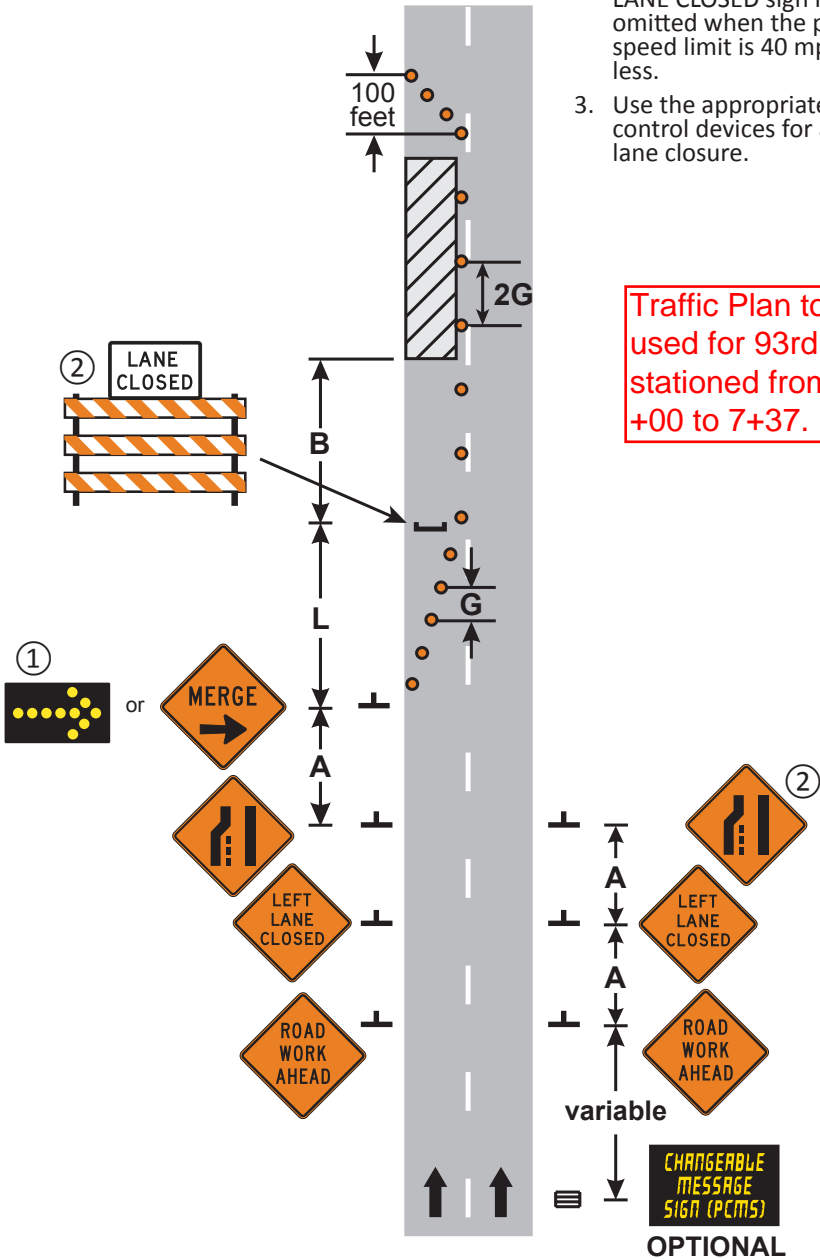


NOTES:

- ① The Flashing Arrow Board shall be used where the posted speed limit is 45 mph or greater, and shall be placed on the shoulder. If there is no shoulder, or the shoulder is too narrow, place at the end of the taper in lieu of the Type III barricade assembly.
- ② The Lane Ends sign and/or LANE CLOSED sign may be omitted when the posted speed limit is 40 mph or less.
- 3. Use the appropriate traffic control devices for a right lane closure.

Traffic Plan to be used for 93rd Ave stationed from 0 +00 to 7+37.



