

LAPPING PROCEDURE

OFFSETS TO LAST POST OF TERMINAL										
Distance Along Flare (5)	37.5'	50.0'	62.5'	75.0'	87.5'	100.0'	112.5'	125.0'	137.5'	150.0'
(X)	37.29'	49.71'	62.14'	74.57'	87.00'	99.43'	111.86'	124.29'	136.72'	149.14'
(Y)	4.00'	5.33'	6.67'	8.00'	9.33'	10.67'	12.00'	13.33'	14.67'	16.00'

- ① Refer to Standard Road Plan RE-76 for details of Terminal Section.
- ② The 'H' length extends beyond the obstacle equidly in both directions.
- ③ For earth shaping at barrier and berm widths, see Standard Road Plan RL-14.
- ④ For box culverts, this dimension may be less than 2 feet.
- ⑤ Variable Flare Length (VF) + Terminal length (ET) (37.5').

GENERAL NOTES:

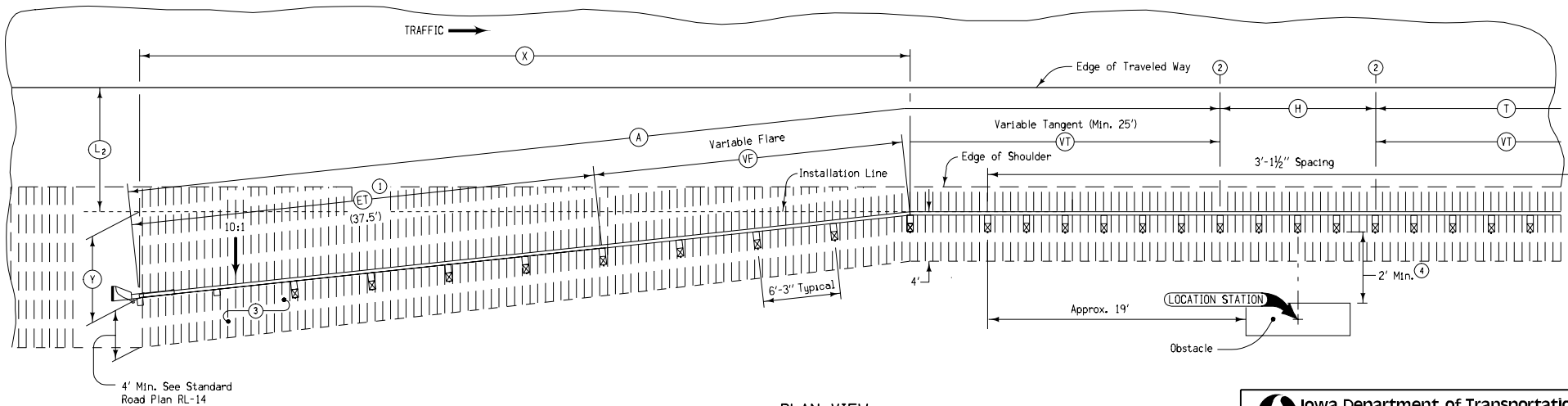
Details indicated hereon are for installation of formed steel beam guardrail for obstacles located adjacent to the traveled way. For information regarding individual installations, refer to Tabulation of Steel Beam Guardrail, other Standard Road Plans and detailed project plans for additional data.

In areas where the guardrail diverges from the installation line, a smooth profile shall be established. Grade a 10:1 slope from the edge of the shoulder to behind the guardrail post as detailed on Standard Road Plan RL-14. Refer to project plans for specific requirements.

Guardrail shall be lapped away from the flow of traffic.

Price bid for contract items shall be considered full compensation for furnishing all materials and constructing guardrail essentially as indicated hereon.

Contract items for guardrail construction are:
 Installation of Guardrail
 (Bid Item Length = A + H + T)
 Beam Guardrail Terminal (RE-76)



PLAN VIEW

For additional information, see Standard Road Plans and Tabulations as follows:
 RE-12A, RE-76, RL-14, 107-23, 108-8B.

Iowa Department of Transportation
 Highway Division

STANDARD ROAD PLAN RE-54B

REVISION: Update number of FLEAT posts	REVISION NO. 7
<i>William J. Altan</i> APPROVED BY DESIGN/METHODS ENGINEER	REVISION DATE 04-30-02

GUARDRAIL INSTALLATIONS
 (SIDE OBSTACLE, TWO-WAY PROTECTION)
 3'-1/2" POST SPACING AT OBSTACLE