

2. Flashing beacon(s) will be placed at the location(s) indicated for lane closures during the hours of darkness.

paddle and shall be trained in the proper fundamentals of flagging traffic.

7. Lane width will be maintained at 11 foot minimum unless noted otherwise.

8. Traffic control personal will accomodate emergency vehicles at all times.

Access to residents and businesses shall be maintained at all times unless noted.

9. "Uneven Pavement Surface" signs to be installed at all lateral milled transitions.

4. Any conflicting signs shall be covered for the length of the job.

10. Engineer has authority to institute changes to ensure safety.

6. A safe pedestrian route will be maintained at all times.

3. All workers shall be equipped with a reflective vest. All flaggers shall also be equipped with a C28 "Stop/Slow"

Refer to specific State requirements for work on State Freeways and State H

Channelizer spacing shall be reduced in half at areas where work is taking place, on curves, or areas of head-on conflict.

300

330

820

50

1000

12

100

25

Posted speed or observed operating speed (whichever is greater)

450

500

Channelizer spacing shall be reduced in half at areas where work is taking place, on curves, or areas of head-on conflict.

Buffer space may be inserted in low speed uban areas, should be increased on downgrades and should be kept clear of equipment and materials, except for a Shadow Vehicle.

Recommended Advance Warning Sign Spacing
CA MUTCD 2014

Road Type	<b>Distance Between Signs</b>		
	Α	В	С
Urban – 25 mph or less*	100 ft	100 ft	100 ft
Urban – more than 25 mph to 40 mph*	250 ft	250 ft	250 ft
Urban - more than 40 mph*	350 ft	350 ft	350 ft
Rural	500 ft	500 ft	500 ft
Expressway / Freeway	1000 ft	1500 ft	2640 ff

Working Days: Mon - Fri

Streets Speed Limit: 25 MPH

Date: 6/15/2021 Author: Dennis Duran Project: Palo Alto Charleston - Arastradero Phase 3 Project Comments:

Plan Sheet 1; Plan Check by Brett Hickman

www.invar

75

Local Agency

Pedestrians

Bicyclist

900

N/A

Use Roadway Sign