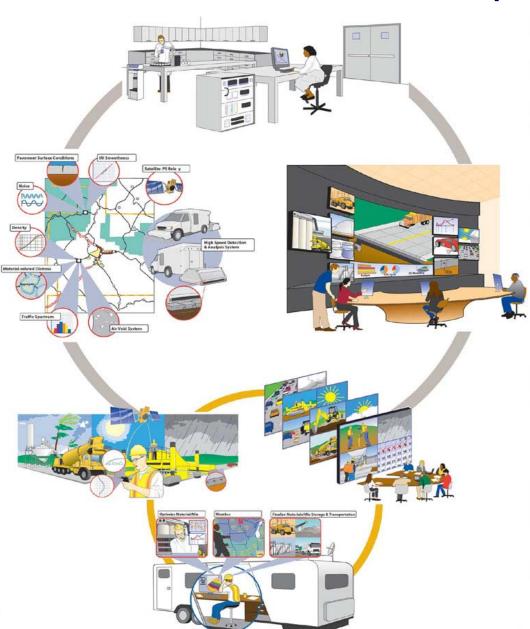




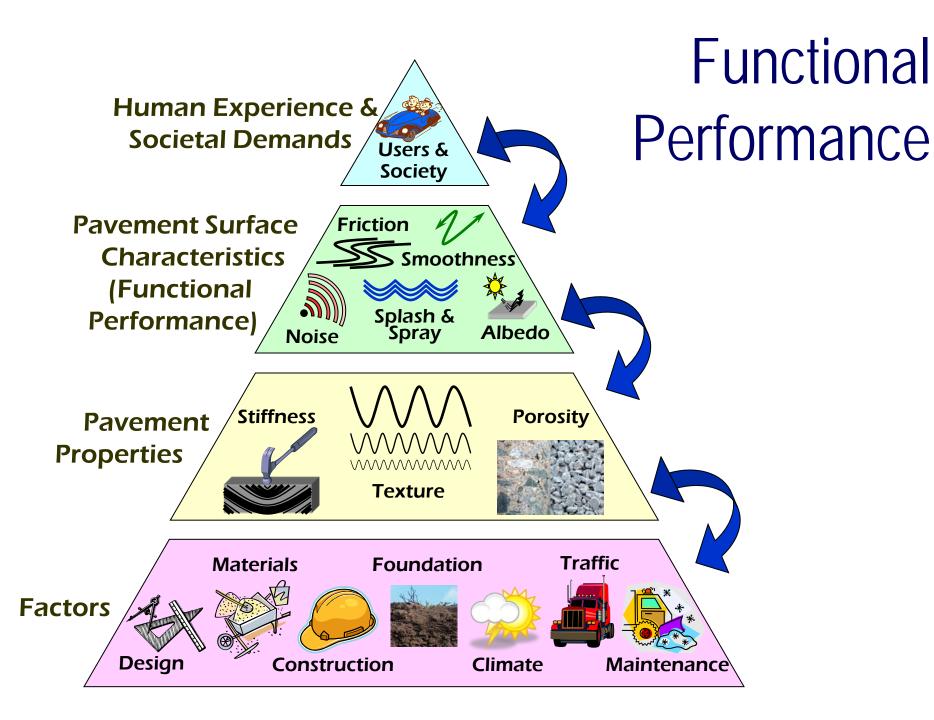


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CP Road Map



Surface Characteristics Track



Before we get started...

2 key concepts!

