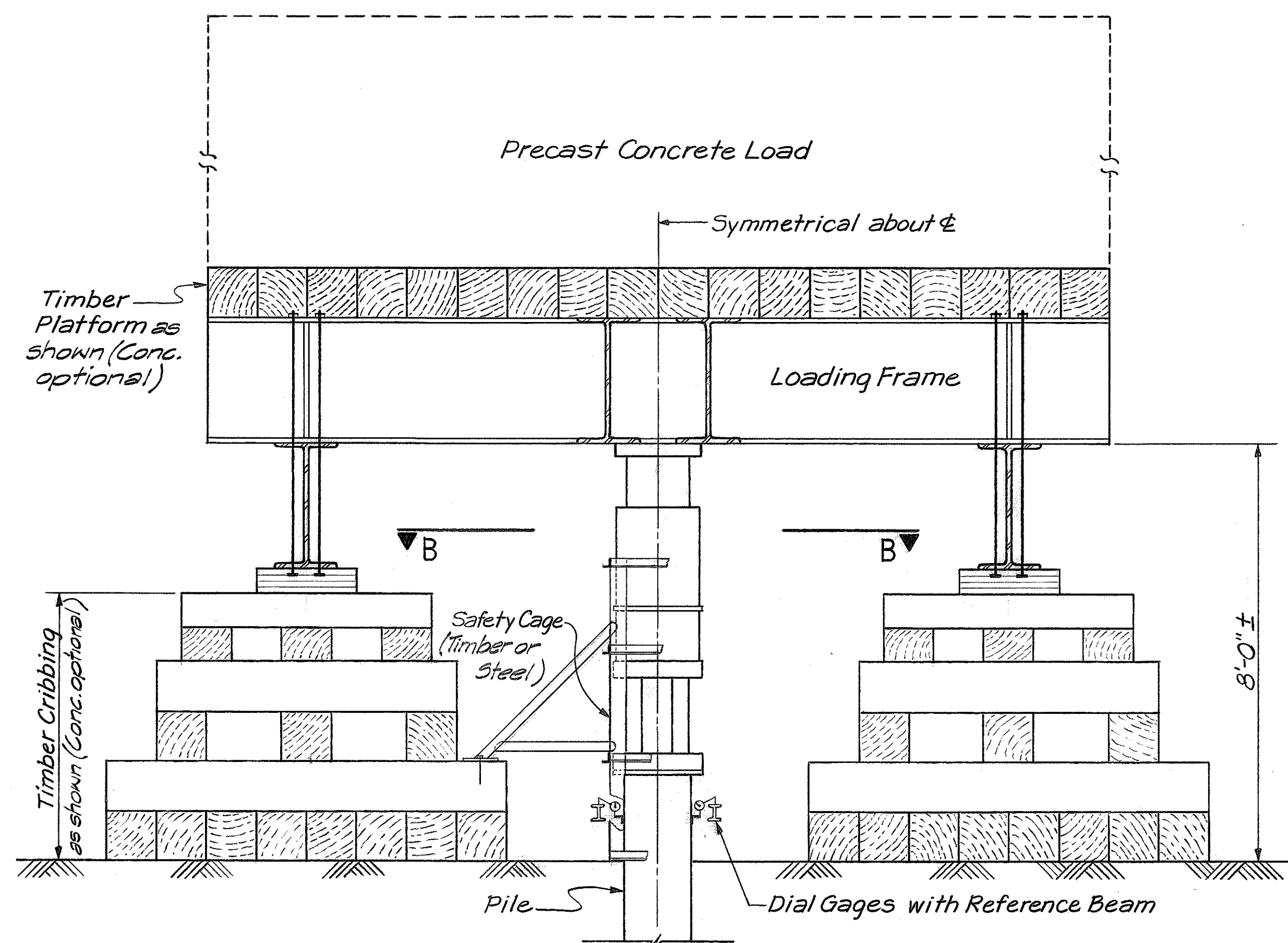
