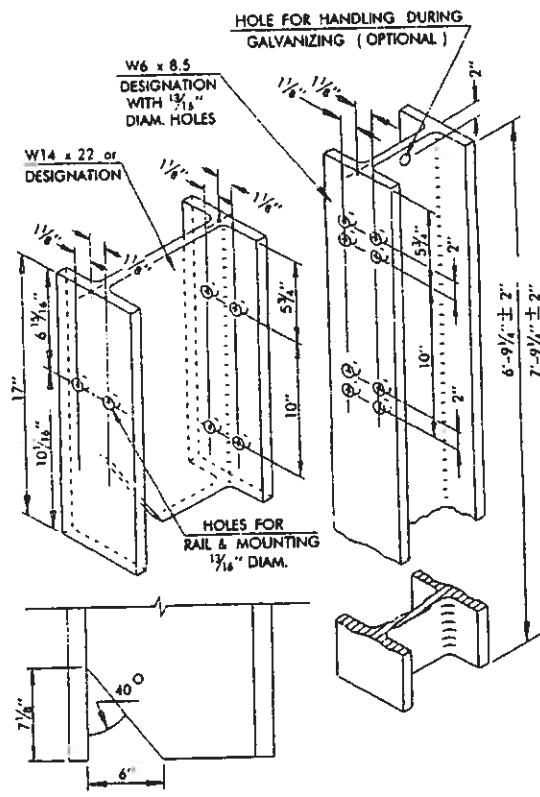
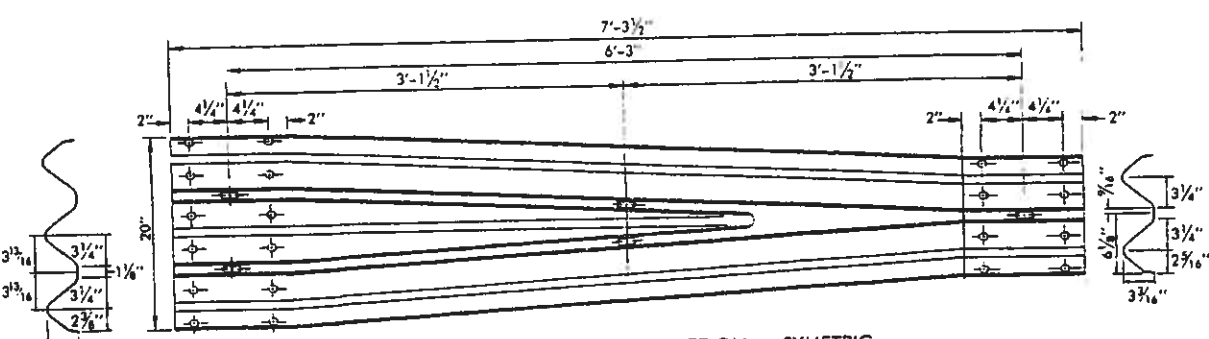


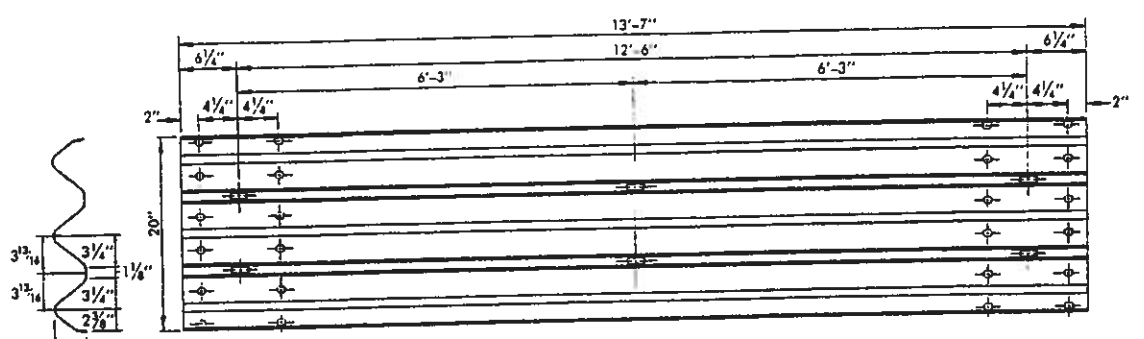
DESCRIPTION	REVISIONS	DATE
RE-ISSUE W/ENGLISH 1999 SPECS. Blockout/Post & Thrie Beam Transition Detail Igc 7/99 Add Gauge Spec In Elevation View Igc 11/02 Add Gen.Note 7&8, End Shoe Dim. Igc 6/03		