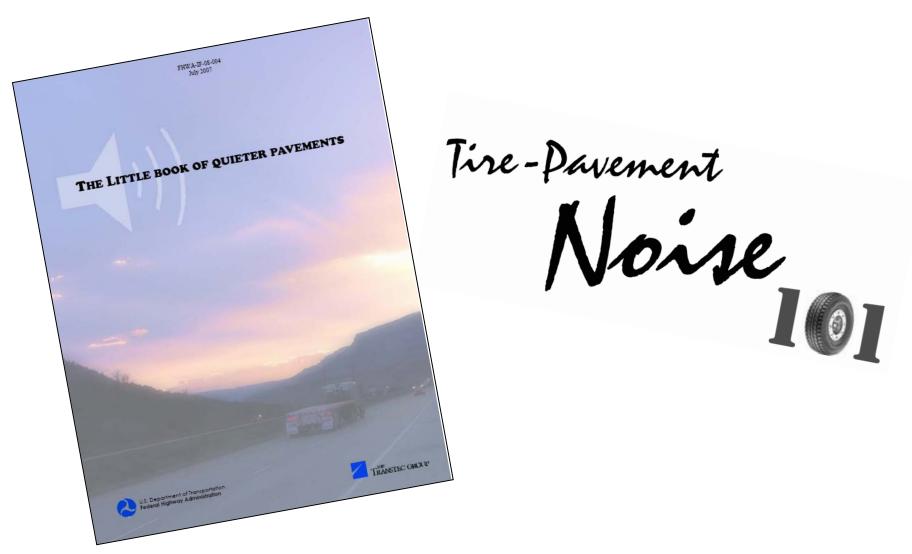
Better practices to improve surface properties are really about establishing a higher order of control over the texture and other surface properties.

Key Concept #2

It is not about designing or building "innovative" surfaces, but rather the control of conventional texturing techniques.

What have we learned in recent years?

First... some fundamentals



Download from www.TCPSC.com/LittleBookQuieterPavements.pdf



...for a Quieter Pavement



Thou shalt have Texture...

be it small and negative!



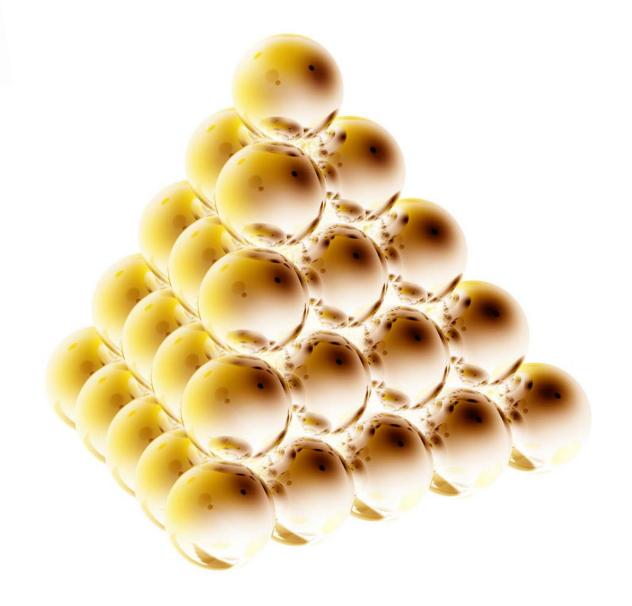
Bad







Thou shalt have High Porosity!



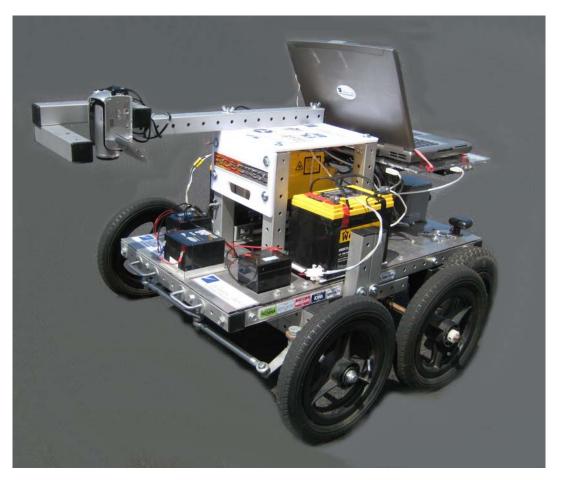


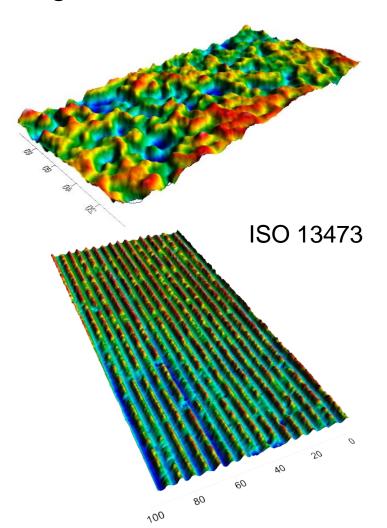
Thou shalt have Low Stiffness!



