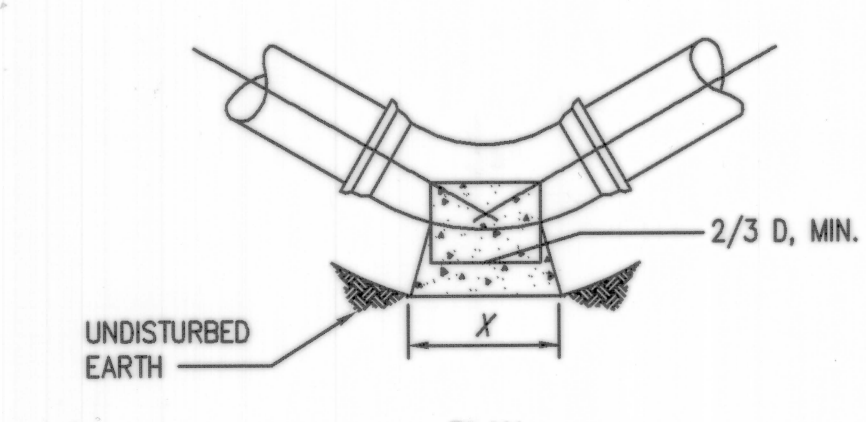
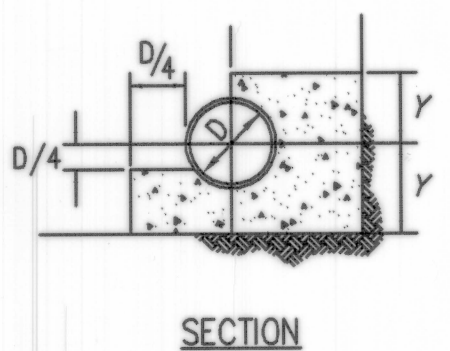


