Construction – Chip Seal

Calibration & Walk Around

- Distributor
- Nozzles
- Leaks
- Screen
- Material temp
- Rate .30 to .38 gallons per sq yard

-Chip Spreader

- Screen
- Variable width
- Computer rate control
- Locking device
- Leaks
- Aggregate rate 15 to 20 lbs.
 - Check both sides

- Rollers

- 2 Pneumatic rollers
- 1 Double Steel drum roller 5 to 8 tons
- Check weight of steel drum roller













Why???? & How

- What to check
 - Nozzle size, angle of nozzles & bar height
 - Temperature of material
 - Application rate
- Now What
 - Get puppy pads, carpet padding or geotextile fabric
 - Gorilla tape
 - Refrigerant scale
 - Small mop bucket
 - Garbage bags
 - Gloves
 - Covers for boots





- Have the Bill of Lading (Green sheet)
 - Need pounds per gallon off sheet
 - Enter the pounds per gallon onto spreadsheet
 - Also enter the application rate in gallons per square into the spreadsheet

- Tare weight
 - Weight of bucket with garbage bag, gloves and whatever pad you use dry
 - Enter weight into spreadsheet
- Measure Sample pad
 - Enter that measurement in inches into spreadsheet
- Lay down and secure pad
- Have distributor spray over pad
 - Pickup pad and place it and your gloves in the bucket
 - Enter the weight

This will calculate the actual application rate



Verify Calibration of Distributor

Theoretical Application Rate

Lbs. per gallon (found on "green sheet" (bill of lading)
Rate of Application in gallons per square yard
Lbs. per square yard

Calculated Emulsion Sample Weight

Weight of Sample (Lbs)
Tare Weight of Pad (Lbs)
Weight of Sample minus Tare (Lbs)

Calculated Sample Pad Dimensions

Length (inches)
Width (inches)
Sq Yards of Sample Pad

Actual Emulsion Sample Weight

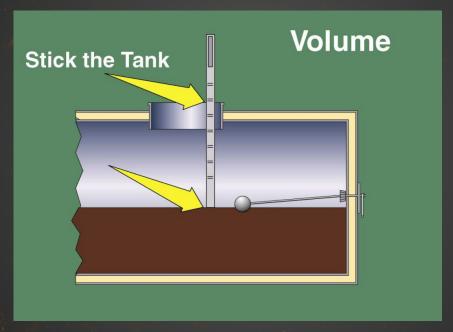
Line 4 Lbs. per square yard Line 16 Square Yards of Sample Pad Lbs per Sample Pad

Actual Vs Theoretical

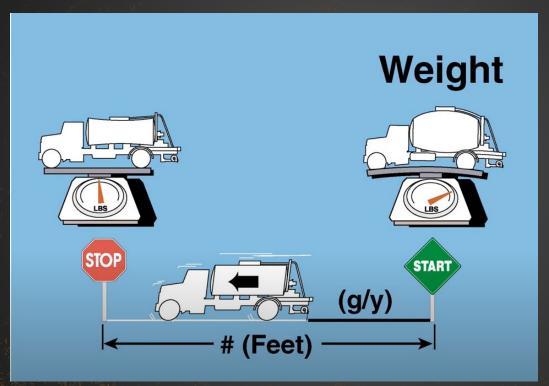
Line 11 Actual Weight of Sample Minus Tare
Line 21 Theoretical Weight of Sample Pad
#DIV/0! % of Deviation Between Theoretical & Actual

Confirmed Application Rate

#DIV/0! Gallons per square yard









Construction – Chip Seal

Surface Preparation

- Remove thermoplastic & raised pavement markers
- Prior to chip seal operation, clean and fill holes from pavement markers
- Clean any vegetation, loose material and dirt off roadway
- Clean edges of pavement to remove any over growth of grass, weeds and brush

- If you crack seal on existing pavement use a CRS-2P
- Surface preparation is incidental

Loose Gravel KYTC

Traffic Control

- Pilot Car

- Flagger

- Sweep

Reduce speedProper Signs





- Limit movement of rock from source to application
- Ensure there is no foreign material from loader
- Stockpiles properly separated
- Check stockpile for any oversized aggregate.
- Truck beds can contaminate stockpiles



Chip Seal

- Sweep roadway before starting production each day.
- Use tar paper or other materials that create professional joint and to cover manhole lids.
- Keep distributor within 150' of Chip Spreader.
- Communication between chip spreader and distributor operators.
- When constructing multiple lanes ensure sweep edge of chip seal or do not place aggregate to the edge of emulsion.