Texture Testing: RoboTex 2.0

- Built around LMI-Selcom RoLine Sensor
- Laser height sensor, inertial referencing
- GPS, DMI encoder, video log





Friction Testing: DFT and Skid Trailer







ASTM E 1911

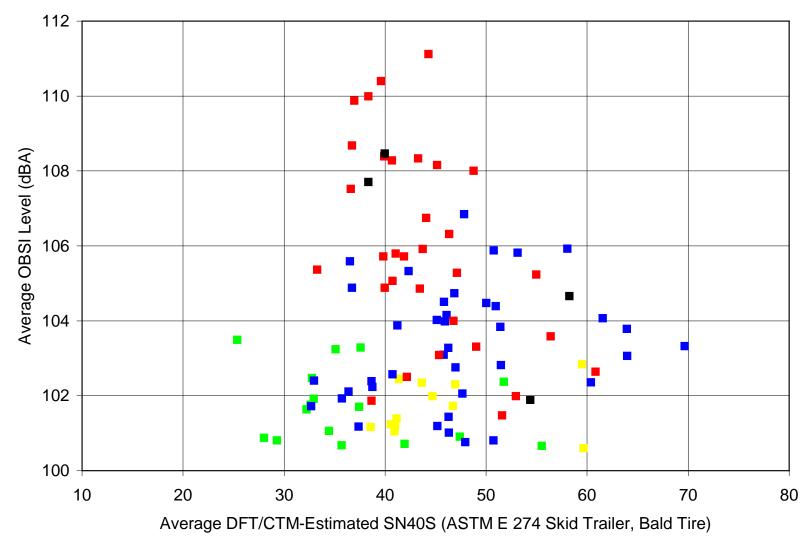
Noise Testing: OBSI



AASHTO TP 76

Friction vs. Noise

Do Friction and Noise Relate?



CP Tech Center Test Sections

- In 4 years, Over <u>1200</u> Unique Textures Tested
 - Transverse Tining (incl. skewed and cross-tined)
 - Longitudinal Tining (incl. sinusoidal)
 - Diamond Ground
 - Grooved (longitudinal, transverse)
 - Drag (Burlap, Turf, Broom, Belt, Carpet)
 - Shot Peened
 - Exposed Aggregate
 - Porous (Pervious) Concrete
 - Milled
 - HMA and Surface Treatments
- 170 miles of test surface in 20 States and 6 Countries

What we've learned

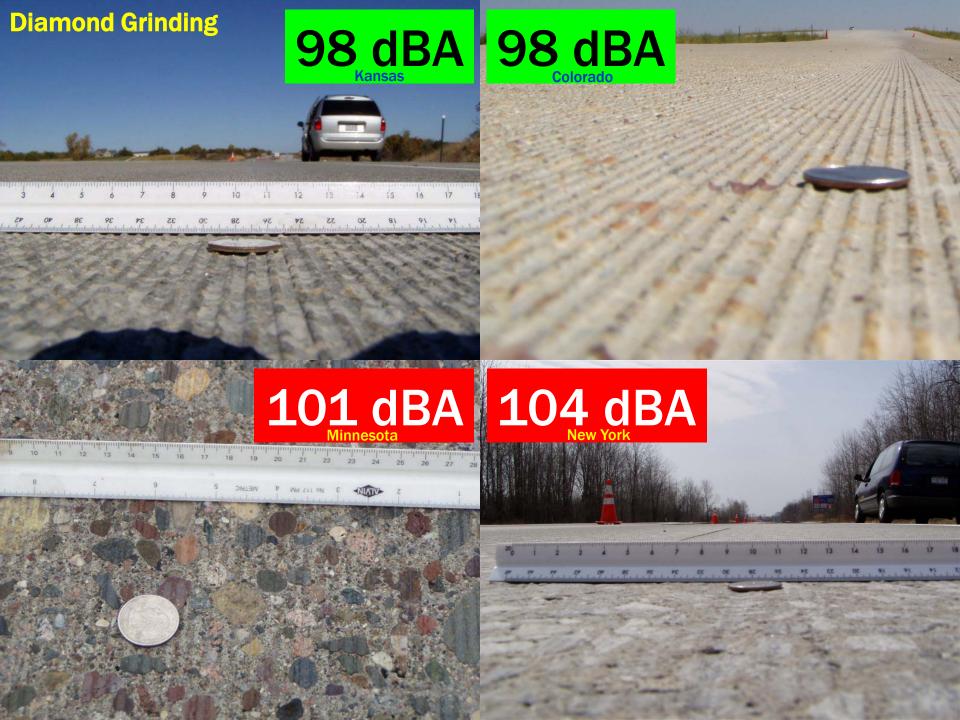
There is a lot of:

VARIABILITY

Variability from project to project, and variability within a given project.