HPF # 193 B

BK: 525 PG: 316
 INST: 28923



PLAN

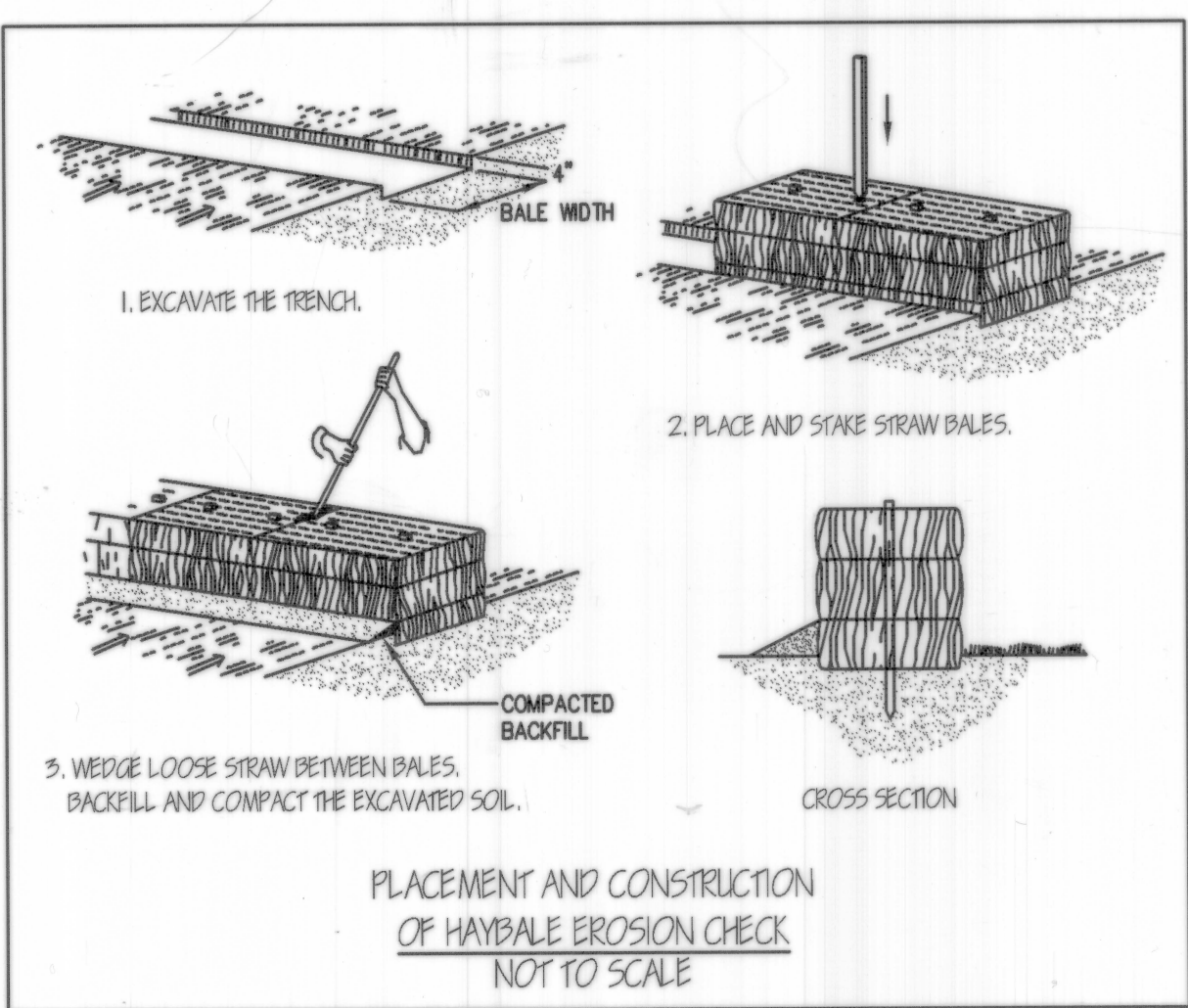


SECTION

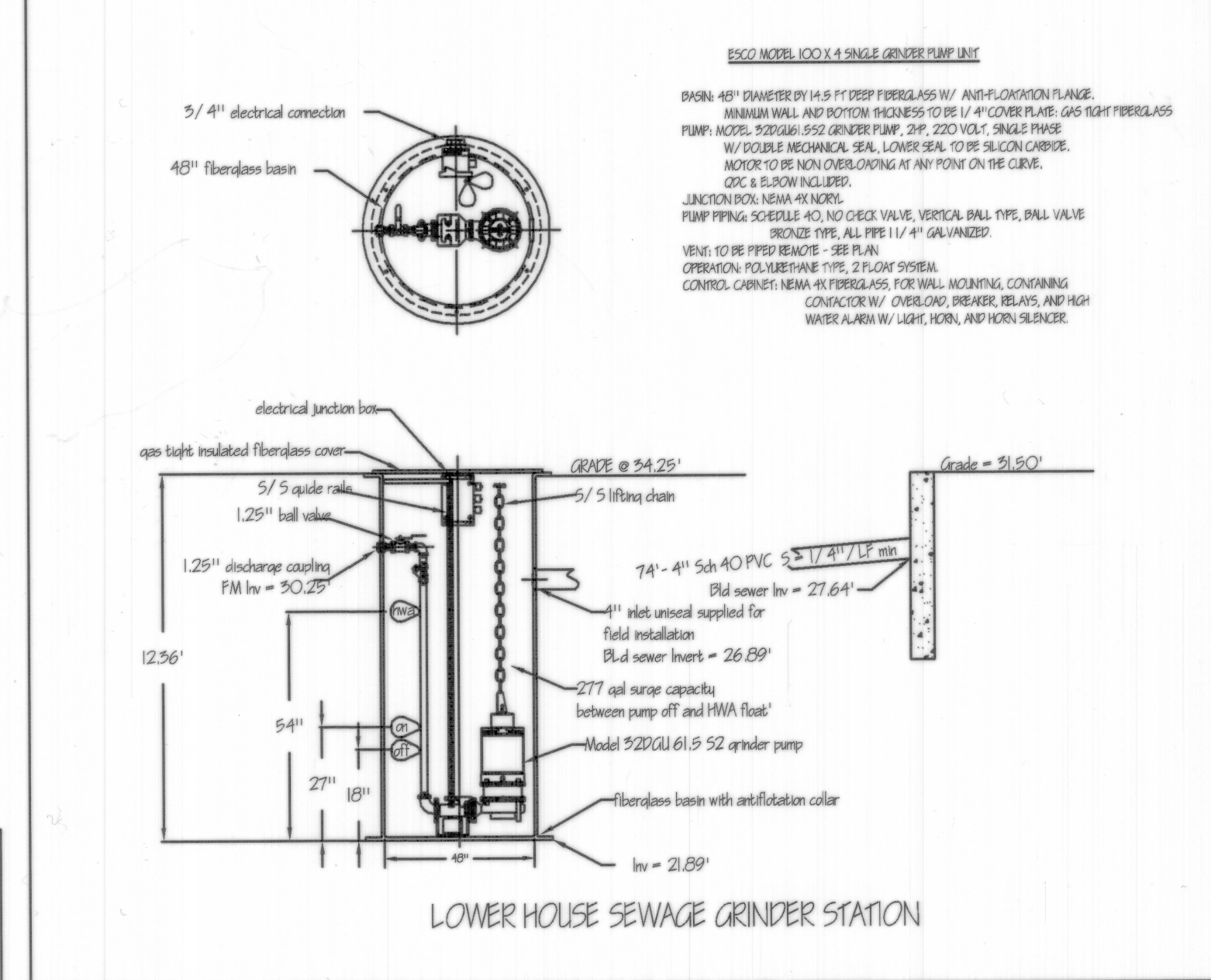
- NOTES:**
1. ALL CONCRETE SHALL BE CLASS 'B' (3000 P.S.I.)
 2. CONCRETE THRUST BLOCKS SHALL BEAR AGAINST UNDISTURBED EARTH.
 3. ALL FORCE MAIN BENDS SHALL REQUIRE A CONCRETE THRUST BLOCK.
 4. END CAP THRUST BLOCK TO BE, X = 2'-0" AND Y = 1'-4".