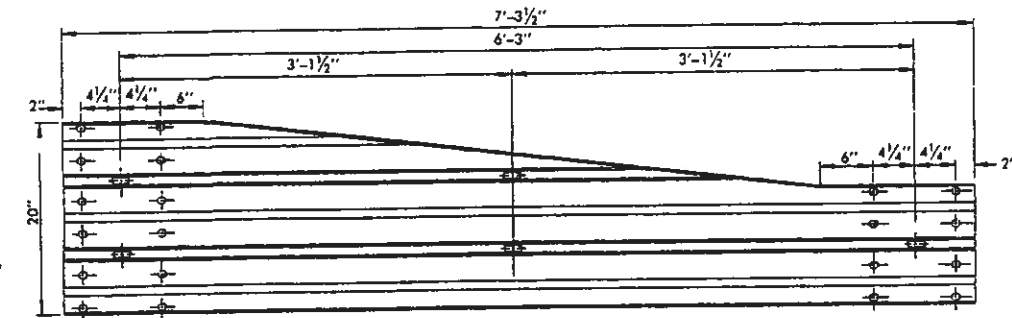
THRIE BEAM TRANSITION UNIT  
BLOCKOUT AND POST



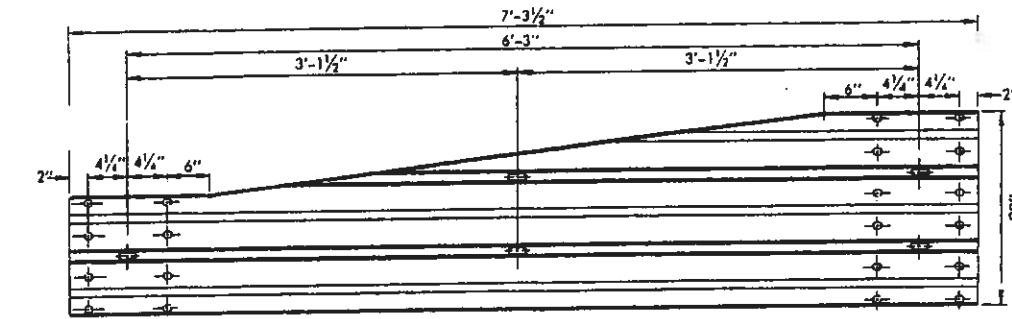
THRIE BEAM TRANSITION SECTION - SYMETRIC  
THRIE BEAM TO W-BEAM CONNECTION



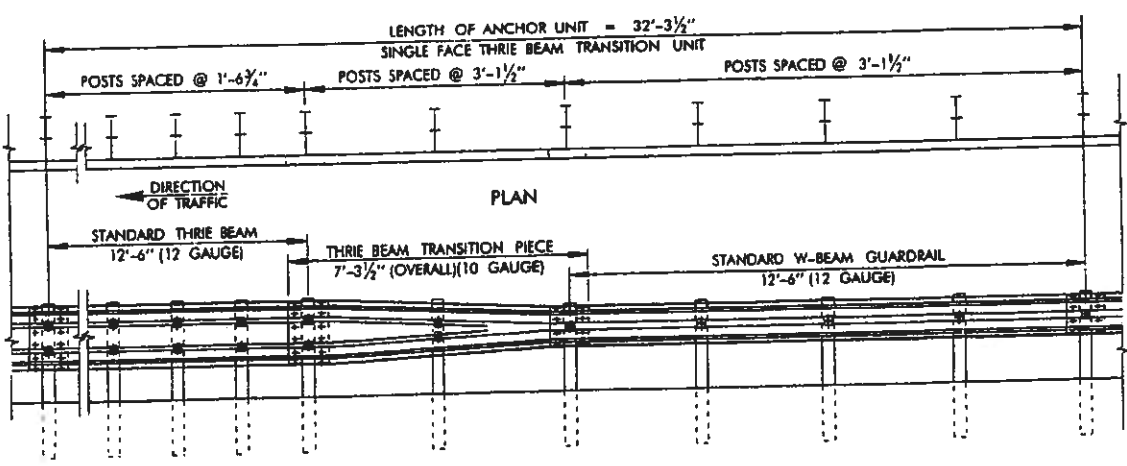
THRIE BEAM GUARDRAIL SECTION



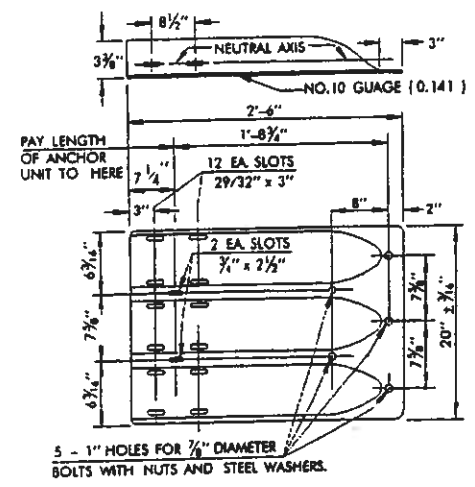
THRIE BEAM TRANSITION SECTION - RIGHT  
THRIE BEAM TO W-BEAM CONNECTION



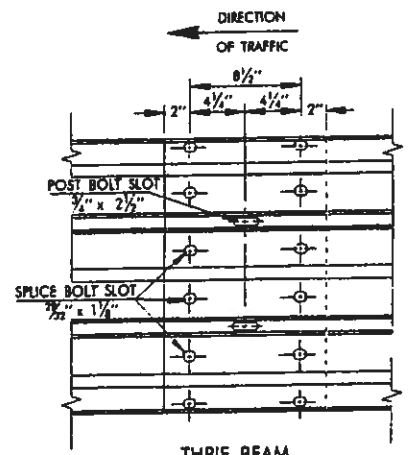
THRIE BEAM TRANSITION SECTION - LEFT  
THRIE BEAM TO W-BEAM CONNECTION



THRIE BEAM TRANSITION UNIT



THRIE BEAM  
SPECIAL END SHOE  
TERMINAL CONNECTION



THRIE BEAM  
BEAM SPLICE

GENERAL NOTES

1. ALL CONSTRUCTION AND MATERIAL REQUIREMENTS SHALL BE IN ACCORDANCE WITH THE 1999 ENGLISH STANDARD SPECIFICATIONS.
2. ALL GUARDRAIL, METAL POSTS, PLATES AND HARDWARE SHALL BE GALVANIZED AFTER FABRICATION.
3. ANY FIELD CUTS OR HOLES DRILLED IN GALVANIZED MATERIALS SHALL BE COATED WITH A ZINC OXIDE PAINT. (SEE 1999 ENGLISH STANDARD SPECIFICATIONS, SECTION 730.06)