**LANE CLOSURE
MULTI-LANE DIVIDED ROAD**

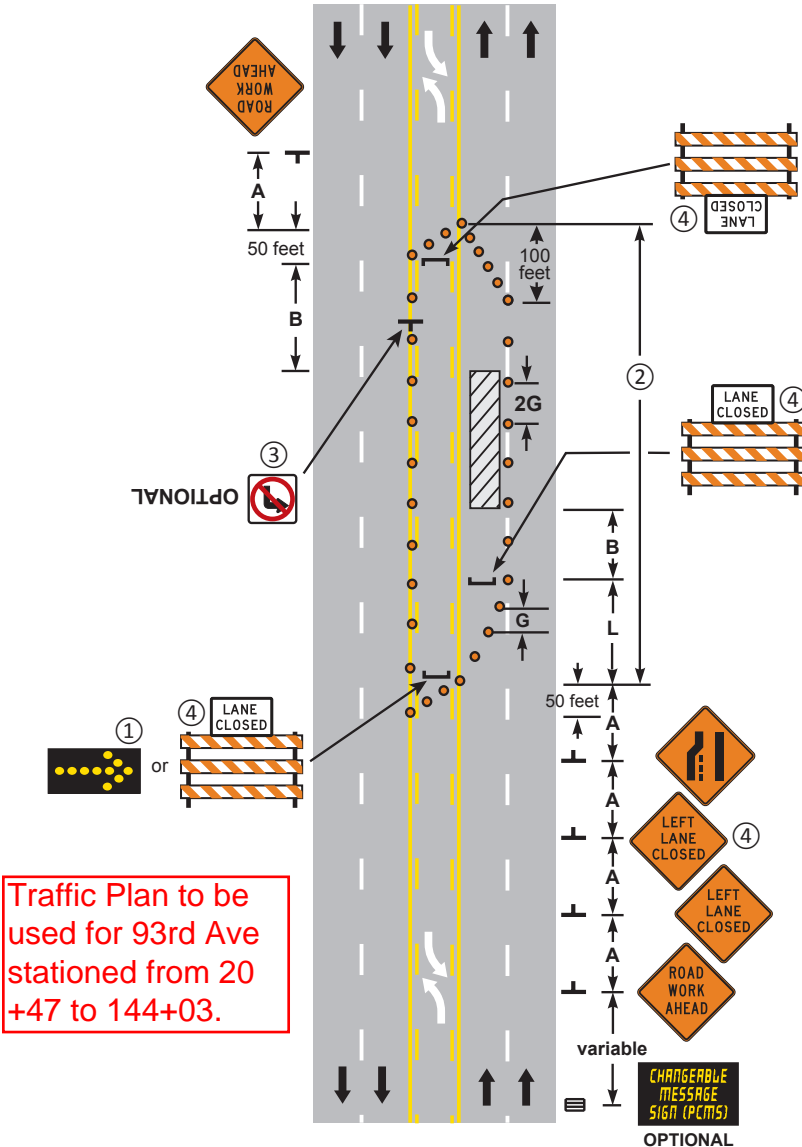
3 DAYS or LESS

6K-57

LAYOUT 57

NOTES:

- ① The Flashing Arrow Board shall be used when the posted speed limit is 45 mph or greater.
- ② Parking and stopping may be prohibited along the work space and taper.
- ③ Left turning movements should be prohibited along the work space and taper. Reduce spacing of channelizing devices as needed in order to prevent turns. No Left Turn signs may be used throughout the work space and taper as appropriate.
- ④ The LANE CLOSED sign and/or LEFT LANE CLOSED sign may be omitted when the posted speed limit is 40 mph or less.



Traffic Plan to be used for 93rd Ave stationed from 20 +47 to 144+03.