DIAMETER	1/4 BEND(90°)			1/8 BEND(45°)			1/16 BEND(22 1/2°)			1/32 BEND(11°)		
	6"	8"	12"	6"	8"	12"	6"	8"	12"	6"	8"	12"
X	1'-0"	1'-6"	2'-0"	1'-0"	1'-6"	2'-0"	1'-0"	1'-6"	2'-0"	1'-0"	1'-6"	2'-0"
Y	1'-0"	1'-6"	3'-0"	1'-0"	1'-6"	3'-0"	1'-0"	1'-6"	3'-0"	1'-0"	1'-6"	3'-0"
VOLUME CU.YD.	.08	.21	1.23	.08	.19	.28	.08	.18	.23	.08	.12	.20

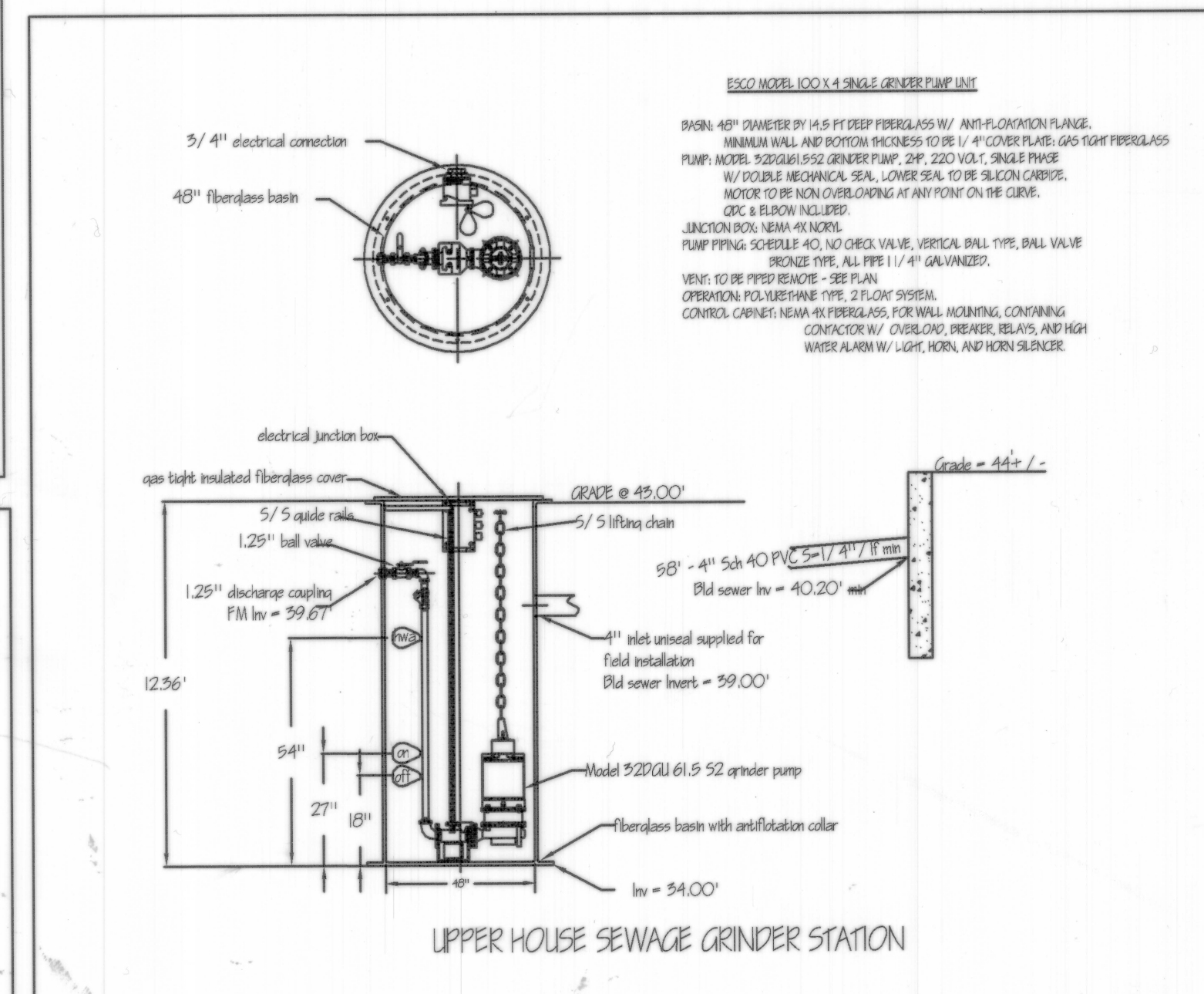
WATER SYSTEM THRUST BLOCK DETAIL
 NOT TO SCALE



