

DESIGNER INFORMATION

For reinforcing steel used in construction of "Beveled Pipe and Guard", use deformed bars meeting the requirements of Article 4151.03 of the Standard Specifications and hot-dip galvanized according to ASTM A123.

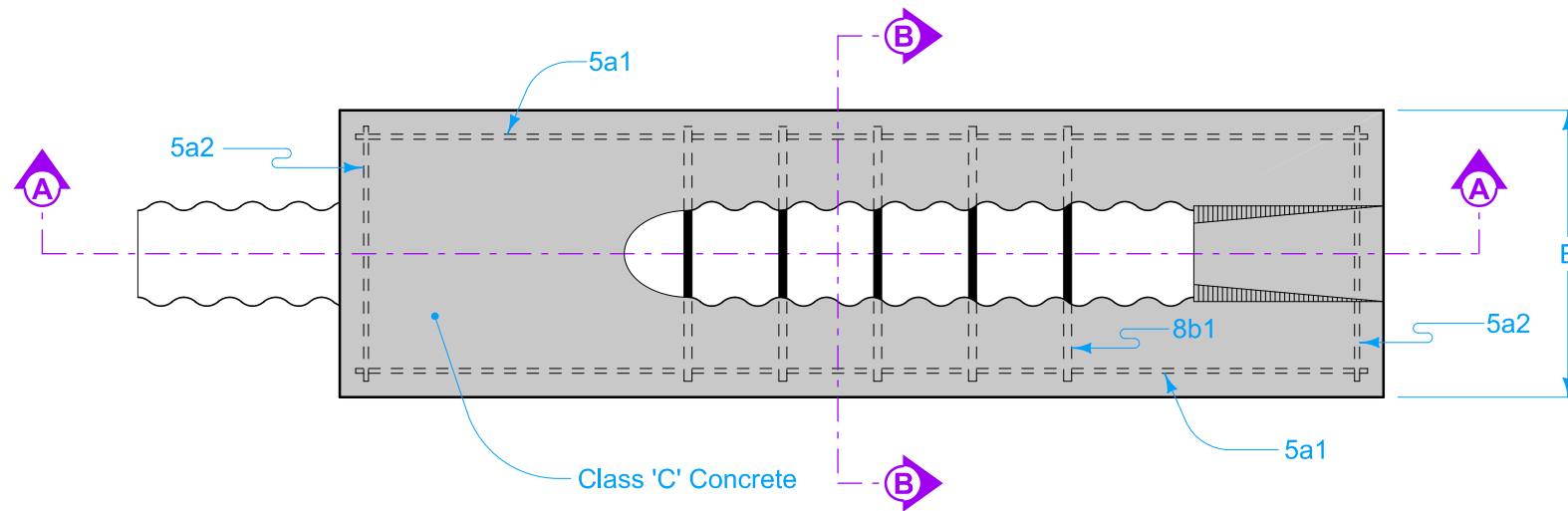
Use Class 'C' Concrete in the construction of Beveled Pipe and Guard.

Cut the pipe to fit the foreslope. Cut slots into the pipe for placement of the No. 8 bars. After the foreslope has been placed, fit the No. 8 bars into the slots cut in the pipe so they will be in proper position when the concrete collar is poured.

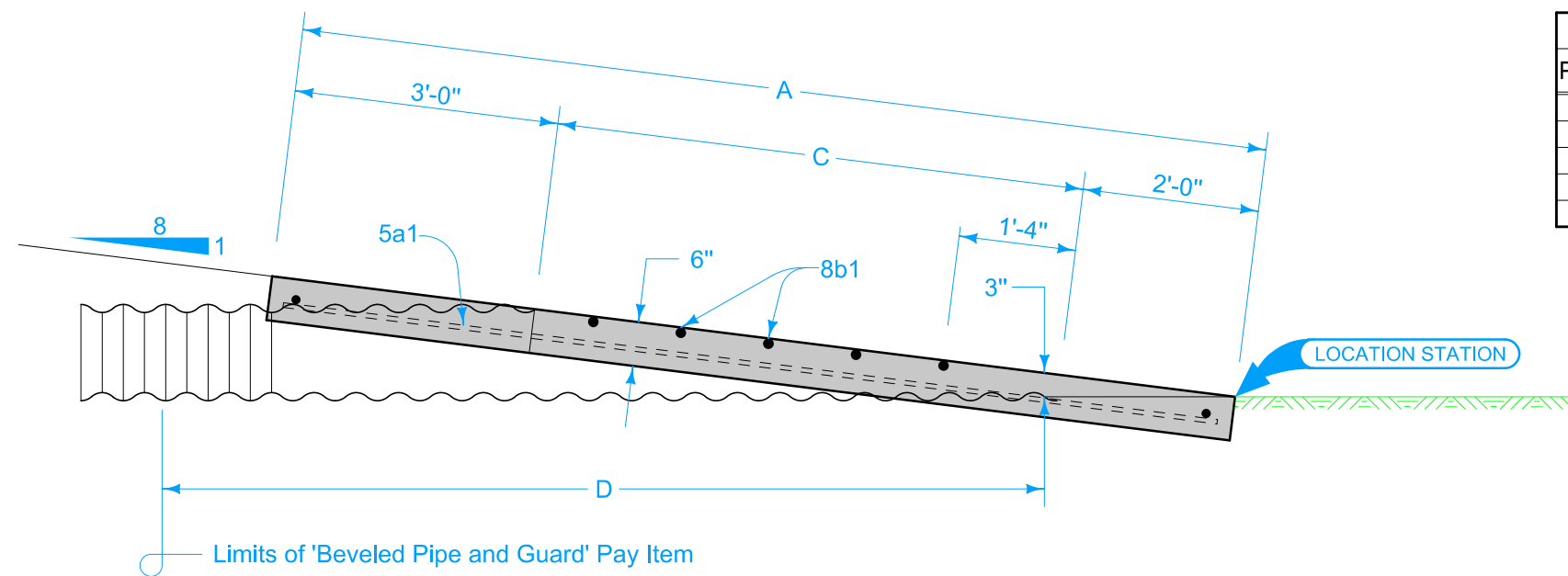
Price bid for "Beveled Pipe and Guard," each, is full compensation for furnishing all materials and constructing the Beveled Pipe and Guard.