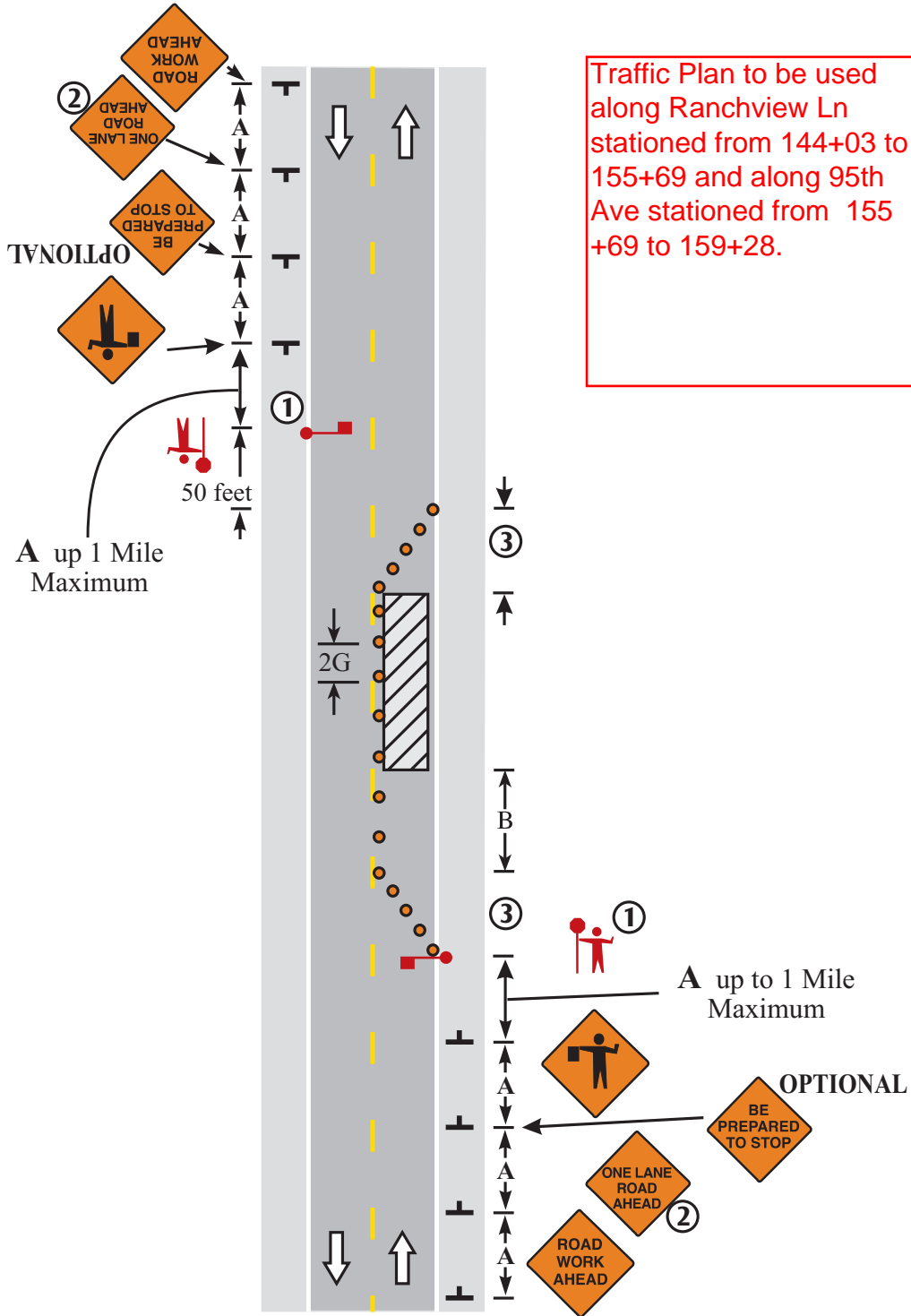
**LEFT LANE CLOSURE - 5 Lane Section
TWO-WAY CONTINUOUS LEFT TURN LANE**