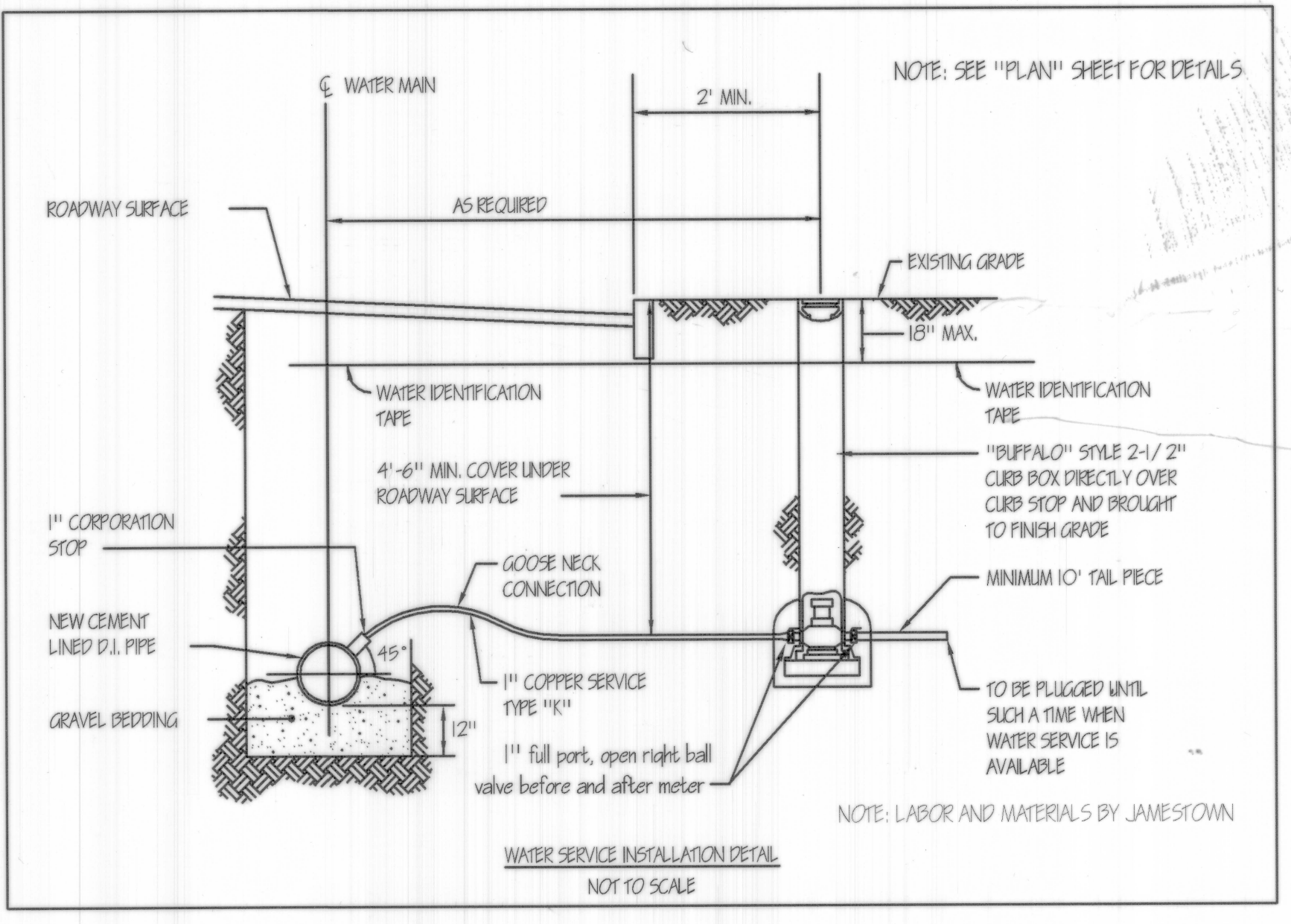
PLACEMENT AND CONSTRUCTION OF HAYBALE EROSION CHECK
 NOT TO SCALE



