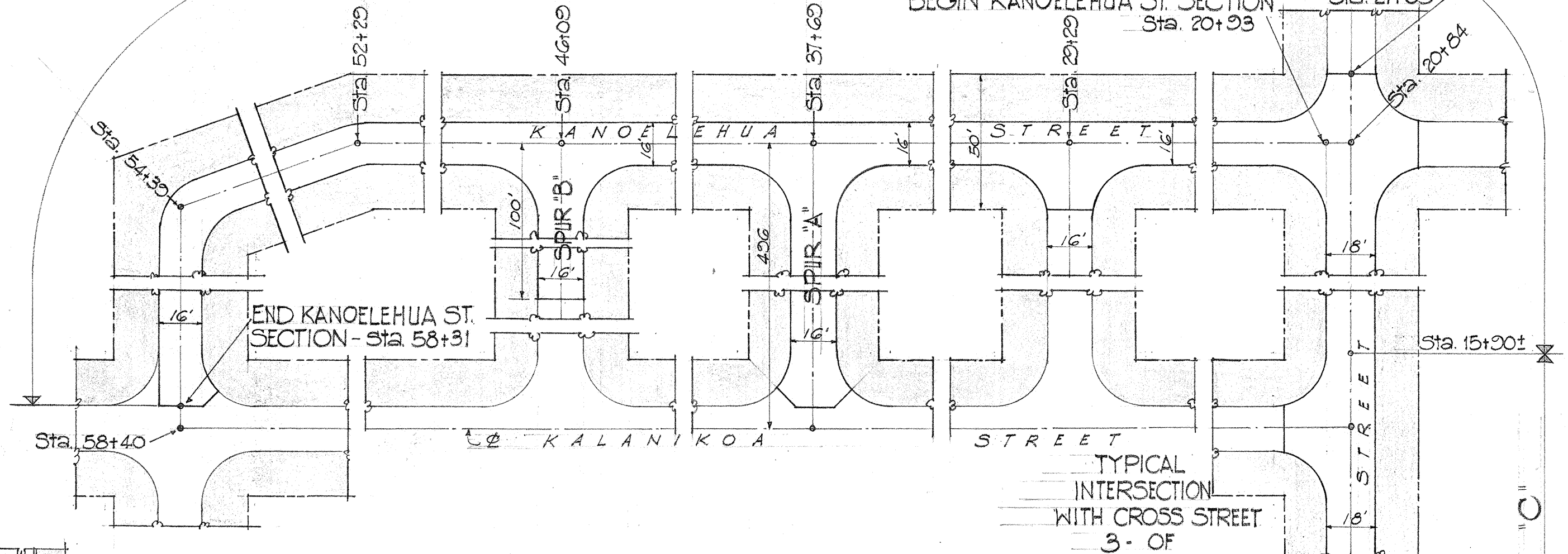


TYPICAL SECTION "D"

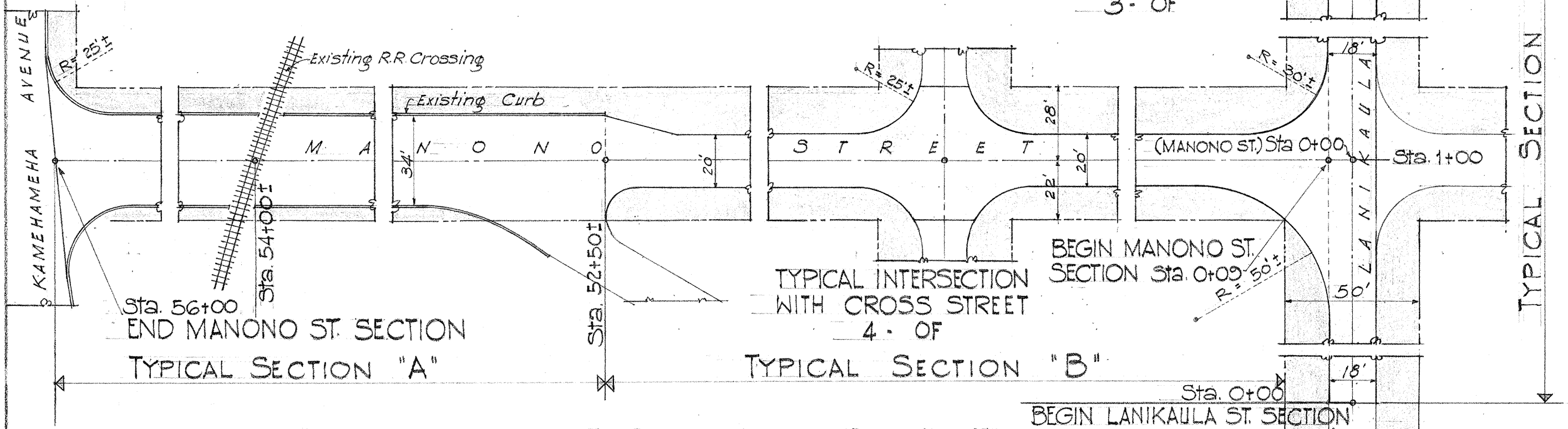
INCLUDES SPIRS "A" & "B"

