SURVEY DATE: 1/87
SURVEYED BY: FANTONI	DRAWN BY: E. ATKINS
SQUAD LEADER: KEN UPMAL	SHEET: 162 OF 239

**PVMT MARKINGS AND SIGNS LAYOUT SHEET 6**