

**KANSAS DEPARTMENT OF TRANSPORTATION
SPECIAL PROVISION TO THE
STANDARD SPECIFICATIONS, EDITION 2007**

Delete SECTION 808 and replace with the following:

SECTION 808

REMOVAL OF EXISTING PAVEMENT MARKINGS

808.1 DESCRIPTION

Remove the existing pavement markings and symbols as shown in the Contract Documents.

BID ITEMS

Pavement Marking Removal
Pavement Marking Removal (Plowable Raised Marker)

UNITS

Linear Foot
Each

808.2 MATERIALS - None specified.

808.3 CONSTRUCTION REQUIREMENTS

a. Removal of Existing Stripes and Symbols. Completely remove the existing pavement markings and symbols without damaging the asphalt or concrete pavement surface or longitudinal and transverse joints. Waterblasting will only be allowed for removal of markings on concrete surfaces. As the work progresses, remove all material deposited on the pavement as a result of the removal operations. When blast cleaning within 10 feet of the traveling public, continuously remove all residue and dust.

When replacement of the removed existing markings is a part of the Contract Documents, follow the manufacturer's requirements for the new pavement markings as to the method of removal of the existing markings, or surface preparation requirements.

b. Removal of Plowable Raised Markers. If the plowable raised markers are to be reinstalled, remove them without damaging. All damaged plowable raised markers will be replaced at the Contractor's expense.

c. Repair. Use methods approved by the Engineer to repair all pavement damaged during the pavement marking removal operations.

808.4 MEASUREMENT AND PAYMENT

The Engineer will measure the removal of each skip and solid line of existing pavement marking by the linear foot.

The Engineer will measure each plowable raised marker removed.

The Engineer will not measure removal of existing pavement marking symbols for payment.

Payment for "Pavement Marking Removal" and "Pavement Marking Removal (Plowable Raised Marker)" at the contract unit prices is full compensation for the specified work.