- When possible chip narrow roads in a single pass
- Roll aggregate with 5 minutes to ensure it is embedded.
 - 2 complete passes with pneumatic rollers
 - 1 pass with steel drum roller
- Roller speed is not greater than 5mph
 - Aggregate will not be properly embedded



Chip Seal

- Proper cure time before allow traffic or sweeping operation to begin.
- Sweeping is REQUIRED at the end of each day of production.
 - Side roads and approaches
 - Curb and gutter pickup broom maybe needed
 - Ensure broom head is not worn down
 - May need to sweep more than once.
- Do not stripe unless sweeping has been done.

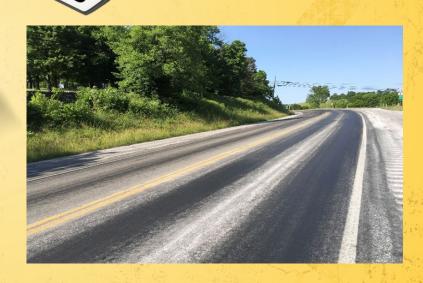






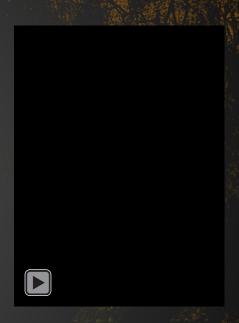






Troubleshooting Chip Seal

- Inconsistent aggregate coverage
- Machine calibration is off (left to right side of chip spreader)
 - Oversized aggregate lodged in gate
 - Dusty/dirty aggregate
 - New asphalt (Will absorb emulsion and not enough left to retain aggregate)
- Emulsion running off roadway or into adjacent lane
 - Application rate too high
 - Calibration is off
 - Temperature too high (rage between 120 to 180)
 - Viscosity too low
- Crushed aggregate or poor aggregate retention due to rolling procedures
 - Crushed Aggregate:
 - Ensure proper weight of double steel drum roller
 - Excessive rolling with double steel drum roller
- Retention:
 - Delayed rolling time. Add additional pneumatic rollers or slow down production.
 - Pneumatic rollers may be moving too fast.
 - Traffic allowed on before proper cure time



Fog Seal for Chip Seal

- Fog Seal for Chip Seal
 - Diluted between 28 32%
 - Wait 5 to 10 days after completion of chip seal.
 - Rate of application 0.05 to 0.08 gallons per sq yard
 - Chip Seal sweep thoroughly prior to fog seal
 - Take measures for fog seal in curb & gutter, concrete driveways, etc..
 - Use proper nozzle size for fog seal application
 - No samples for diluted fog seal material





Fog Seal for Shoulders

- Fog Seal for Shoulders
 - UNDILUTED
 - Sweep shoulder before application of fog seal.
 - Rate at 0.10 gallons per sq yard
 - Use proper nozzle size on distributor
 - You can sample this material because it is undiluted
 - Great way to treat shoulders with minimum cost.





Microsurfacing - Before Calibration Begins

- Approved Mix Design
 - Have mix design in hand for calibration
 - If a double micro need leveling & surface design
- Pretest Microsurfacing Sand
 - Gradation
 - Supplemental Specifications 804.04.05
 - Sand Equivalent
- Certification that scales have been calibrated
- Walk around equipment looking for any fluid leaks
- Ensure that Microsurfacing sand has been run through screener
- Moisture test on Microsurfacing Sand





Mechanical Microsurfacing Machine

- Runs on a jackshaft
 Jackshaft keeps aggregate & emulsion pump in the same ratio
- Adjustable gates
 Achieve proper mix design
 Lower gate increases % of emulsion
 Raise gate decrease % of emulsion
- Use proper calibration sheet





Electronic Microsurfacing Machine

- Uses a computer controlled hydraulic motor to separately control aggregate belt and emulsion pump.
- Computer maintains ratios of aggregate and emulsion.
- Radar keeps machine applying proper application
- Calibrate radar
- Use proper calibration sheet.