4. MAXIMUM POST SPACING FOR THE TRANSITION UNIT SHALL BE 3'-1 1/2". SEE LIMITS OF THRIE BEAM CONSTRUCTION.
5. GUARDRAIL LAPS SHALL BE TOWARD THE BRIDGE ON BOTH SIDES OF THE APPROACH ROADWAY AND SHALL LAP IN THE DIRECTION WITH TRAFFIC ACROSS THE BRIDGE.
6. SEE 1999 ENGLISH ROADWAY STANDARD GRH-3 (LATEST REVISION) AND AASHTO M 180-97 FOR ADDITIONAL DETAILS.
7. THIS STANDARD ONLY APPLIES WHEN THRIE BEAM GUARDRAIL TRANSITIONS TO AND/OR FROM W-BEAM GUARDRAIL.
8. ALTERNATE POSTS AND/OR BLOCKOUTS MAY BE SUBSTITUTED IF THEY COMPLY WITH NCHRP 350, TEST LEVEL 3 AND APPROVED BY THE ENGINEER.

BASIS OF PAYMENT

ITEM NO.	ITEM	UNIT
623.06(E)	THRIE BEAM TRANSITION UNIT	EA.

▲ INCLUDES THRIE BEAM RAIL, TRANSITION SECTION(S), POSTS AND HARDWARE, AS SHOWN ON DETAILS.

APPROVED BY ROADWAY ENGINEER *C. M. Lukowski* DATE 4/9/03

OKLAHOMA DEPT. OF TRANSPORTATION  
ROADWAY STANDARD (ENGLISH)  
THRIE BEAM  
TRANSITION UNIT