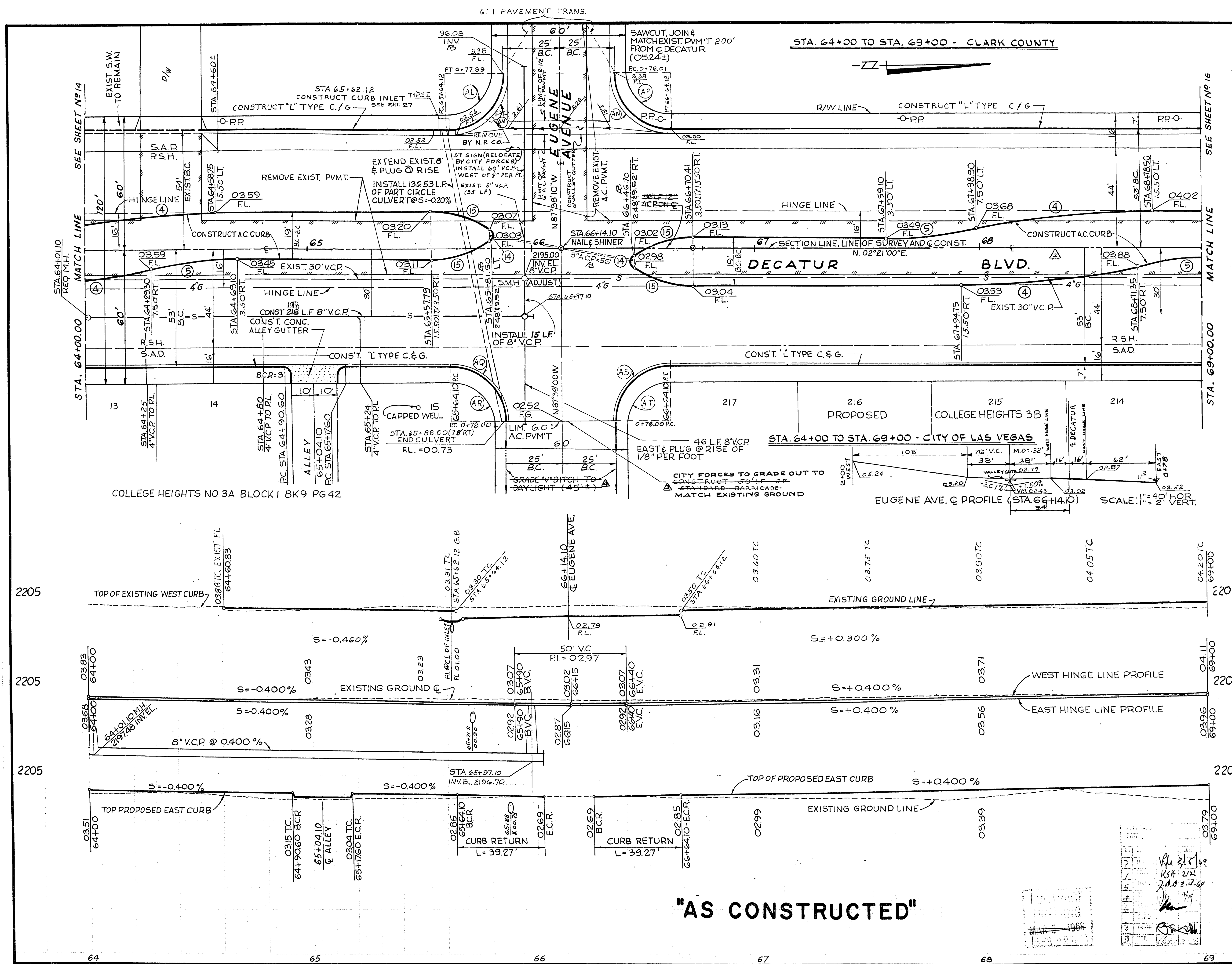


11-4-64



ITEM	DESCRIPT	C.C. SAD	RSH.	CLV. SAD	CLV.	TOTAL	UNIT
122.216	PART CIRCLE CULVERT		136			136	LF
123.204	4" V.C.P.			90		90	LF
123.208	8" V.C.P. (SEWER)			201	60	632	LF
201.100	EXCAVATION	198	2073	163		2434	C.Y.
201.100	SAWCUT A.C. PAVMT		22			22	LF
302.100	TYPE I GRAVEL	6933	513483	70		652	C.Y.
302.200	TYPE II GRAVEL	35	524	38		597	C.Y.
333.100	BIT. FOG SEAL		582			582	S.Y.
333.500	1/2" G. RAN MIX	311	4021	311		4643	S.Y.
334.210	A.C. CURB (11")		907			907	LF
334.212	6" A.C. PAVEMENT	311	4021	311		4643	S.Y.
334.300	1/2" A.C. PAVEMENT		149			149	S.Y.
334.500	2 1/2" A.C. PAVEMENT		433			433	S.Y.
340.130	24" TYPE CURB EGR.	418		458		876	LF
340.500	VALLEY GUTTER	752	752			752	LF
340.600	ALLEY GUTTER			180		180	LF
500.200	CURB INLET		1			1	EA.
512.100	MANHOLE			2		2	EA.
512.510	ADJUST MANHOLE			1		1	EA.
N.I.C.	RELOCATE SIGN					1	EA.
N.I.C.	RELOC. POWER POLE					1	EA.
320.100	BIT. PENETRATION		1023			1023	S.Y.
530.100	BARRELADE			30		30	LF
123.204	4" V.C.P.			210		210	LF

CURVE	DELTA	RADIUS	LENGTH	TANGENT
(4)	11°28'42"	400.00'	80.13'	40.20'
(5)	11°28'42"	200.00'	40.07'	20.10'
(14)	123°23'22"	4.00'	8.61'	7.43'
(15)	28°18'19"	50.00'	24.70'	12.61'
(16)	89°59'10"	20.00'	31.41'	20.00'
(17)	89°59'10"	25.00'	39.26'	24.99'
(18)	90°00'50"	25.00'	39.28'	25.01'
(19)	90°00'50"	20.00'	31.42'	20.00'
(20)	90°00'00"	25.00'	39.27'	25.00'
(21)	90°00'00"	20.00'	31.42'	20.00'
(22)	90°00'00"	25.00'	39.27'	25.00'
(23)	90°00'00"	20.00'	31.42'	20.00'

- 321-69 CONSTRUCT 8" V.C.P.
- 321-69 REMOVE WATER LINE
- 43-69 CITY FORCES TO ...
- 43-69 DELETE GRADE V DITCH ...
- 416-69 REMOVED 8" V.C.P.

REV. DATE DESCRIPTION APP.

CITY OF LAS VEGAS, NEVADA
ENGINEERING DEPARTMENT

DECATUR BLVD.
WASHINGTON AVE. TO U.S. HIGHWAY N°95
STA. 64+00.00 TO STA. 69+00.00

W.D. 757014810
DESIGN G.E.C.
DRAWN HURTADO
CHECKED S.C.D.
CONSULTING ENG. 5-17-68
TRAFFIC ENG.
CITY ENGINEER

DATE 11-21-66
F.B. N°
CLV. DRWG. N° 107V-738

PREPARED BY
TYSON ENGINEERING COMPANY INC.

SHEET 15 OF 42

"AS CONSTRUCTED"

"AS CONSTRUCTED"

107-4738