3 DAYS or LESS

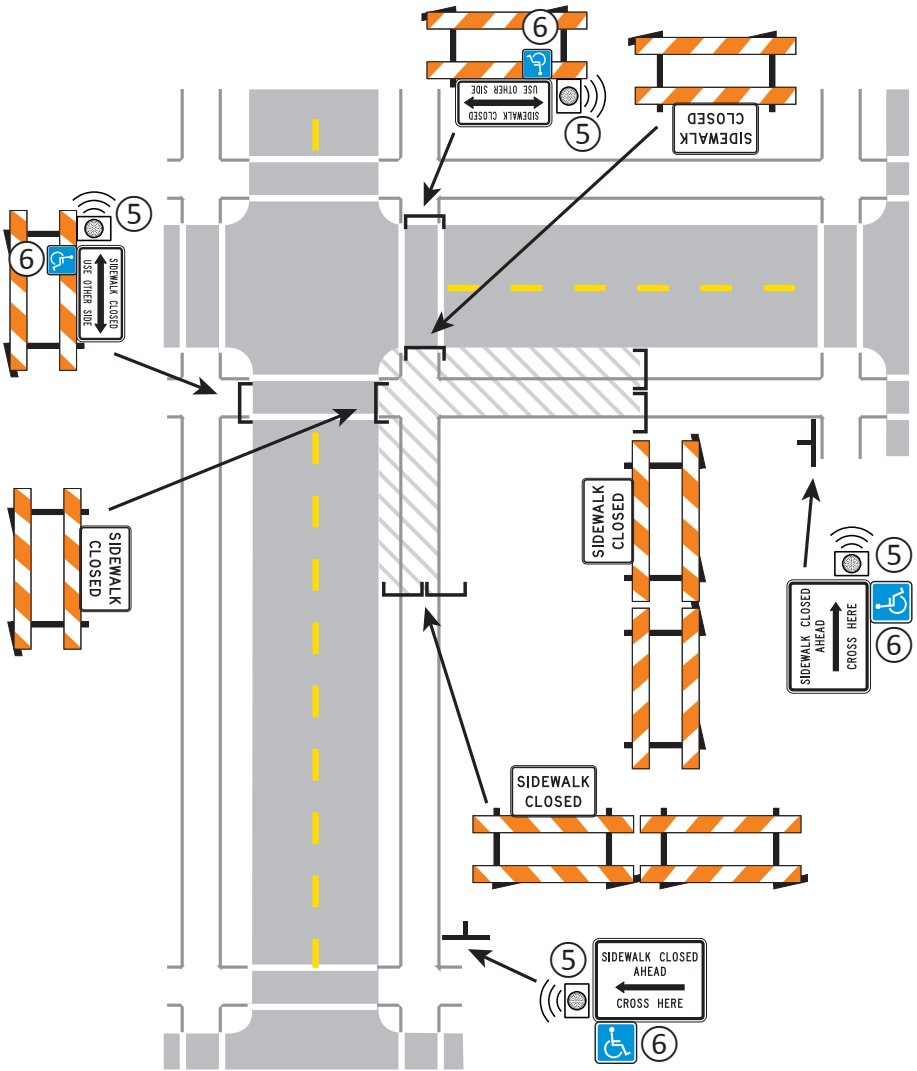
LAYOUT 39

NOTES:

1. The approach sight distance to the flagger shall be at least the Decision Sight Distance (**D**).
2. The ONE LANE ROAD AHEAD sign may be omitted when the posted speed limit is 40 mph or less.
3. The two-way taper should be 50 feet and using five equally spaced channelizing devices.



**LANE CLOSURE, TWO FLAGGERS
TWO-LANE TWO-WAY ROAD**



Traffic Plan to be used along 93rd Ave from station 0 +00 to 7+37 and 20+47 to 144+03, along Ranchview Ln from station 144+03 to 155+69, and along 95th Ave stationed from 155+69 to 159+28.

ALTERNATE PEDESTRIAN ROUTE

CROSSWALK CLOSURES AND PEDESTRIAN DETOURS

3 DAYS or LESS

LAYOUT 88b

LAYOUT 88a & b

6K-88b