Emulsion

- 3 Readings
 - Start weight & Ending Weight
 - Start counts & Ending counts
 - Aggregate count
- All 3 readings within 2%

							1 1 4 1 1 1		1 No. 1 1 L	MAN REPORT AND	WE 15.71		
<.	Microsurfacing Calibration Work Sheets												
	Unit No.						Date						
				RPM									
I. Emulsi	ion Calibrati	on											
	Minimum o	f 50 Aggrega	te Counts										
	Α	В	С	D	Е	F	G	Н	_	J			
Trial	Starting	Ending	Net	Starting	Ending	Net	Aggregate	Emulsion	Emulsion	Within 2%			
	Weight	Emulsion	Emulsion	Emulsion	Emulsion	Emulsion	Count	lbs per	lbs per Agg	Error Count for			
		Weight	Weight	Count	Count	Count		Emul Count	Count	Emulsion			
			(B - A)			(E - D)		(C ÷ F)	(C ÷ G)	((H-H ₁)÷H ₁)×100			
1	0	106	106	0	3074	3074	690	0.034482759	0.034482759	0.1			
2	0	104	104	0	3017	3017	680	0.034471329	0.034471329	0			
3	0	107	107	0	3108	3108	700	0.034427284	0.034427284	0.1			
			Average			Average	Average	Average	Average				
			Emulsion			(S)	Ag Count	(H₁)	(1)				
			105.666667			3066.33333	690	0.034460457	0.153140097				
						7777		10 May 10	20.50	25 V 4 3 3 12 3 5 5 5 5 5 5 5 5 5 5 5 5 5 5 5 5 5 5	180		







Aggregate

- Put in % Moisture
- 3" Gate Setting 3 Readings
 - Start weight & Ending Weight
 - Start counts & Ending counts
 - All 3 readings with 2%
- 4" Gate Setting 3 Readings
 - Start weight & End weight
 - Start counts & End counts
 - All 3 reading within 2%
- 5" Gate Setting 3 Readings
 - Start weight & Ending Weight
 - Start counts & Ending counts
 - All 3 reading within 2%



Cement

- 3 Readings
 - Start weight & Ending Weight
 - Start counts & Ending counts
- All 3 readings within 2%

				D-	ge 2				
				re	ge 2				
II. Cement Cali	bration								
		A	В	С	D	E	F	G	Н
	Cement	Starting	Ending	Net	Start	End	Number of	Cement	Within 2%
		Weight	Weight	Weight	Cement	Cement	Cement	Lbs per Cem.	Error count
					Count	Count	Counts	Count	100000000000000000000000000000000000000
				(B - A)			(E - D)	(C÷F)	((C-G ₁)÷G ₁)×100
	1	0	9.9	9.9	0	706	706	0.014022663	1
	2	0	10.1	10.1	0	714	714	0.014145658	0.1
	3	0	10.2	10.2	0	713	713	0.01430575	1
								Average	
								(G ₁)	
								0.014158024	



Water

- 3 Readings
 - Start weight & Ending Weight
 - Start counts & Ending counts
- All 3 readings within 2%

IV. Water Calibration	1									
		Α	В	С	D	E	F	G	Н	
	Water	Starting	Ending	Net	Start	End	Number of	Water	Within 2%	
		Weight	Weight	Weight	Water	Water	Gallons	Gal per Gal	Error count	
					Reading	Reading		Count		
				(B - A)			(E - D)	(C÷F)	((C-G ₁)÷G ₁)×100	
	1	0	35	35	0	412	412	0.084951456	1.3	
	2	0	33	33	0	395	395	0.083544304	0.4	
	3	0	32	32	0	385	385	0.083116883	0.9	
								Average		
								(G ₁)		
								0.083870881		





KYTC

Now what do I need a mix design for?

