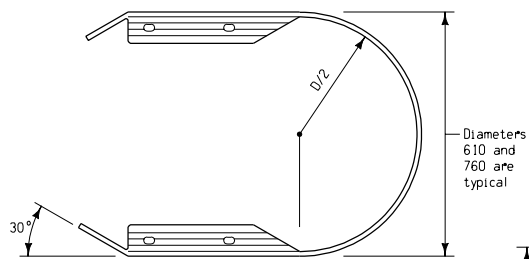
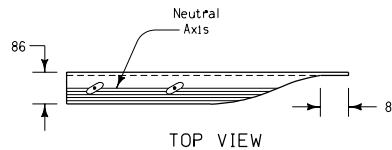


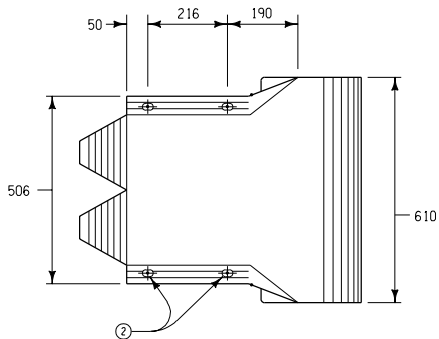
TOP VIEW



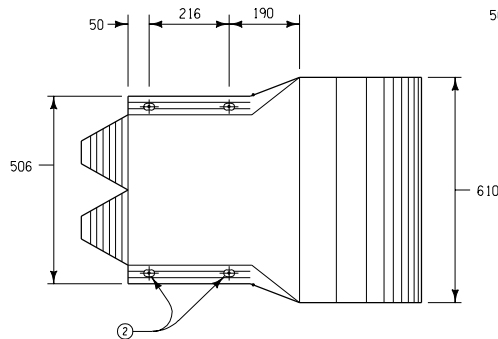
TOP VIEW



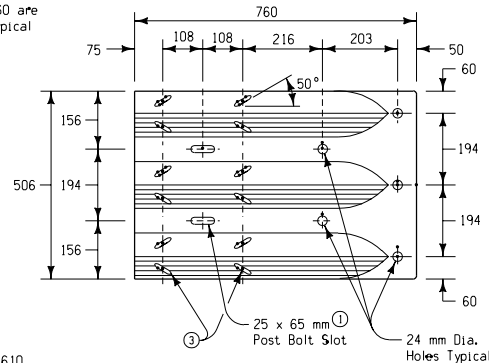
TOP VIEW



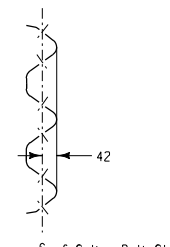
FRONT VIEW
TYPE "G" TERMINAL SECTION
Rounded End



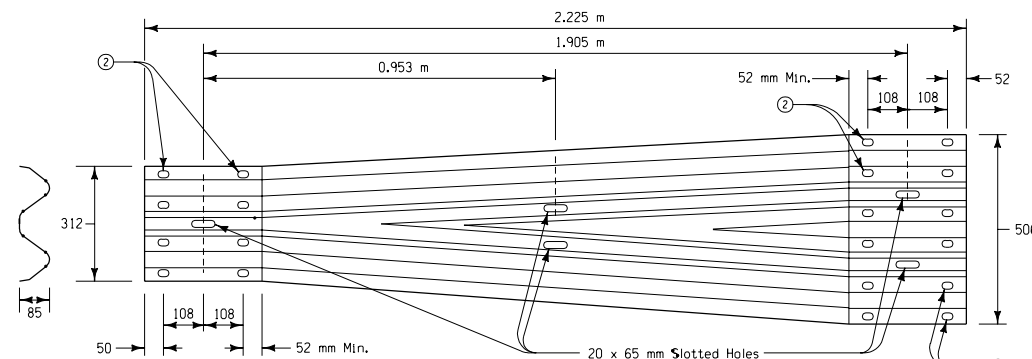
FRONT VIEW
TYPE "H" TERMINAL SECTION
Buffer End



FRONT VIEW
TYPE "J" TERMINAL SECTION
Terminal Connector



END VIEW
TYPE "J"
TERMINAL SECTION



W-BEAM TO THRIE BEAM TRANSITION SECTION

GENERAL NOTES:

Terminal section shall be required as part of the end treatment for all guardrail installations unless specifically indicated otherwise in project plans.

Either Type 'A' (flared) or Type 'B' (rounded) may be used for terminal end sections unless one type is specifically required. Only one style shall be used on a project.

Fabrication and installation of terminal sections shall be in accordance with current Standard and Supplemental Specifications and other appropriate standard road plans.

Refer to "Tabulation of Guardrail Installations" for additional details of installations.

The thickness of the type 'G' terminal shall not be less than 2.67 millimeters. The thickness of type 'H' and 'J' terminals shall not be less than 3.43 millimeters.

Thrie beam transition will be included in the measurement of the 'Installation of Guardrail' bid item.

Furnishing and installing terminal sections will not be paid for separately but shall be considered incidental to the price bid for other guardrail work required.

- ① If supplied with a 20 x 65 millimeter slot, the slot must be field reamed or drilled for a 22 millimeter bolt.
- ② 24 x 30 millimeter slots.
- ③ 24 x 45 millimeter slots.

All dimensions given in millimeters unless noted.

M	Iowa Department of Transportation	
	Highway Division	
	STANDARD ROAD PLAN	RE-2B
	REVISION: Revised the General Notes, Thrie beam included in the measurement of installation of guardrail bid item.	REVISION NO. 7
Mitchell J. Dillman	12-05-00	REVISION DATE 04-03-01
APPROVED BY: DESIGN METHODS ENGINEER		
FORMED STEEL BEAM RAILING TRANSITION AND TERMINAL SECTIONS (THRIE BEAM)		