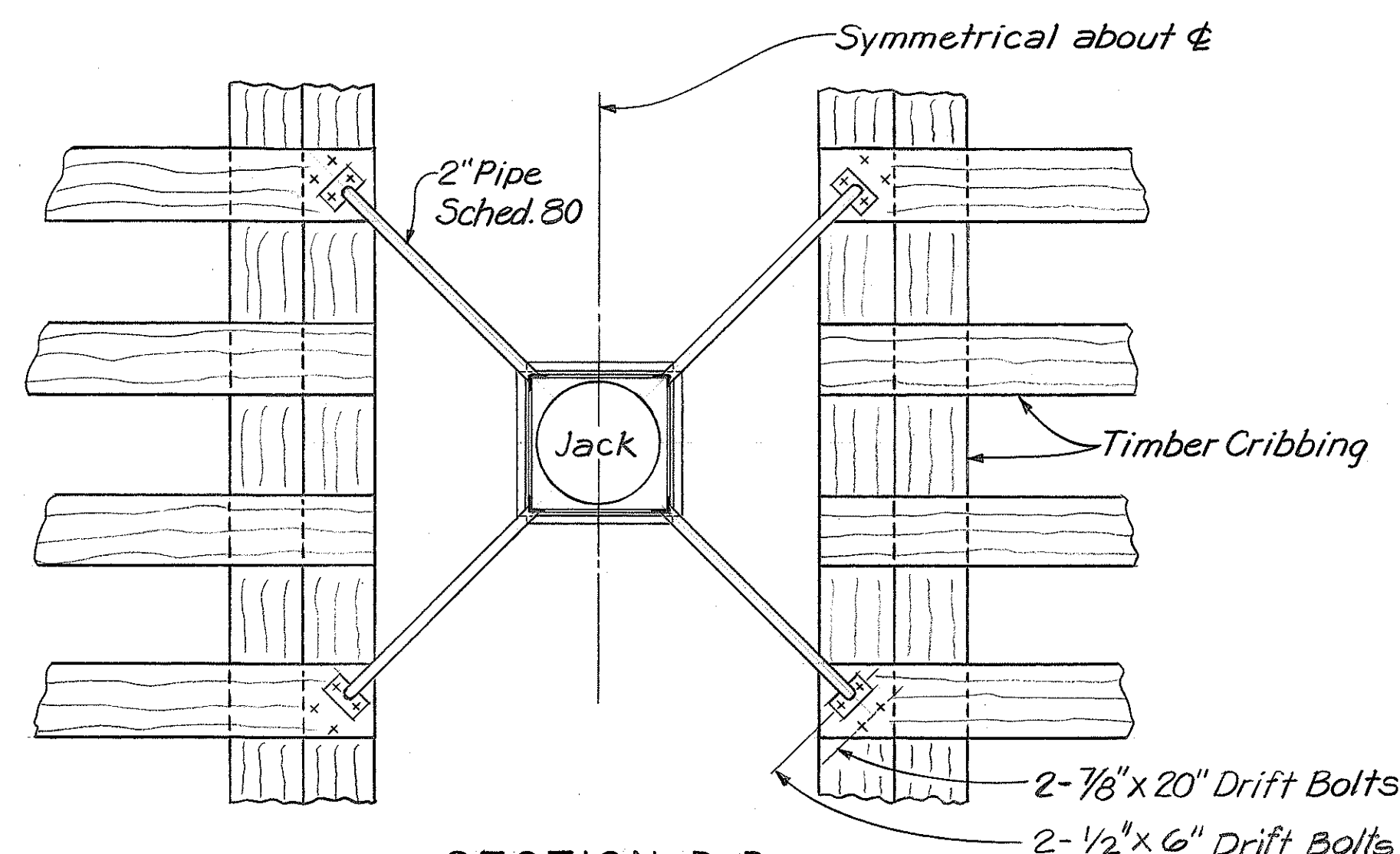