Put in the % Emulsion per Mix Design.

Where you Say!

Determine the gate setting that will be used by plotting a graph. The vertical axis will be scaled and labeled as the Dry Aggregate
Weight per Aggregate Count and the horizontal axis is the gate setting. Plot three points on the graph by using the different
gate settings that was used during calibration along with the corresponding dry aggregate weight per aggregate count. Draw a straight
line to connect the three points.

From the mix design obtain the percent of emulsion that will be used for the mixture. On the vertical axis draw a horizontal line from the userage weight of emulsion per emulsion count that was determined during the emulsion calibration and is labeled as Average (S) divided by the emulsion percentage from the mix design in decimal form.

Emulsion P.C. 0.153140097 (I) design 0.117 (P) I/P 1.3088897

Once the horizontal line touches the straight line, draw a vertical line down to determine the aggregate gate setting that will be used.

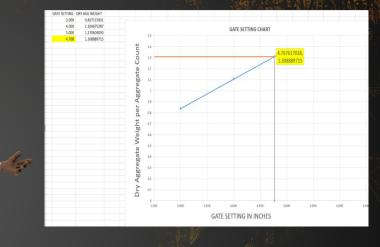
NOW WHAT the *@**

Go to the Graph tab at the bottom

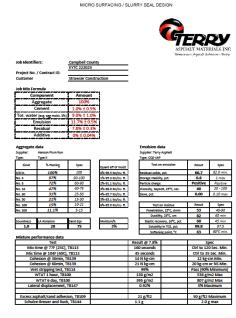
Now the spreadsheet has graphed your Calibration information!

BAM!!! Now you know your gate setting!

Thanks Greg!



When Calibrated drop a pile of mix.



Designed by: B. Behrens QA Technician

5/31/2022



Emulsion

- 3 Readings
 - Start weight & Ending Weight
 - Start counts & Ending counts
- All 3 readings within 2%



						- W	- X x	The Art Const.	
		N	Nicrosurfacing	Calibration	Work Sheets				
Unit No.						Date			
			RPM						
mulsion Calibartion	,								
		Α	В	С	D	Е	F	G	н
	Agg. Gate	Starting	Ending	Net	Starting	Ending	Number of	Emulsion	Within 2%
						_			
	Setting	Weight	Weight	Weight	Emulsion	Emulsion	Emulsion	Lbs per	Error count
	inches				Counts	Counts	Counts	Count	
				(B - A)			(E - D)	(C÷F)	((C-G ₁)÷G ₁)×100
	1			0			0	0	#DIV/0!
	2			0			0	0	#DIV/0!
	3			0			0	0	#DIV/0!
								Average	
								(G ₁)	
								0	
								_	
					207.1	200 AT 18 (1385)	7777 567		0.00

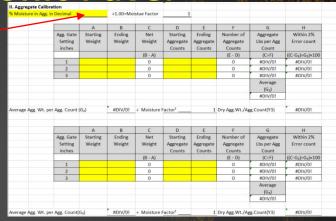




KYTC

Aggregate

- % Moisture
- 3 Readings
 - Start weight & Ending Weight
 - Start counts & Ending counts
- All 3 readings within 2%





Cement

- 3 Readings
 - Start weight & Ending Weight
 - Start counts & Ending counts
- All 3 readings within 2%

III. Cement Calibration											
			Α	В	С	D	E	F	G	Н	
		Cement	Starting	Ending	Net	Start	End	Number of	Cement	Within 2%	
			Weight	Weight	Weight	Cement	Cement	Cement	Lbs per Cem.	Error count	
						Count	Count	Counts	Count		
					(B - A)			(E - D)	(C÷F)	((C-G ₁)÷G ₁)×100	
		1			0			0	#DIV/0!	#DIV/0!	
		2			0			0	#DIV/0!	#DIV/0!	
		3			0			0	#DIV/0!	#DIV/0!	
									Average		
									(G ₁)		
									#DIV/0!		
									92		





