

Work Location

Richmond Dr SE

Bryn Mawr Dr SE



Relocate existing furniture (bench, bike rack and parking meters 2' north

Tie to existing curb at each end to ensure positive drainage.

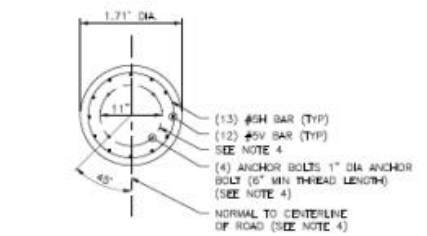
Eradicate existing parking stripes and install new ones 8.5' from face of new curb.

Remove existing curb and relocate 2' north, match existing pavement grade. Cut 1' of pavement only if necessary.

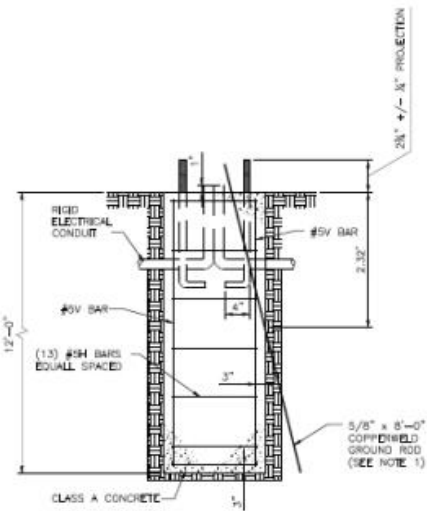


Date: 2019 06 21 Author: BOB NORTON Project: Central & Richmand  
Comments:  
Street Light Foundation

Legend	
	EXTENDED CONCRETE FOUNDATION
	REBAR

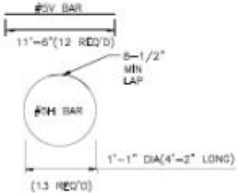


REDUCED DIAMETER PLAN



REDUCED DIAMETER ELEVATION

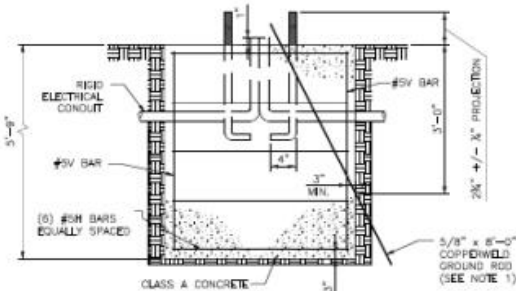
ESTIMATED FOUNDATION QUANTITIES	
ITEM	30' MOUNTING HEIGHT
REINFORCING BARS, GRADE 60	200 POUNDS
PORTLAND CEMENT CONCRETE CLASS "A"	1.02 CU.YDS.



REINFORCING BARS FOR REDUCED DIAMETER SHAFT

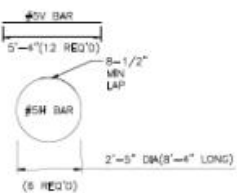


PLAN



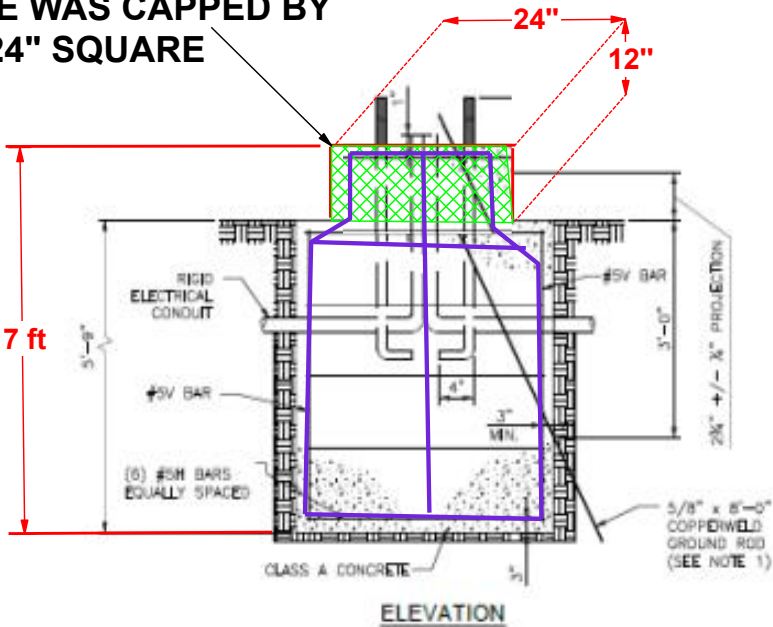
ELEVATION

ESTIMATED FOUNDATION QUANTITIES	
ITEM	30' MOUNTING HEIGHT
REINFORCING BARS, GRADE 60	120 POUNDS
PORTLAND CEMENT CONCRETE CLASS "A"	1.75 CU.YDS.