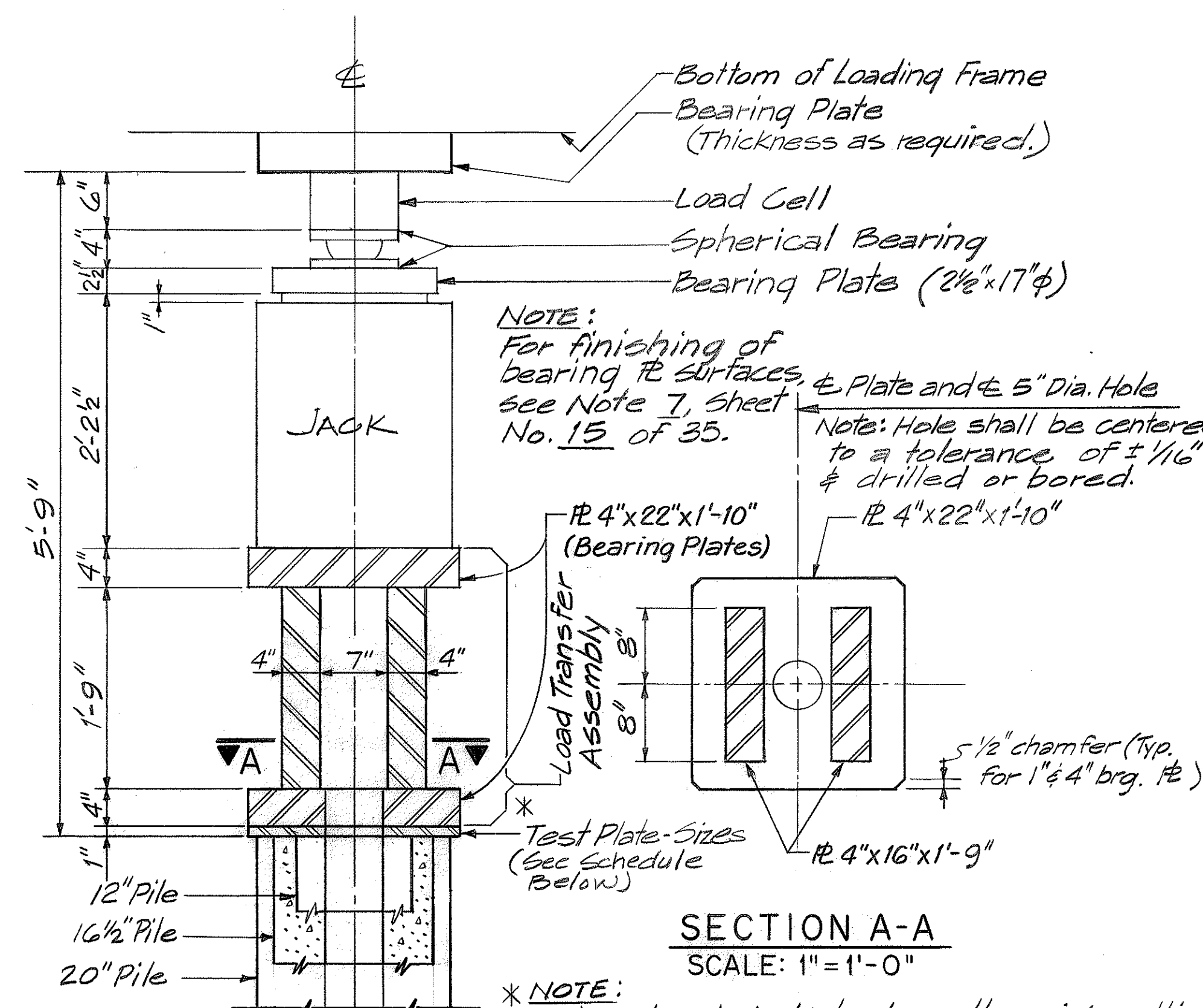
FED. ROAD DIST. NO.	STATE	FED. AID PROJ. NO.	FISCAL YEAR	SHEET NO.	TOTAL SHEETS
HAWAII	HAW.	I-HI-1(35)	1970	32	35