Special Note:

A silt fence ditch check is required immediately upstream from the inlet. Refer to EC-201 for construction details.



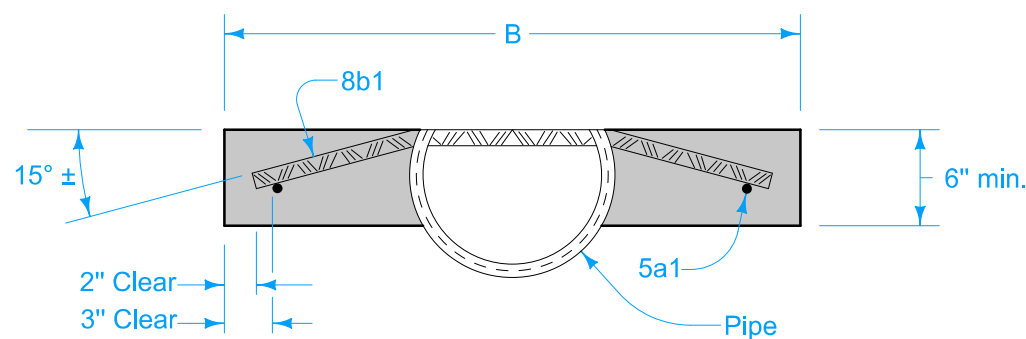
PIPE SIZE	A	B	C	D
12"	11'-0"	3'-0"	6'-0"	10'-0"
15"	13'-2"	3'-3"	8'-2"	12'-0"
18"	15'-4"	3'-6"	10'-4"	14'-0"
21"	17'-6"	3'-9"	12'-6"	16'-0"
24"	19'-8"	4'-0"	14'-8"	18'-0"



Possible Contract Item:
Beveled Pipe and Guard

Possible Tabulations:
104-3
112-8

SECTION A-A



SECTION B-B

PIPE SIZE	BAR	LOCATION	SHAPE	COUNT	LENGTH	LIN. FT.	WEIGHT	TOTAL WEIGHT	SPACING
12"	5a1	Base	—	2	10'-8"	21.4	22.3	65.8	See Detail
	5a2	Base	—	2	2'-8"	5.4	5.6		See Detail
	8b1	Base	—	5	2'-10"	14.2	37.9		12"
15"	5a1	Base	—	2	12'-10"	25.7	26.8	90.7	See Detail
	5a2	Base	—	2	2'-11"	5.9	6.2		See Detail
	8b1	Base	—	7	3'-1"	21.6	57.7		12"
18"	5a1	Base	—	2	15'-0"	30.0	31.3	118.1	See Detail
	5a2	Base	—	2	3'-2"	6.4	6.7		See Detail
	8b1	Base	—	9	3'-4"	30.0	80.1		12"
21"	5a1	Base	—	2	17'-2"	34.4	35.9	148.6	See Detail
	5a2	Base	—	2	3'-5"	6.9	7.2		See Detail
	8b1	Base	—	11	3'-7"	39.5	105.5		12"
24"	5a1	Base	—	2	19'-4"	38.7	40.4	181.3	See Detail
	5a2	Base	—	2	3'-8"	7.4	7.7		See Detail
	8b1	Base	—	13	3'-10"	49.9	133.2		12"

	REVISION	
	1	04-21-20
STANDARD ROAD PLAN		DR-212
REVISIONS: Added Designer Info button.		SHEET 1 of 1
APPROVED BY DESIGN METHODS ENGINEER		
BEVELED PIPE AND GUARD		