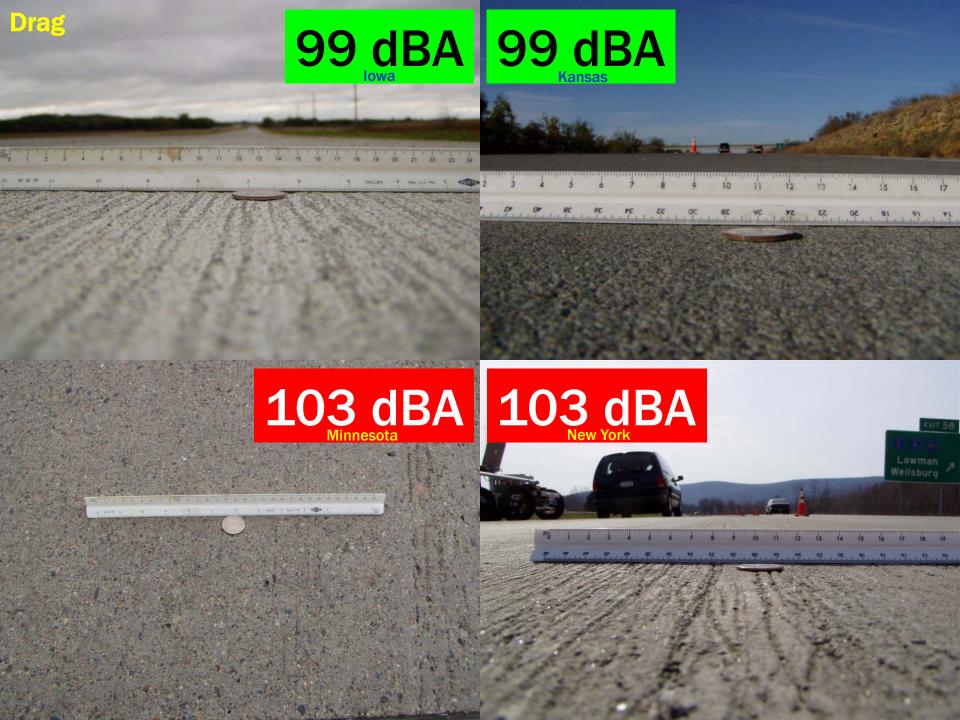
Texture: Diamond Grinding





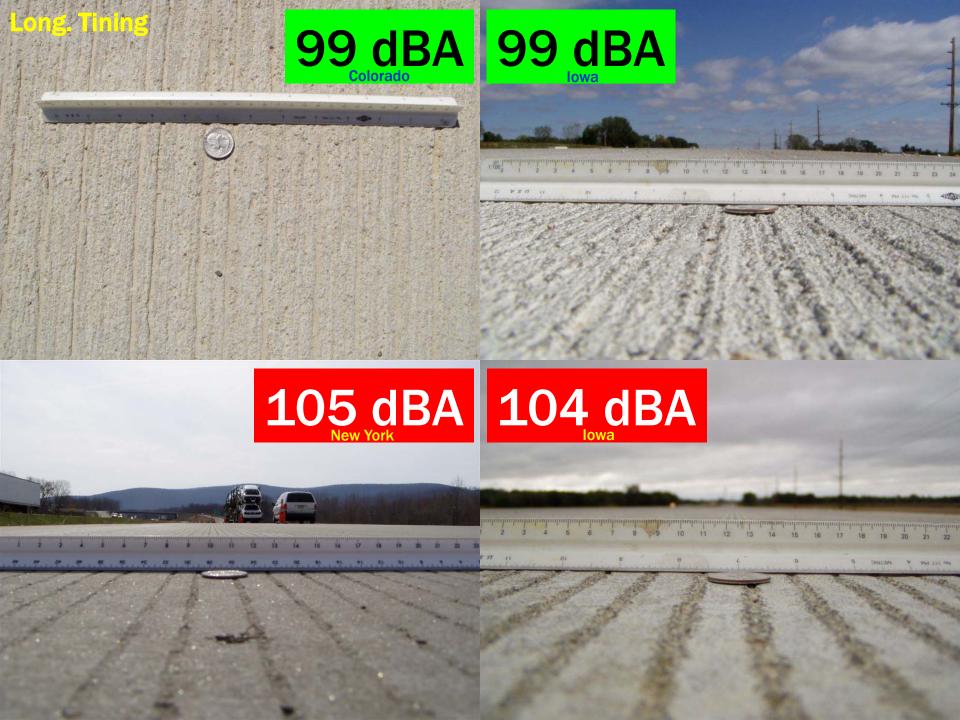
Texture: Drag





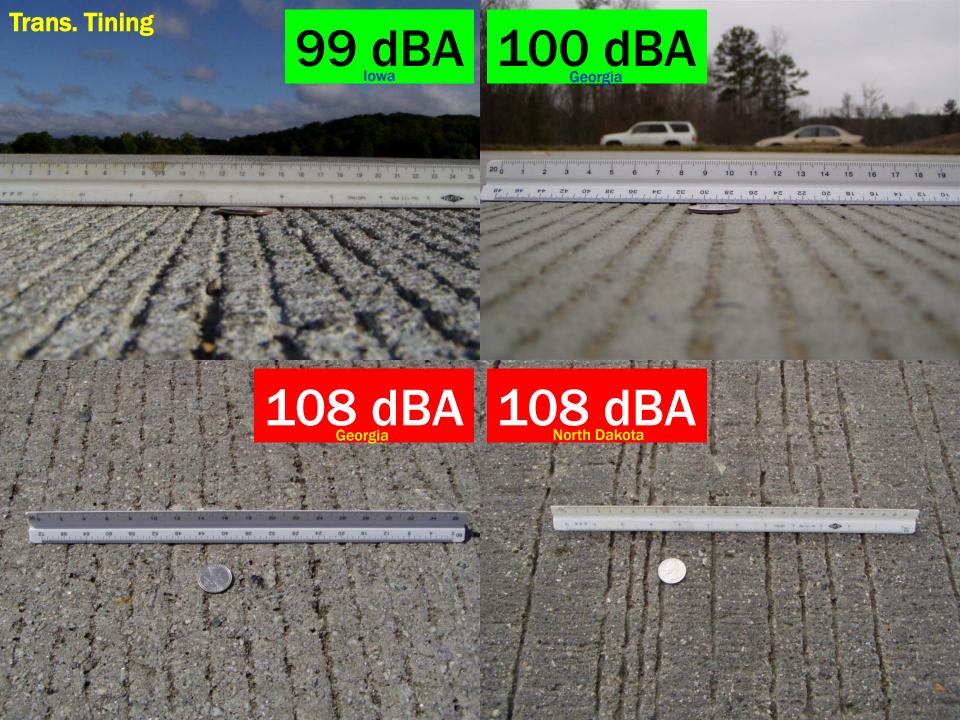
Texture: Longitudinal Tining



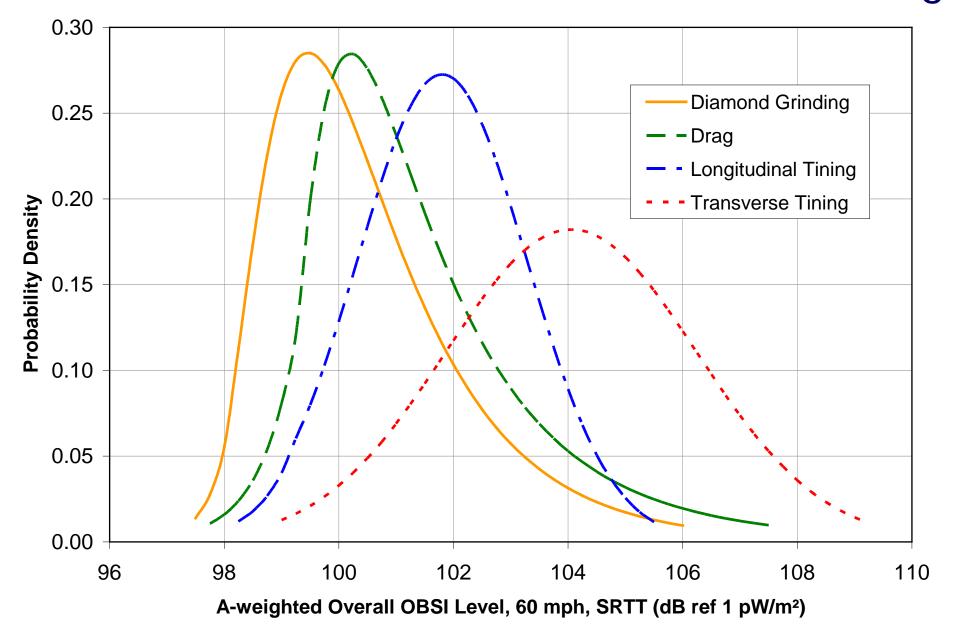


Texture: Transverse Tining

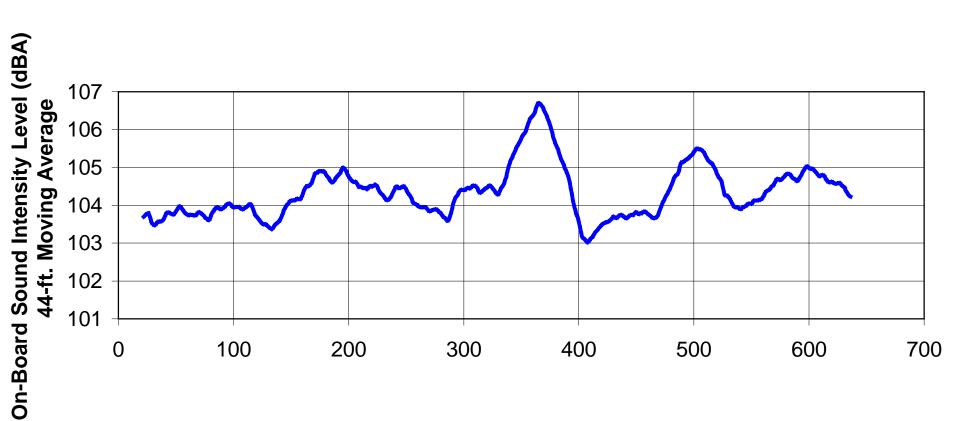




CP Tech Center OBSI Noise Catalog

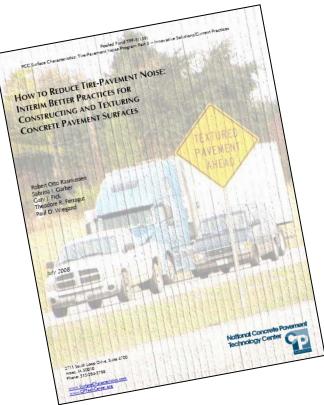


Variability within a Project



What can we do with this knowledge?

Better Design and Construction Practices for Texturing Concrete Pavement



Properties of a Quieter Pavement

Surface Texture

- Avoid (flatten) texture at intervals > 1 inch
- Avoid smooth (floated or polished) surfaces
 - Some fine texture (< 0.25 inch) required
- Texture should be negative
 - Point down (grooves), not up (fins)
- Texture should be oriented longitudinally
- If transverse, texture should be closely spaced and randomized

Properties of a Quieter Pavement

Concrete

- Strong and durable mortar
 - Mix optimized for placement, finishing, curing
- Siliceous sands for durability and friction
- For diamond grinding: hard, durable, and polish resistant coarse aggregate is ideal
- For tined and drag textures: adequate and consistent depth of mortar near the surface

Properties of a Quieter Pavement

Joints

- Can affect noise levels and annoyance
- Narrow, single-cut joints preferred
 - Avoid widened (reservoir) cuts
- Avoid faulted joints
 - Design or retrofit adequate load transfer
- Avoid protruding joint sealant
- Avoid spalled joints
 - Design, materials selection, and construction

