



PAVEMENT DELINEATION

- INDICATES STRIPING AND PAVEMENT MARKINGS TO BE INSTALLED.
- INDICATES STRIPING AND PAVEMENT MARKINGS TO REMAIN.
- INDICATES STRIPING AND PAVEMENT MARKINGS TO BE REMOVED.

NOTE: ALL PAVEMENT DELINEATION WORK SHALL BE PERFORMED BY THE CONTRACTOR. REMOVE ALL CONFLICTING STRIPING, LEGENDS AND MARKINGS.

STRIPING LEGEND

- (A) 4" SOLID WHITE STRIPE (STD. PLAN A20A)
- (B) 4" DASH WHITE STRIPE (STD. PLAN A20A, DETAIL 12)
- (C) 8" SOLID WHITE STRIPE (STD. PLAN A20D, DETAIL 38)
- (D) SOLID WHITE ARROW (STD. PLAN A24A) THERMOPLASTIC
- (E) TWO WAY LEFT TURN (STD. PLAN A20B, DETAIL 32)
- (F) DOUBLE YELLOW STRIPE (STD. PLAN A20A, DETAIL 22)
- (C) LANE LINE EXTENSION THROUGH INTERSECTION (STD. PLAN A20D, DETAIL 40)

CONSTRUCTION NOTES

- 1 — DETECTORS SHALL CONFORM TO THE PROVISIONS IN SECTION 86-5, "DETECTORS", OF THE STATE STANDARD SPECIFICATIONS.
- 2 — DETECTOR LOOP CONFIGURATION SHALL BE TYPE E.
- 3 — CONTRACTOR SHALL PROVIDE ADDITIONAL DETECTOR CHANNEL IF APPLICABLE, FOR INTENDED OPERATION.
- 4 — INSTALL NEW R73-6(CA) ON EXISTING MAST ARM.

GENERAL NOTES

- 1 — DETECTOR LOOPS SHALL BE INSTALLED IN THE PRESENCE OF THE TRAFFIC ENGINEER OR HIS REPRESENTATIVE.
- 2 — ALL PAVEMENT DELINEATION REQUIREMENTS SHALL BE COMPLETED AT LEAST ONE DAY PRIOR TO TURN ON.
- 3 — TYPICAL DETECTOR LOOP SPACING: 10' AND 15' (WHERE APPLICABLE).
- 4 — REMOVE ALL CONFLICTING SIGNAGE INCLUDING MAST ARM SIGNAGE AND RETURN TO CITY YARD.
- RS — REMOVE AND SALVAGE EQUIPMENT TO CITY YARD.

ENGINEER IN RESPONSIBLE CHARGE
 GILBERT M. HERNANDEZ
 R.C.E. No. 69170 expires 6-30-08
 DATE 12-22-06

MARK	REVISIONS	APPR.	DATE

DESIGNED BY: _____ DRAWN BY: MAC CHECKED BY: _____

CITY OF RIVERSIDE, CALIFORNIA
DEPARTMENT OF PUBLIC WORKS

APPROVED BY: _____ BY: _____ DATE: _____
 PRINCIPAL ENGINEER: _____ TRAFFIC DIVISION: _____
 APPROVED BY: _____ BY: _____ DATE: 12/21/06
 CITY ENGINEER: _____

STRIPING PLAN
CALIFORNIA AVENUE
ACACIA STREET TO
VAN BUREN BOULEVARD

SCALE: 1" = 20'

ACCT. NO. XL-520
 SHEET 1 OF 1
 FILE NAME: XL520.DWG