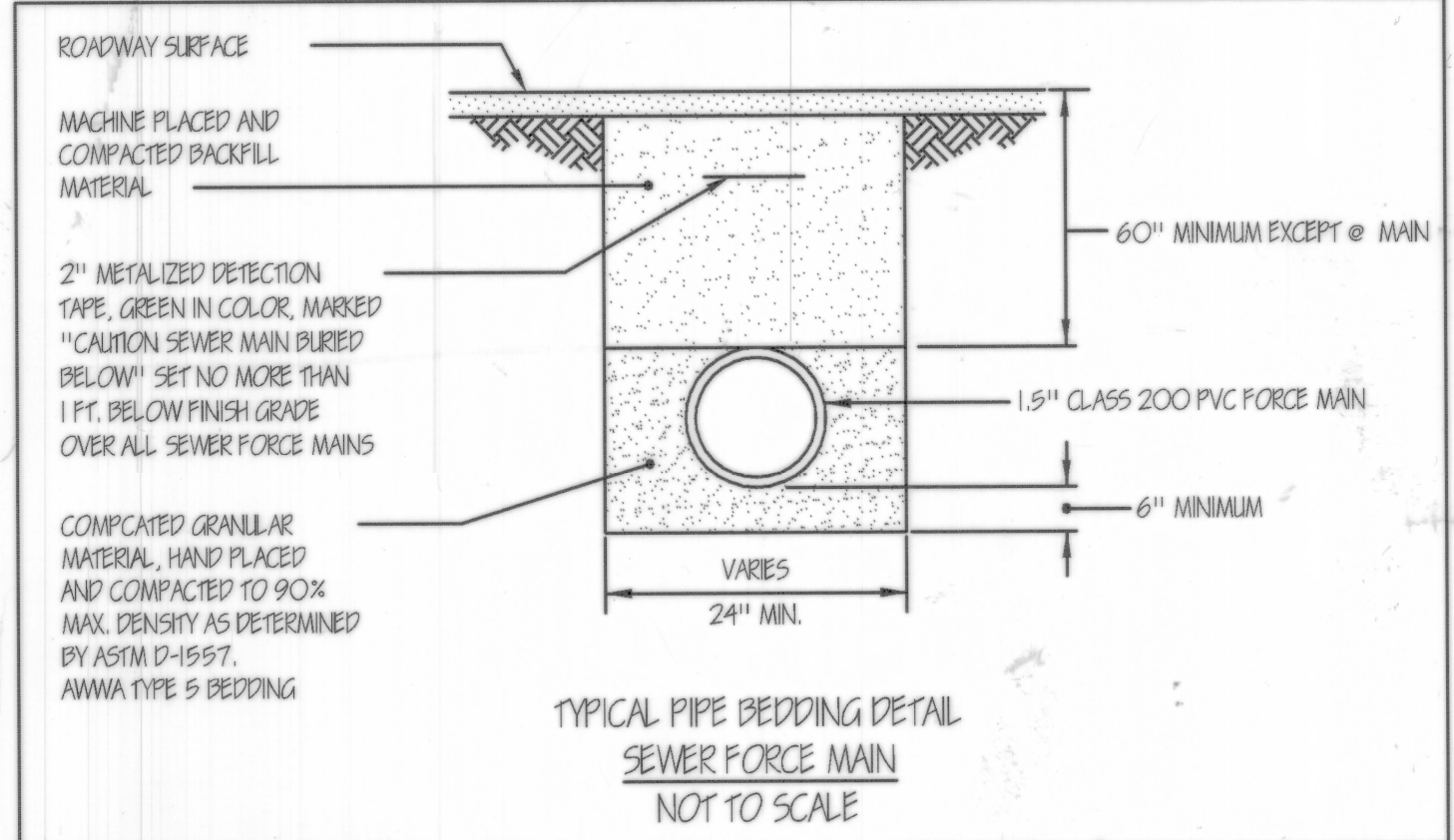
LOWER HOUSE SEWAGE GRINDER STATION



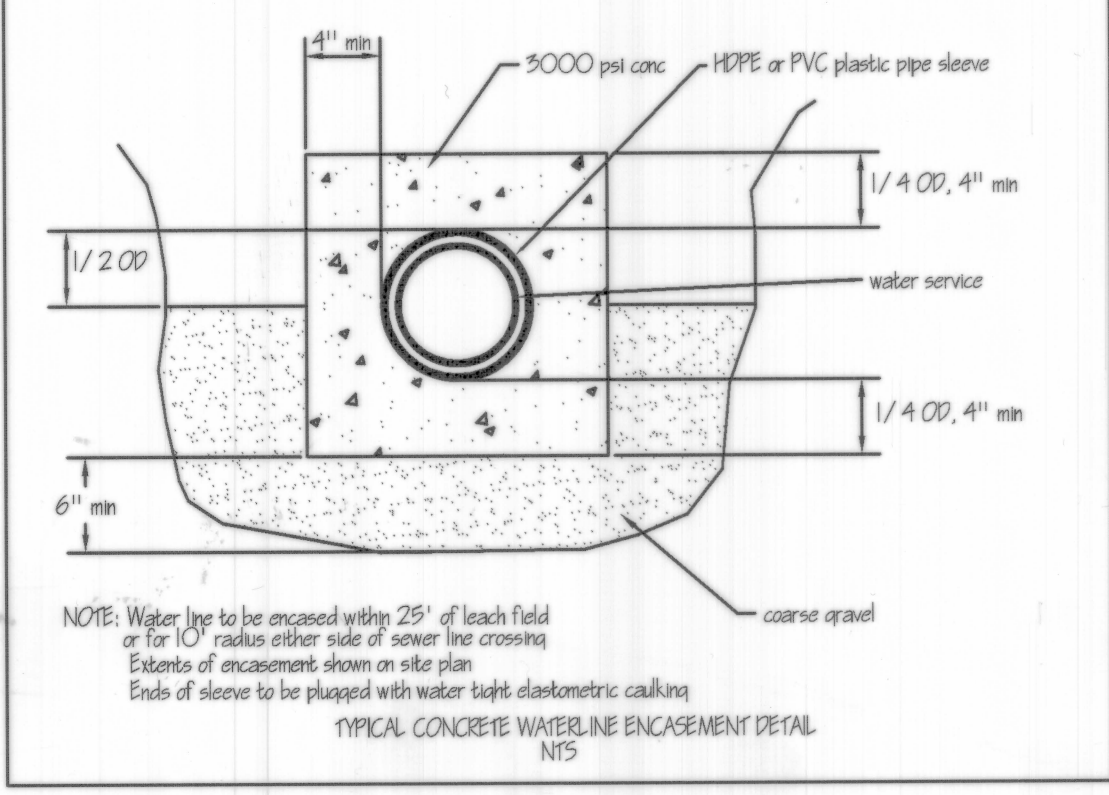