Better Practices For Texturing

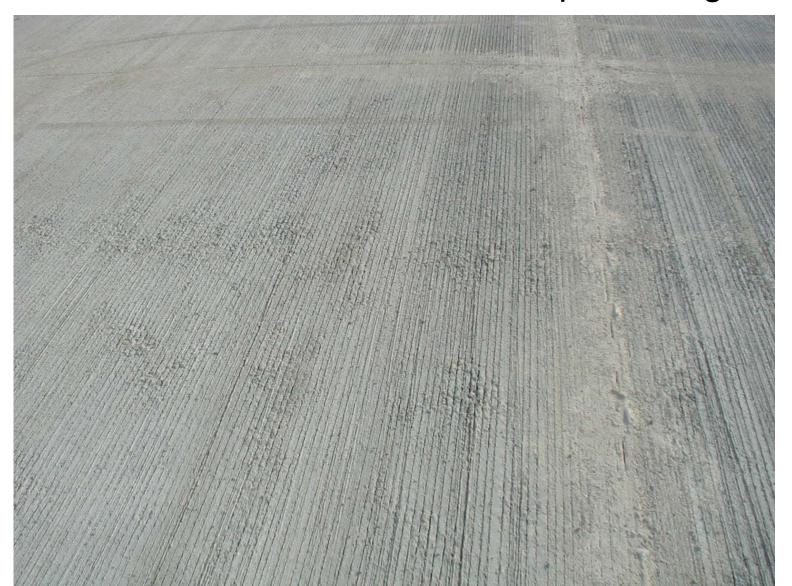
Paving Equipment





Better Practices For Texturing

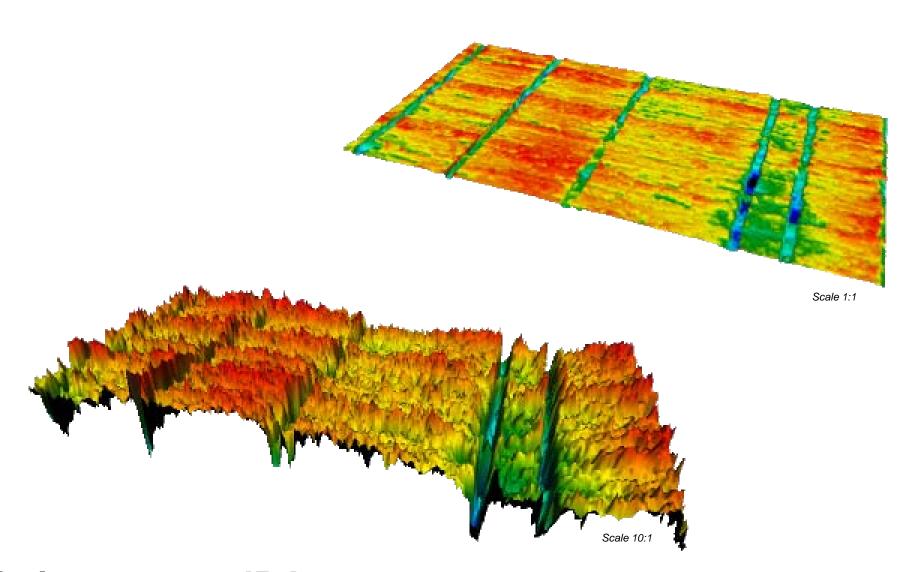
Concrete Materials Selection and Proportioning