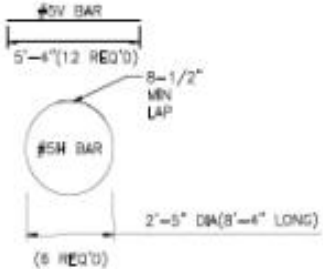
REINFORCING BARS

CONCRETE WAS CAPPED BY  
12" HIGH 24" SQUARE



ELEVATION

ESTIMATED FOUNDATION QUANTITIES	
ITEM	30' MOUNTING HEIGHT
REINFORCING BARS, GRADE 60	120 POUNDS
PORTLAND CEMENT CONCRETE CLASS "A"	1.75 CU.YDS.



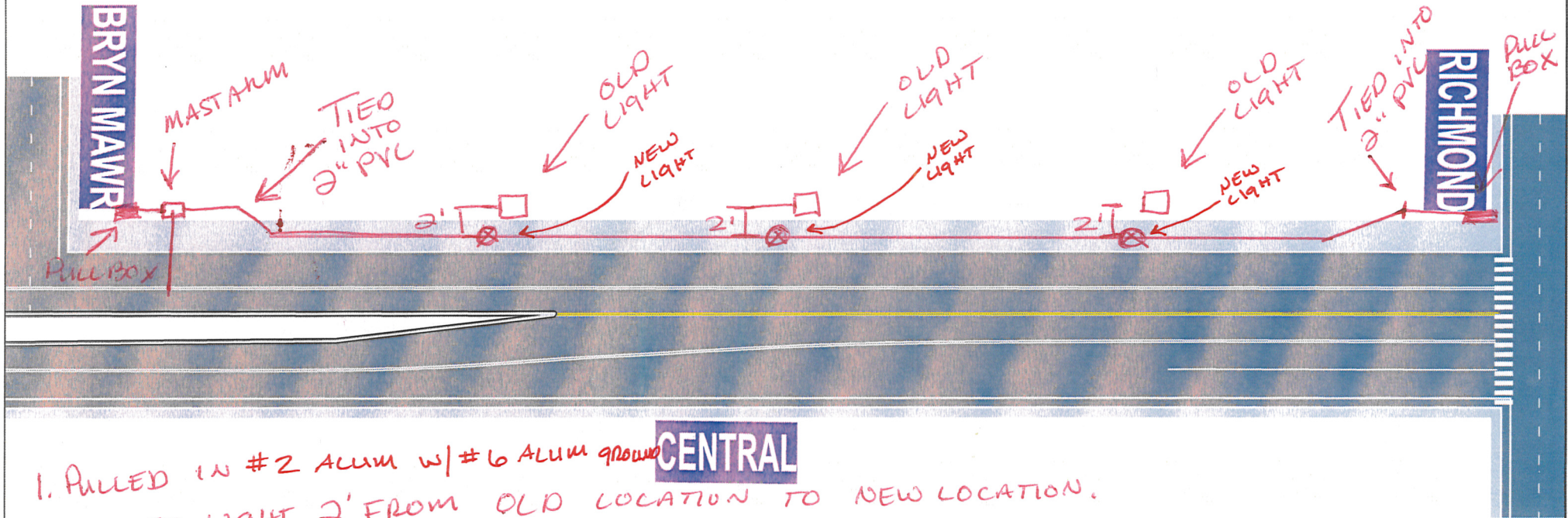
REINFORCING BARS





Date: 2019 7 16 Author: BOB NORTON  
 Comments:  
 CENTRAL & RICHMOND

Legend  
 — STREET NAME



1. PULLED IN #2 ALUM W/ #6 ALUM GROUND
2. MOVED LIGHT 2' FROM OLD LOCATION TO NEW LOCATION.
3. JACKHAMMERED DOWN OLD BASE BELOW GRADE OF SIDEWALK.

\*Old bases were jackhammered between 9" and 12" below final grade.

\*Bixby installed 2" PVC conduit, elbows and coupling. Connected new conduit to the existing mast arm on the east side and into the existing pull box on the west end. They placed the 2" PVC conduit about 24" below final grade. They placed 2 each of 2" PVC elbows at each new street light foundation. New light foundations were placed approximately 24" north of previous existing location.