UPPER HOUSE SEWAGE GRINDER STATION



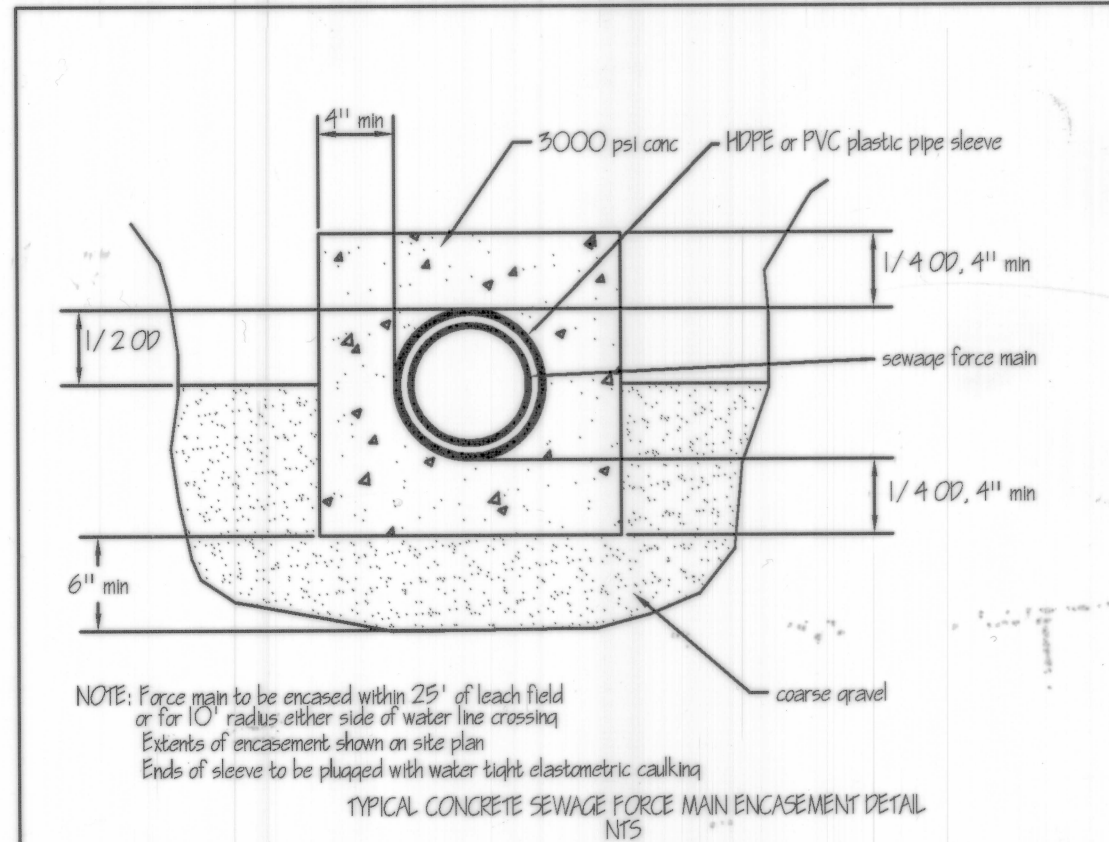
WATER SERVICE INSTALLATION DETAIL
 NOT TO SCALE



