

FEATURE 275

MISCELLANEOUS CONCRETE STRUCTURES

| Roadway Side | Allows Tie | LRS Package | Feature Type | Interlocking | Secured |
|--|--------------------------------|-------------|--------------|--------------|---------|
| R/L | No | No | Total | No | Yes |
| Responsible Party for Data Collection | District Office of Maintenance | | | | |

Definition/Background: Concrete structures are used for safety and preservation of our roadway systems.

They note the different types of concrete structures, i.e., retaining walls, seawalls, rip-rap structures, and so forth, and the length or face area of the structure.

If the below characteristics are located at a rest area, ramp, or other applicable sub-section, they are to be inventoried against the applicable sub-section number.

NOISBARR | NOISE BARRIER WALL

| HPMS | MIRE | Who/What uses this Information | Required For | Offset Direction | Offset Distance |
|------|------|--------------------------------|--|------------------|-----------------|
| N/A | N/A | Maintenance | All Active On and Active Exclusive roads, including managed lanes. | N/A | N/A |

How to Gather this Data: Code the total square yards to the nearest square yard of the noise barrier wall within each one-mile increment. Separate entries are required for right and left sides of the roadway.

Value for Noise Barrier Wall Square Yardage: 4 Bytes: XXXX



RETWALL | RETAINING WALL LENGTH

| HPMS | MIRE | Who/What uses this Information | Required For | Offset Direction | Offset Distance |
|------|------|--------------------------------|--|------------------|-----------------|
| N/A | N/A | Maintenance | All Active On and Active Exclusive roads, including managed lanes. | N/A | N/A |

How to Gather this Data: Code the length of the retaining wall to the nearest foot within each one-mile increment. Separate entries are required for right and left sides of the roadway.

Value for Retaining Wall Length: 4 Bytes: XXXX



SEAWALL | SEAWALL LENGTH

| HPMS | MIRE | Who/What uses this Information | Required For | Offset Direction | Offset Distance |
|------|------|--------------------------------|--|------------------|-----------------|
| N/A | N/A | Maintenance | All Active On and Active Exclusive roads, including managed lanes. | N/A | N/A |

How to Gather this Data: Code the length of the seawall to the nearest foot within each one-mile increment. Separate entries are required for right and left sides of the roadway.

Value for Seawall Length: 4 Bytes: XXXX



SLOPEPAV | SLOPE PAVING AREA CONCRETE

| HPMS | MIRE | Who/What uses this Information | Required For | Offset Direction | Offset Distance |
|------|------|--------------------------------|--|------------------|-----------------|
| N/A | N/A | Maintenance | All Active On and Active Exclusive roads, including managed lanes. | N/A | N/A |

How to Gather this Data: Code the total square yards of concrete to the nearest square yard for the concrete slope within each one-mile increment. Separate entries are required for right and left sides of the roadway.

Value for Concrete Slope Paving Area Square Yardage: 4 Bytes: XXXX



SLOPERIP | SLOPE PAVING AREA RIP-RAP

| HPMS | MIRE | Who/What uses this Information | Required For | Offset Direction | Offset Distance |
|------|------|--------------------------------|--|------------------|-----------------|
| N/A | N/A | Maintenance | All Active On and Active Exclusive roads, including managed lanes. | N/A | N/A |

How to Gather this Data: Code the total square yards to the nearest square yard for the rip-rap slope paving within each one-mile increment. Separate entries are required for right and left sides of the roadway.

Value for Rip-Rap Slope Paving Area Square Yardage: 4 Bytes: XXXX

