

SECTION 306 SALVAGED ASPHALTIC PAVEMENT BASE

306.1 Description

- (1) This section describes constructing a dense graded aggregate base, using department furnished material from one of the following sources:
 1. Recovered under the Salvaged Asphaltic Pavement bid items from existing asphaltic pavement or surfacing located within the project limits.
 2. Recovered asphaltic pavement from a source the special provisions specify.

306.2 Materials

- (1) Furnish material with 100 percent passing a 1 1/4-inch (31.5 mm) sieve. For shouldering applications, provide reprocessed material or blended material containing between 45 and 55 percent salvaged asphaltic pavement or surfacing, by weight.

306.3 Construction

- (1) Under the Salvaged Asphaltic Pavement Base bid items, process stockpiled material as necessary to conform to 306.2 and place material as the plans or special provisions specify. Construct the base conforming to 305.3.
- (2) Excess material recovered from within the project limits under the Salvaged Asphaltic Pavement bid items becomes the property of the contractor.

306.4 Measurement

- (1) The department will determine weight or volume, adjust for moisture, and convert between weight and volume as specified in 301.4. The department may deduct for contaminated aggregate or unrecovered aggregate deposited outside the outer shoulder limits.
- (2) The department will measure the Salvaged Asphaltic Pavement Base by the ton or cubic yard acceptably completed.

306.5 Payment

- (1) The department will pay for measured quantities at the contract unit price under the following bid items:

<u>ITEM NUMBER</u>	<u>DESCRIPTION</u>	<u>UNIT</u>
306.0110	Salvaged Asphaltic Pavement Base	TON
306.0115	Salvaged Asphaltic Pavement Base	CY

- (2) Payment for Salvaged Asphaltic Pavement Base is full compensation for processing to size; for preparing the foundation; and for placing, compacting, shaping, and maintaining the base. The department will pay for EBS in areas of placed base, and compaction water as specified in 301.5.