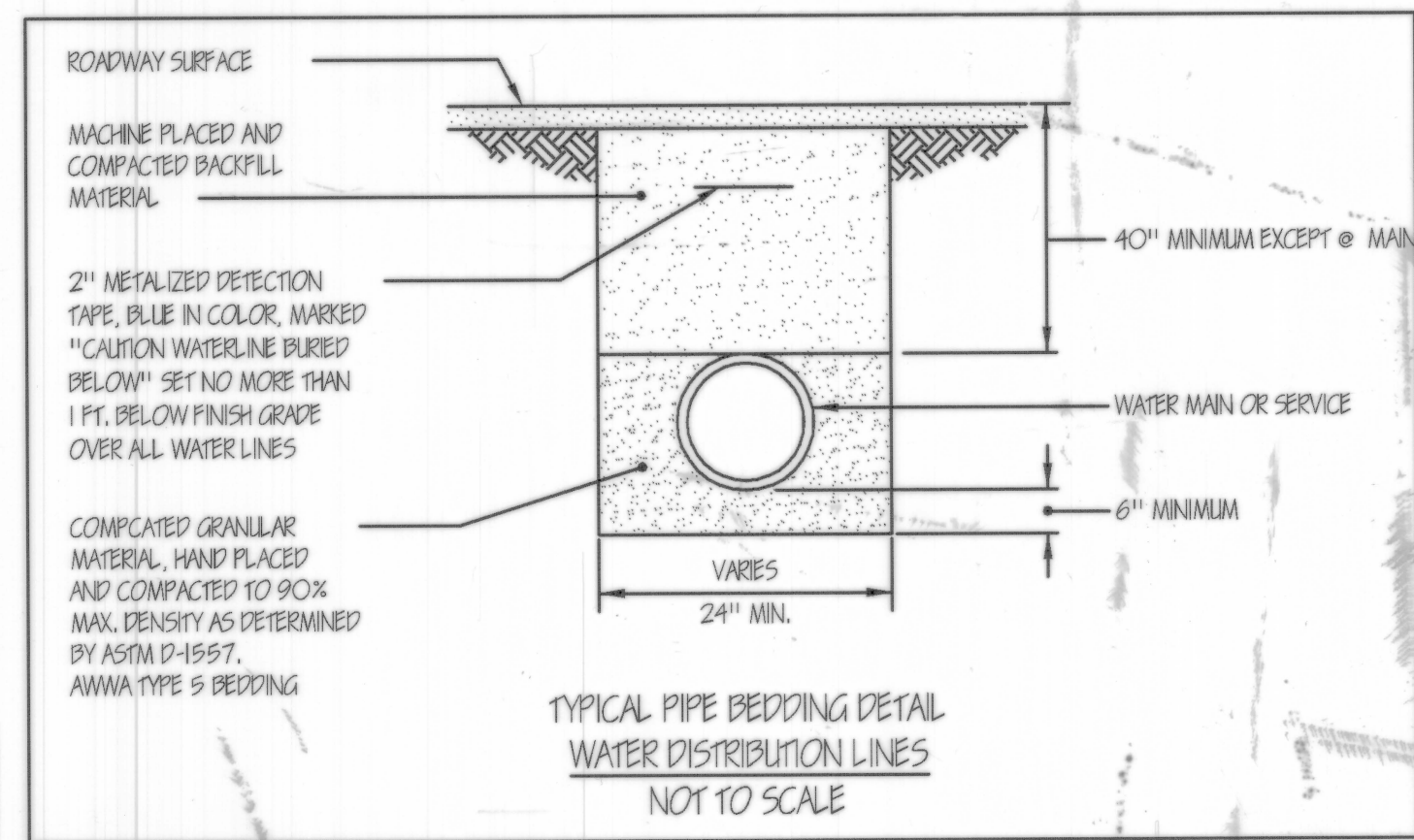
TYPICAL PIPE BEDDING DETAIL SEWER FORCE MAIN
 NOT TO SCALE



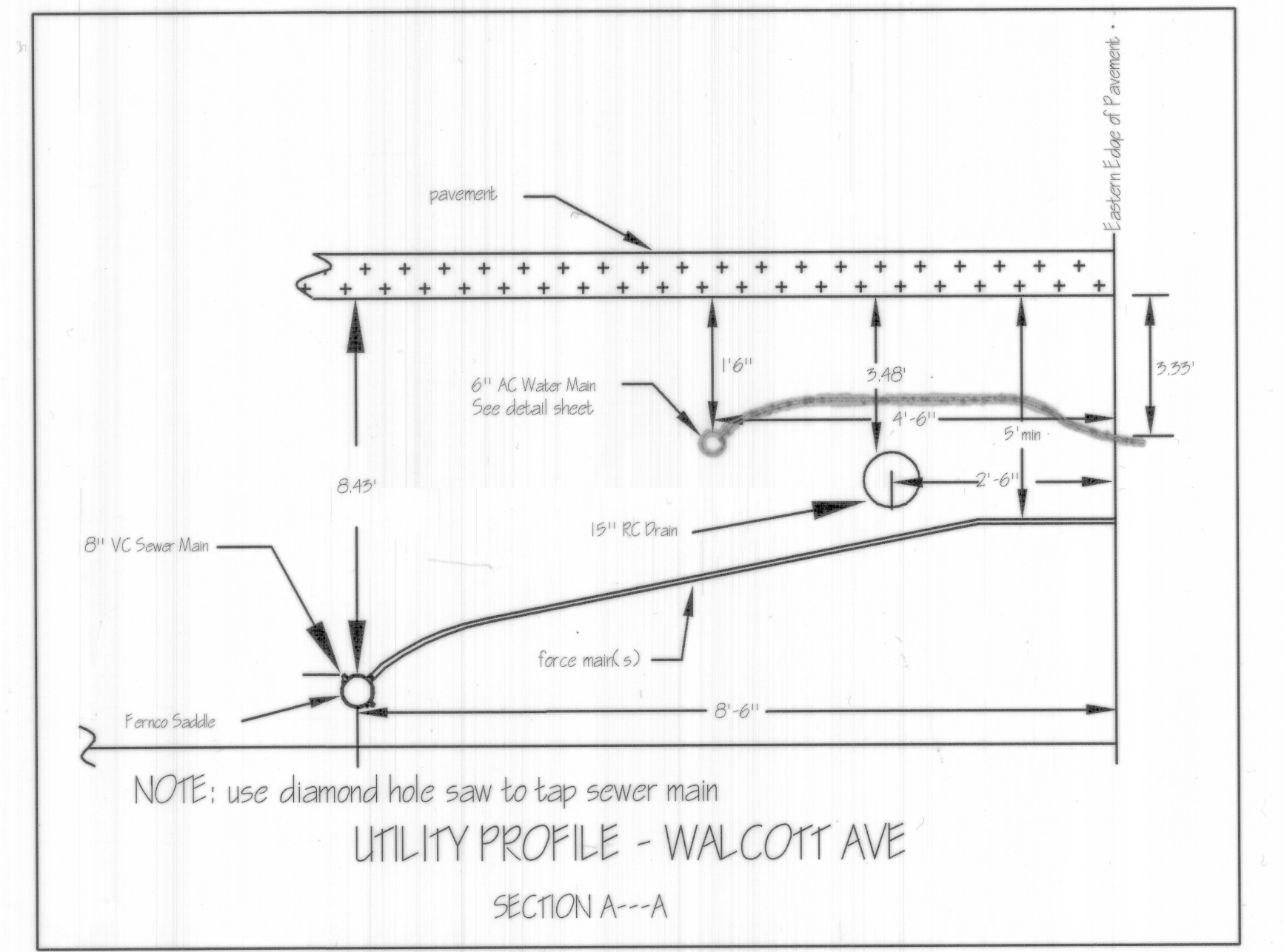
TYPICAL CONCRETE WATERLINE ENCASEMENT DETAIL
 NTS