BEGIN KANOELEHUA ST. SECTION
Sta. 20+93

END LANIKAULA ST. SECTION
Sta. 21+00



TYPICAL INTERSECTION
WITH CROSS STREET
3 - OF



Sta. 56+00
END MANONO ST. SECTION
TYPICAL SECTION "A"

TYPICAL INTERSECTION
WITH CROSS STREET
4 - OF

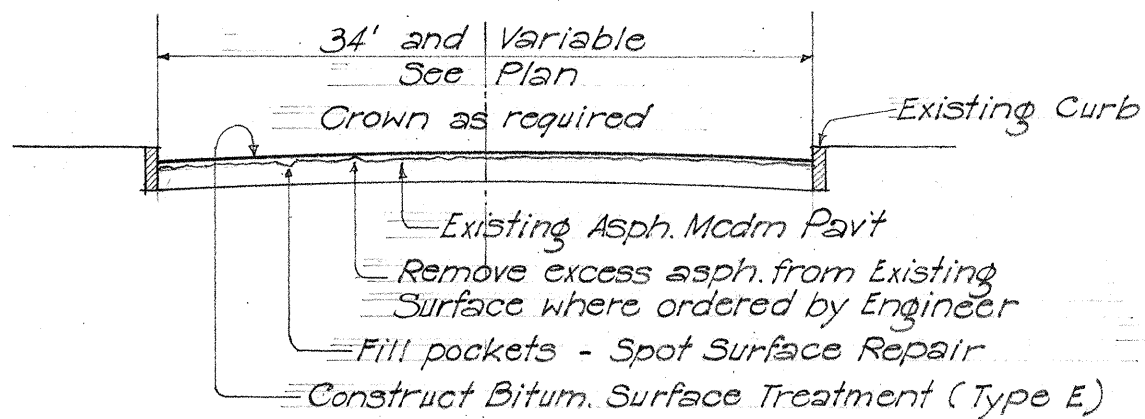
TYPICAL SECTION "B"

BEGIN MANONO ST. SECTION
Sta. 0+09

Sta. 0+00
BEGIN LANIKAULA ST. SECTION

DETAIL LOCATION OF PROJECT

NOT TO SCALE



TYPICAL SECTION "A"