Water

- 3 Readings
 - Start weight & Ending Weight
 - Start counts & Ending counts
- All 3 readings within 2%

IV. Water Calibration	
A B C D E F G H	
Water Starting Ending Net Start End Number of Water Within 2%	
Weight Weight Water Water Gallons Gal per Gal Error count	
Reading Reading Count	
(B - A) (E - D) (C÷F) ((C-G₁)÷G₁)×100	
1 0 0 #DIV/0! #DIV/0!	
2 0 #DIV/0! #DIV/0!	
3 0 0 #DIV/0! #DIV/0!	
Average	
(G ₁)	
#DIV/0!	



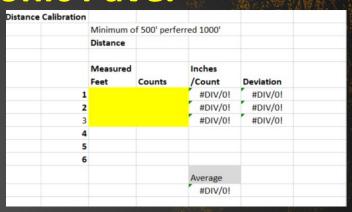


KYTC

Distance (That's Different)

- 3 Readings
 - Measured Distance
 - Counts
- All 3 readings within 2%

Why Micro Machine runs on Radar





When Should You Recalibrate

- Replace emulsion pump
- Replace water pump
- Additive pump
- Replace aggregate belt or skirting
- Replace tips to pug mil
- Change mix design



Calibration & Walk Around

- Copy of approved mix design
- Know if you are using a Electronic or Mechanical paver
 - Calibrations are different for each machine
 - One machine has one jack shaft and other computer controlled hydraulic motors

Calibrate Paver to Mix Design

- Calibrate for Type II & Type III aggregate
- Ensure that aggregate has been run through screener
- Know moisture of aggregate (contractor will do speedy moisture)
- Always drop a pile in staging lot before test strip

Walk Around machine & Support Trucks

- look for hydraulic or any other fluid leaks
- worn out skirts
- Inspect spreader box that it is clean and in good working order

When to recalibrate

- Replacement of Emulsion Pump
- Water pump
- Additive Pump
- Replace aggregate belt or skirting
- Tips on pug mill
- Change in a mix design



Look for loose aggregate







- Surface Preparation
 - Is incidental
 - Clean roadway of vegetation, loose material, dirt and any other questionable material
 - Sweep roadway
 - Remove raised pavement markers and any thermoplastic
 - Fill in holes from raised pavement markers
 - Micro, hot mix or other material approved by engineer
 - Was crack seal completed before project or is it part of project?
 - Apply Tack
 - diluted rate of 2 to 1 ratio
 - application rate of 0.03 to 0.06 gal/sq yd
 - Never apply tack on microsurface material (Minor leveling or Leveling course)
 - No sample required because it is diluted

Microsurface Production

- Leveling Course
 - 18lbs dry aggregate weight
 - Type III aggregate
 - always D aggregate
 - Used only in double Micro
 - Paid by the square yard
 - Meet joint no overlap

- Surface Course

- Type II aggregate
- Aggregate could be A,B or D
- Used in single micro
 - 24lbs dry aggregate weight
 - Paid by square yard
- Also in Double micro
 - No tack on Leveling Course
 - 18 lbs. dry aggregate weight
 - Paid by the square yard



What to watch for

- Fluids leaking from equipment
- Clean professional construction joints
- Sand falling in front of spreader box
- Keeping mix only halfway or less up on augers
- Not dragging material out
- Putting roofing paper or plastic down on bridges
- Sanding high traffic areas like approaches and side roads
 - Ensure this material is swept after project completion
- Get 3 random yield reading from contractor
 - Yield is based on dry aggregate weight
- Maximum 2" overlap on longitudinal joints
- Drags marks in mat
 - Buildup on rubbers
 - Oversized aggregate, etc...
 - If over sized aggregate is excessive check that material is being screened or that there are not holes in screen
 - Contamination in stockpile
- Blending Type II & Type III aggregates