SCHEMATIC SET-UP FOR APPLYING LOADS TO TEST PILE
SCALE: 1/2" = 1'-0"



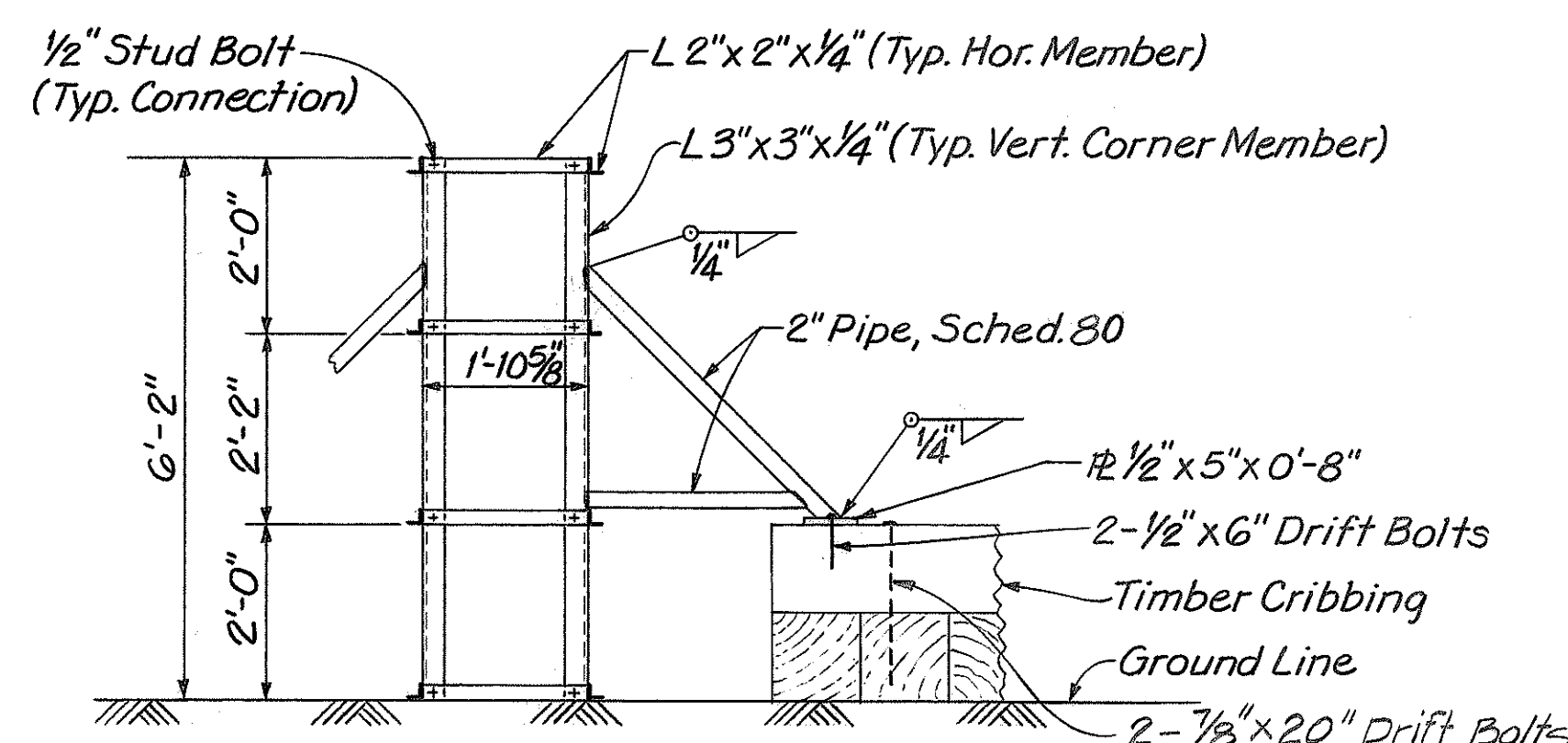
SAFETY CAGE DETAIL
Scale: 1" = 1'-0"



DETAIL FOR JACKING SET-UP
SCALE: 1" = 1'-0"

SECTION A-A
SCALE: 1" = 1'-0"

Schedule		
Test Plate - Sizes		
Pile Size	Plate Size	Hole Size
20"	1'x22"x1'-10"	5" φ
16 1/2"	1'x18"x1'-6"	5" φ
12"	1'x14"x1'-2"	3" φ

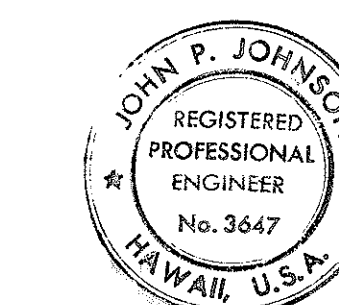


TYPICAL ELEVATION

GENERAL NOTES:

1. The Loading Frame shall be designed to support load required to permit the Test Pile to be loaded to 600 Tons. Loading blocks to be provided by Contractor.
2. Design of Frame shall conform to the latest Edition of the Manual of Steel Construction by the American Institute of Steel Construction. Allowable stresses in this manual may be increased by 20% for main structural members. This increase in allowable stresses will not be allowed for Connections, Bolts and Welds.
3. At the option of the Contractor, the Loading Frame may be fabricated from new or used structural steel shapes; or loading frames previously used in other projects may be used provided the design and construction of the frame to be furnished conforms to the requirements in Notes 1 and 2 above.
4. Timber Cribbing shall have a soil bearing area of not less than 160 Square feet at each side of loading Jack.
5. Timber Cribbing and Platform may be of new or used sound timber and shall be of adequate size and grade to safely carry the loads imposed upon them resulting from the Load Tests.

SURVEY PLOTTED BY	DATE
DRAWN BY	
DESIGNED BY	
CHECKED BY	
ORIGINAL PLAN	
NOTE BOOK	
NO.	



THIS WORK WAS PREPARED BY
ME OR UNDER MY SUPERVISION.

John P. Johnson

STATE OF HAWAII
DEPARTMENT OF TRANSPORTATION
HIGHWAYS DIVISION
KEEHI INTERCHANGE
FIELD TESTING PROGRAM
LOADING FRAME
ALTERNATIVE BID ITEM NO.2
INTERSTATE ROUTE H-1
PROJECT NO. I-HI-1 (85)
SCALE: AS SHOWN DATE: 3/31/70
SHEET NO. 32 OF 35 SHEETS