Not to Scale

BEGIN BANYAN DR. SECTION

Sta. 0+00

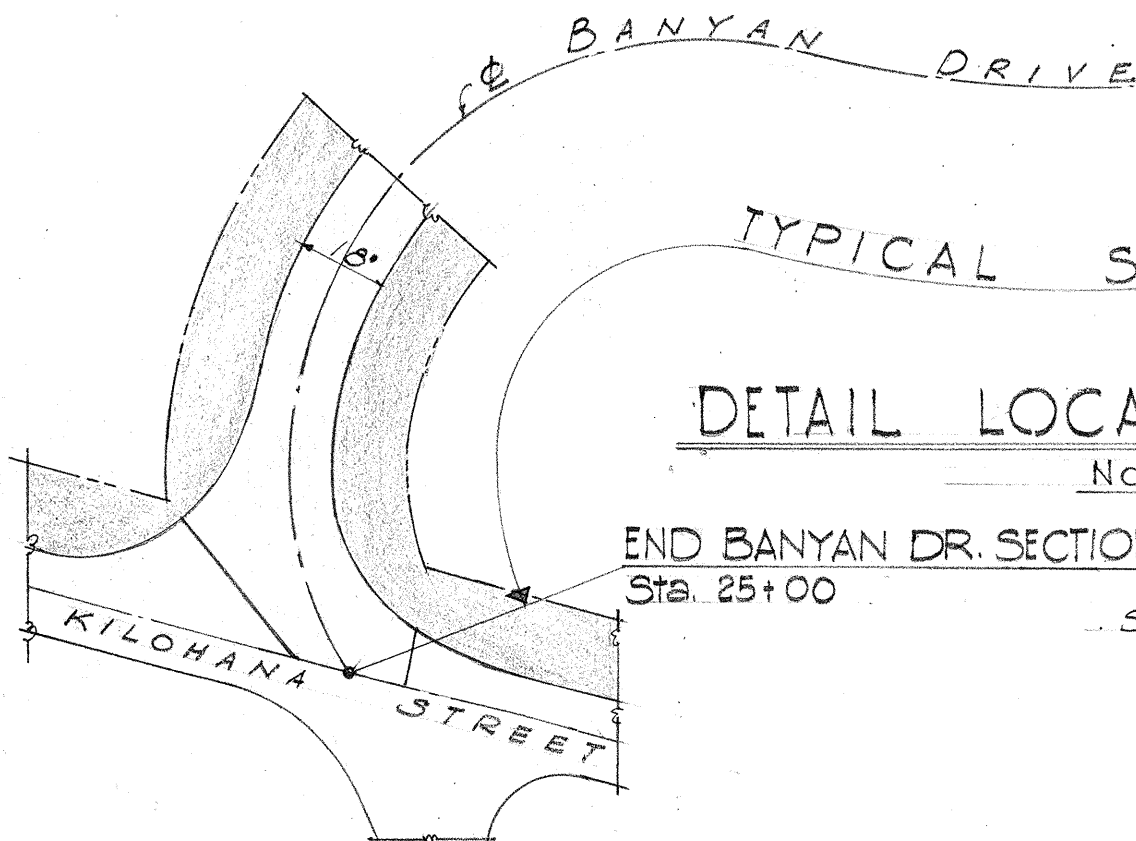
Existing RR Crossing

Sta. 4+00

"E"

NOTE:

Rehabilitate intersections of existing paved public streets to BANYAN DRIVE Property Lines.



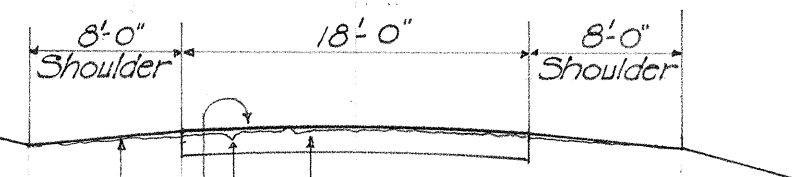
TYPICAL SECTION "E"

DETAIL LOCATION OF PROJECT

Not to Scale

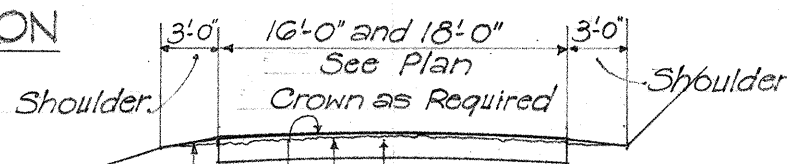
END BANYAN DR. SECTION

Sta. 25+00



TYPICAL SECTION "E"

Not to Scale



Existing Gravel Pavement with partially oiled surface and partially light bituminous surface treatment.

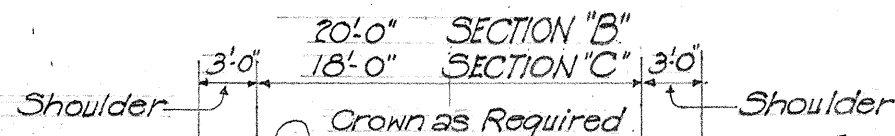
Reshape Existing Gravel Pavement.

Construct Bituminous Surface Treatment (Type D)

Bring Shoulders flush with New Surface with Select Material

TYPICAL SECTION "D"

Not to Scale



Existing Two-Course Asph. Mcdm. Pavt

Remove excess asphalt from Existing Surface where ordered by Engineer.

Fill pockets - Spot Surface Repair

Construct Bitum. Surface Treatment (Type E)

Bring Shoulders flush with New Surface with Select Material.

TYPICAL SECTIONS "B" & "C"

Not to Scale

GENERAL NOTES

1. Connections with adjacent pavement are to be feathered to perfect riding surfaces with suitable reduced courses of crushed rock and bitumen.
2. Existing surfaces are to be partially removed for a sufficient area and depth adjacent to track crossings and similar places to permit proper construction of the new bituminous surface flush with rails and produce smooth riding crossings.
3. Manhole frames and covers including street monuments are to be reset flush with new surfaces when ordered by the Engineer. New bituminous macadam surface shall be flush with those reset frames and all other frames.