

**NOTES:**

1. ALL WIDTHS ARE IN FEET.
2. L=TRAVEL LANE; B=BICYCLE LANE; SH=SHOULDER; ROW=RIGHT-OF-WAY; ADT= AVERAGE DAILY TRAFFIC.
3. ADT REPRESENTS THE DESIGN VOLUME FOR A TWO LANE FACILITY, EACH DIRECTION.
4. BICYCLE LANES SHALL BE PROVIDED IN ACCORDANCE WITH THE BICYCLE AND PEDESTRIAN ELEMENT OF THE REGIONAL TRANSPORTATION PLAN AND TO THE SATISFACTION OF THE COUNTY ENGINEER.
5. STRUCTURAL SECTIONS SHALL BE DESIGNED BY A REGISTERED ENGINEER FOR A TWENTY (20) YEAR LIFE BASED ON SUBGRADE CHARACTERISTICS AS DETERMINED BY A GEOTECHNICAL INVESTIGATION AND ANTICIPATED TRAFFIC VOLUME. REFER TO SECTION 110.436.60(d) OF THE WASHOE COUNTY DEVELOPMENT CODE FOR A MINIMUM PAVEMENT THICKNESS, BUT IN NO CASE LESS THAN 4" A.C. OVER 6" AGGREGATE BASE FOR COLLECTOR STREETS AND 4" A.C. OVER 6" AGGREGATE BASE FOR LOCAL STREETS.
6. ALL A.C. SURFACES SHALL BE SEALED IN ACCORDANCE WITH WASHOE COUNTY STANDARDS.
7. RESIDENTIAL DRIVEWAY ACCESS NOT ALLOWED TO STREETS ON WHICH 10-YEAR DESIGN ADT EXCEEDS 2000.
8. THE MINIMUM SHOULDER WIDTH SHALL BE 2 FEET; SHOULDER TO BE ENGINEERED, TYPE 2 CLASS B AGGREGATE BASE COURSE OR A.C. STRUCTURAL SECTION AS ABOVE, AS REQUIRED BY THE COUNTY ENGINEER.
9. EROSION PROTECTION REQUIRED FOR DRAINAGE DITCHES.
10. DESIGN OF IMPROVEMENTS TO BE DONE IN ACCORDANCE WITH ARTICLE 420, STORM DRAINAGE STANDARDS, AND ARTICLE 436, STREET DESIGN STANDARDS, OF THE WASHOE COUNTY DEVELOPMENT CODE.
11. ALL CONSTRUCTION IS TO BE DONE TO CURRENT WASHOE COUNTY STANDARDS AND SPECIFICATIONS.
12. SLOPE EASEMENTS MAY BE REQUIRED IN CERTAIN TERRAIN TO ACCOMMODATE ROADWAY SECTION.
13. MINIMUM 7.5' PUBLIC UTILITY/TRAFFIC CONTROL SIGNAGE/PLOWED SNOW EASEMENT IS REQUIRED ON BOTH SIDES OF RIGHT-OF-WAY AS PER STANDARD DETAIL.

DATE	REVISIONS		STANDARD DETAILS FOR PUBLIC WORKS CONSTRUCTION	SECTION NUMBER:
			<p style="text-align: center;"><b>ROADWAY SECTIONS</b></p> <p style="text-align: center;">PRIVATE ROADWAYS RURAL AREAS/SUBURBAN AREAS LOT SIZE: GREATER THAN 0.5 ACRES</p>	100
				DRAWING NUMBER: W-107B
			DATE: 2/21/2022	