Sampling for Microsurface

- Materials
 - Approved mix design
 - CQS-1hP or CQS-1hL (Emulsion)
 - 1 sample (2 jugs) per lot number
 - lot number is on Bill of Lading (Green Ticket)
 - Aggregate (Sand)
 - 1 per day per type of aggregate Type III & Type II
 - Gradations from Supplemental Specifications 804.04.05 Microsurface
 - Sand equivalent
 - Tack
 - No sample required diluted 2 to 1
 - Mineral Filler (Cement)
 - On Approved Material List for Portland Cement Type 1

Emulsion CQS-1hP or CQS-1hL

- Temperatures are best at 80 degrees to 110 degrees
 - Emulsion dropping below 75 degrees will likely cause to separate or shear.
 - Emulsion over 125 degrees can cause material to break quickly and be out of control
- Separation of Emulsion
 - If material has sat in storage tank for multiple days without production especially in early spring and late fall
 - If you see strings in the material coming out behind the secondary rubber you should go check storage tank for material breaking down. Continue to monitor material closely
 - This is most likely to happen in the early spring and late fall.







Debonding

- Any petroleum fluids on pavement
- Dirt on roadway
- Vegetation growing in roadway
- Aggregate falling in front of box under paver
- No tack used on asphalt surface
- Traffic on microsurface too soon

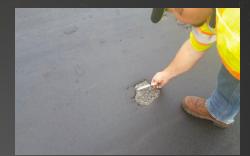
Raveling

- Slight amount is common
 Leveling Course will ravel
 more than Surface Course
- Cooler Temperatures
- Microsurface not being placed at proper thickness (too thin)
 - Traffic allowed on mat too soon

- Washboard Texture
 - Paving too fast
 - Rubber strike off needs adjustment
- Cure Time Too Fast
 - Excessive cement
 - No enough additive
 - High ambient/pavement temperatures
 - Emulsion Temperature too hot
 - Too little water
 - Not Fogging pavement with water in front of spreader box
 - Too many fines in Microsurfacing sand

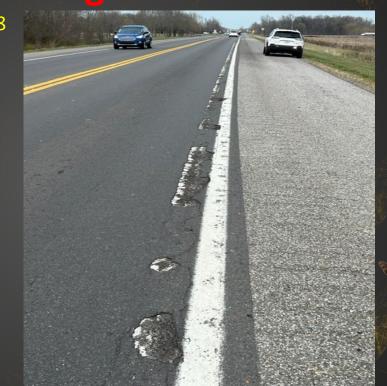


- Cure Time Too Slow
 - Insufficient Mineral Filler(Cement)
 - Too much additive
 - Too much water
 - Emulsion formulated for different temperature range
- Surface Mat Inconsistencies
 - Paving too fast
 - Running material to light
 - Aggregate rolling over crack seal
 - Oversize Material
 - Excessive liquids floating emulsion to top
 - Chevron Pattern
 - No Cement
 - Spreader box too low





- Microsurface Completed 8/15/2018
- Picture Taken March 16, 2023
- Cost of repair
 - 17,556' x 4' = 70,224 sq'
 - 70,224 sq' / 9 = 7803 sq yards
 - 7803 x 110 = 430 tons Asphalt
 - 430 tons of Millings
 - Strining
 - Now 2 joints
 - Public Complaints





Asphalt Thin Lay

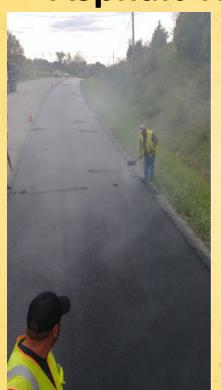
- Rollers
 - Compaction (Spec. Book 403.03.10)
 - Option B
 - Break down roller weight 10 tons
 - 40" Diameter or more
- Temperature
 - Surface & Air 50 degrees
- Paver
 - Screed is hot
 - Take paver to truck
 - Minimize stops
 - Steady Speed



Asphalt Thin Lay

- Oversized material
- Handwork
- Static rolling
- Crack Seal









Cape Seal

- Chip Seal followed by Thin Lay/Micro
 - Cure time
 - No less than 72 hours
 - Final treatment start within 10 days
 - Sweep
 - Tack as usual
 - Flexible interlayer
 - Seals entire roadway