TYPICAL CONCRETE SEWER FORCE MAIN ENCASEMENT DETAIL
 NTS



TYPICAL PIPE BEDDING DETAIL WATER DISTRIBUTION LINES
 NOT TO SCALE



UTILITY PROFILE - WALCOTT AVE
 SECTION A--A

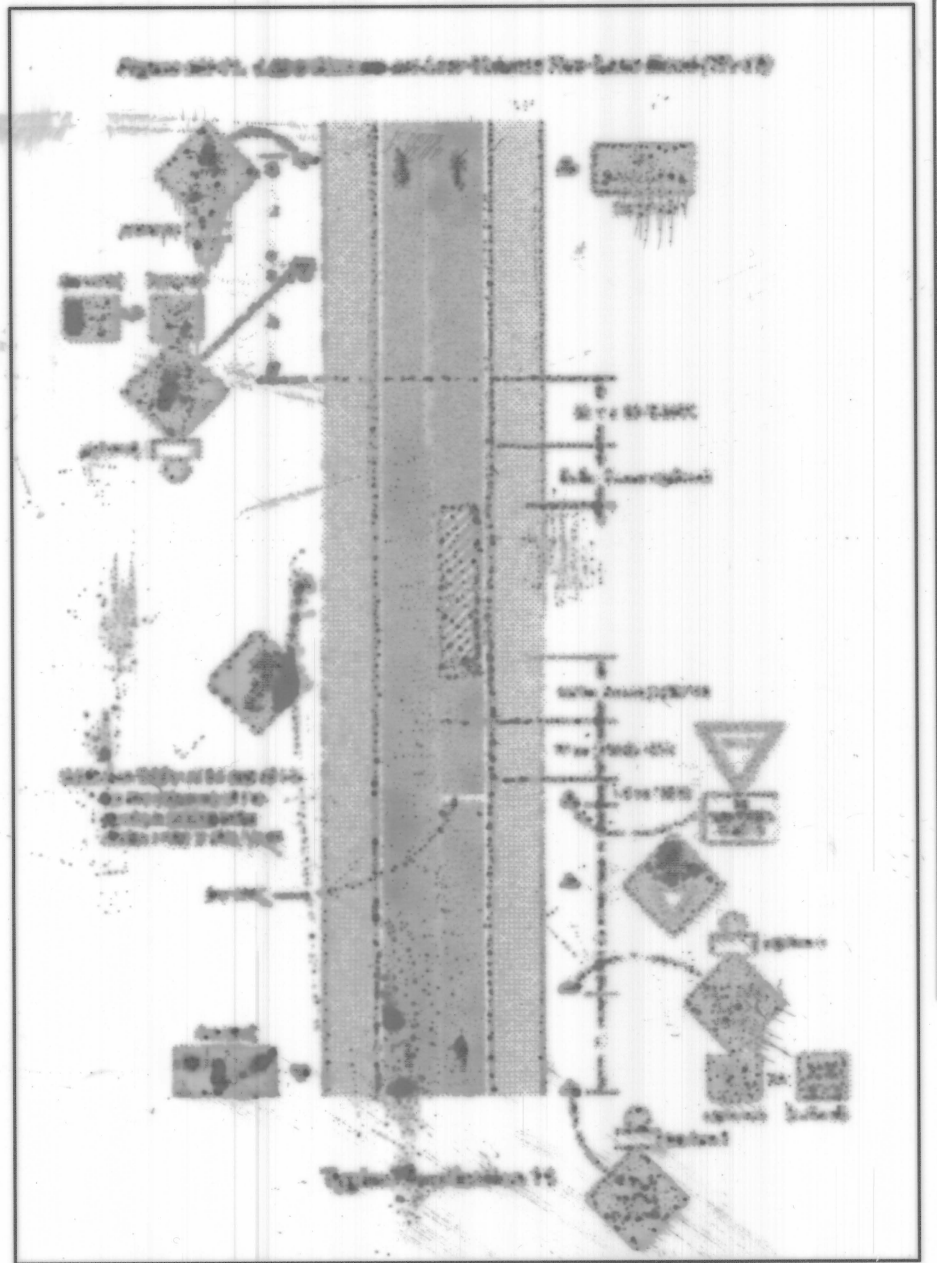
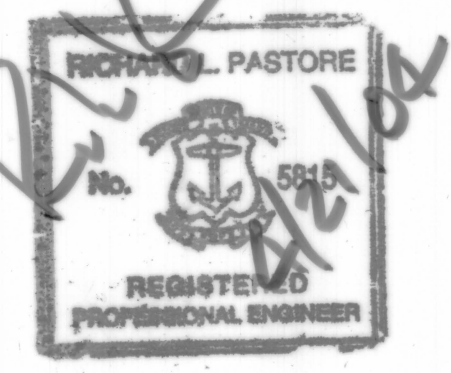


Table 102.1 - Survey of Light Conditions

Point Type	Distance Between Signs*	A	B	C
Urban Interchange	150-200'	150-200'	150-200'	150-200'
Urban Interchange	150-200'	150-200'	150-200'	150-200'
Urban	150-200'	150-200'	150-200'	150-200'
Suburban	150-200'	150-200'	150-200'	150-200'

SUBDIVISION APPROVED AS SUBMITTED
 5/10/04 date
 [Signature]
 Planning Commission Chair
 Town of Jamestown, RI



Bradford Swett
 45 Walcott Ave
 Jamestown, RI 02855

Plat/Lot 9/300

DETAIL SHEET
 45 WALCOTT AVE
 JAMESTOWN, RI

RP Engineering, Inc.
 121 Suffolk Drive
 North Kingstown, RI 02852
 888-7255 (1050 fax)

Scale - NTS
 Sheet - 2

9/25/06

REVISIONS