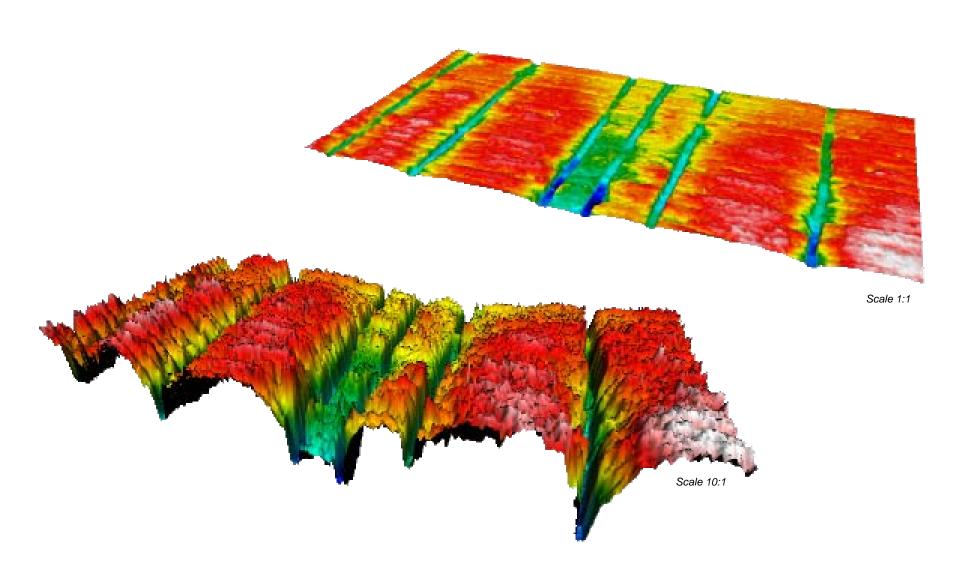


Tined Concrete



Quieter – 103 dBA

Tined Concrete



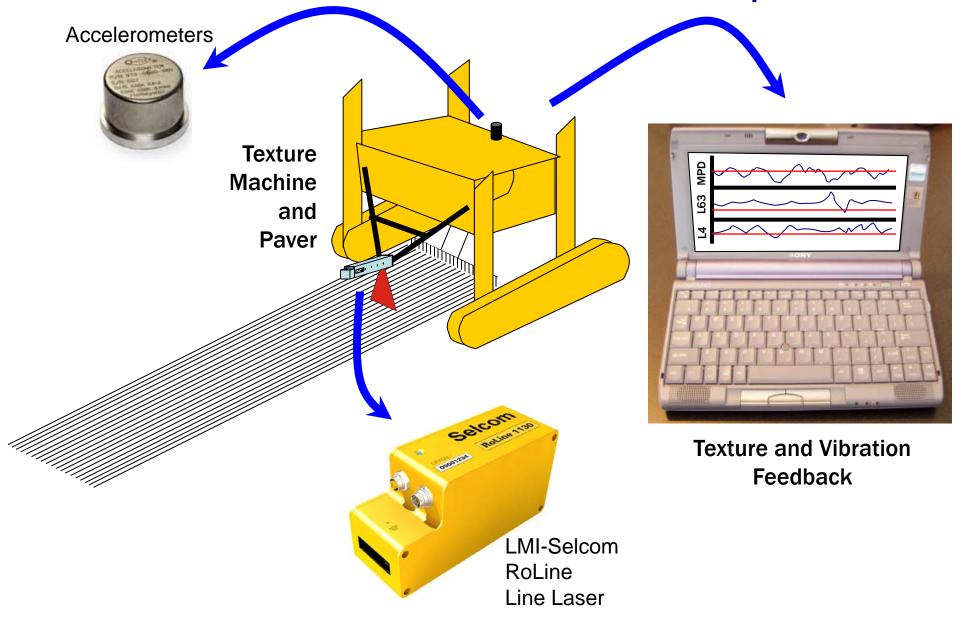
Louder – 111 dBA

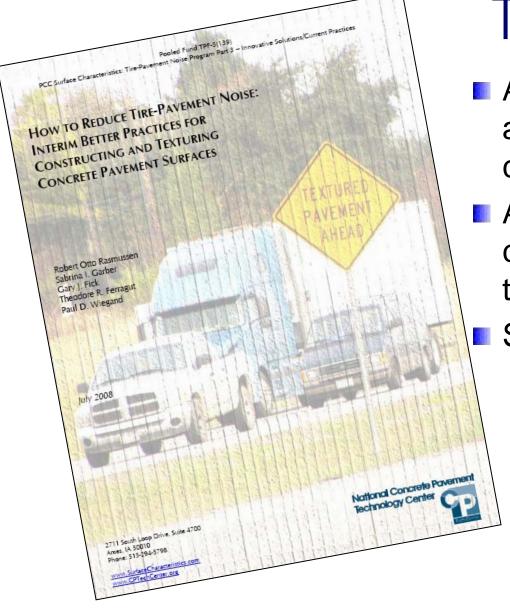
What remains to be understood?

Monitor Construction Operations



Monitor Construction Operations





Texturing Guidelines

- A "how to" guide for designing and constructing quieter concrete pavements
- Addresses all conventional concrete pavement texture types
- Simple and practical guidance



Download from www.CPTechCenter.org

For more information, visit:

www.CP Tech Center.org

or

www.CP Road Map.org