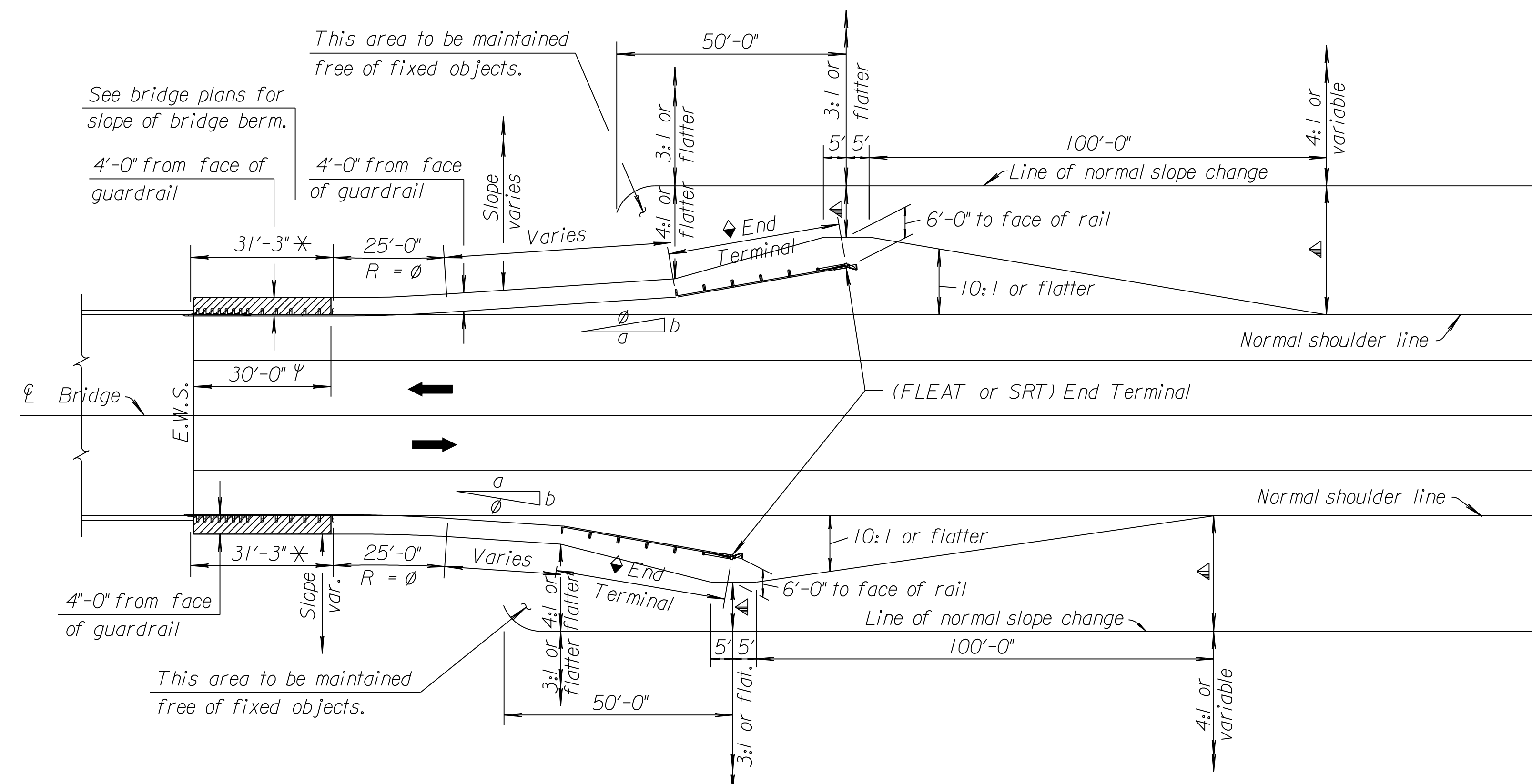
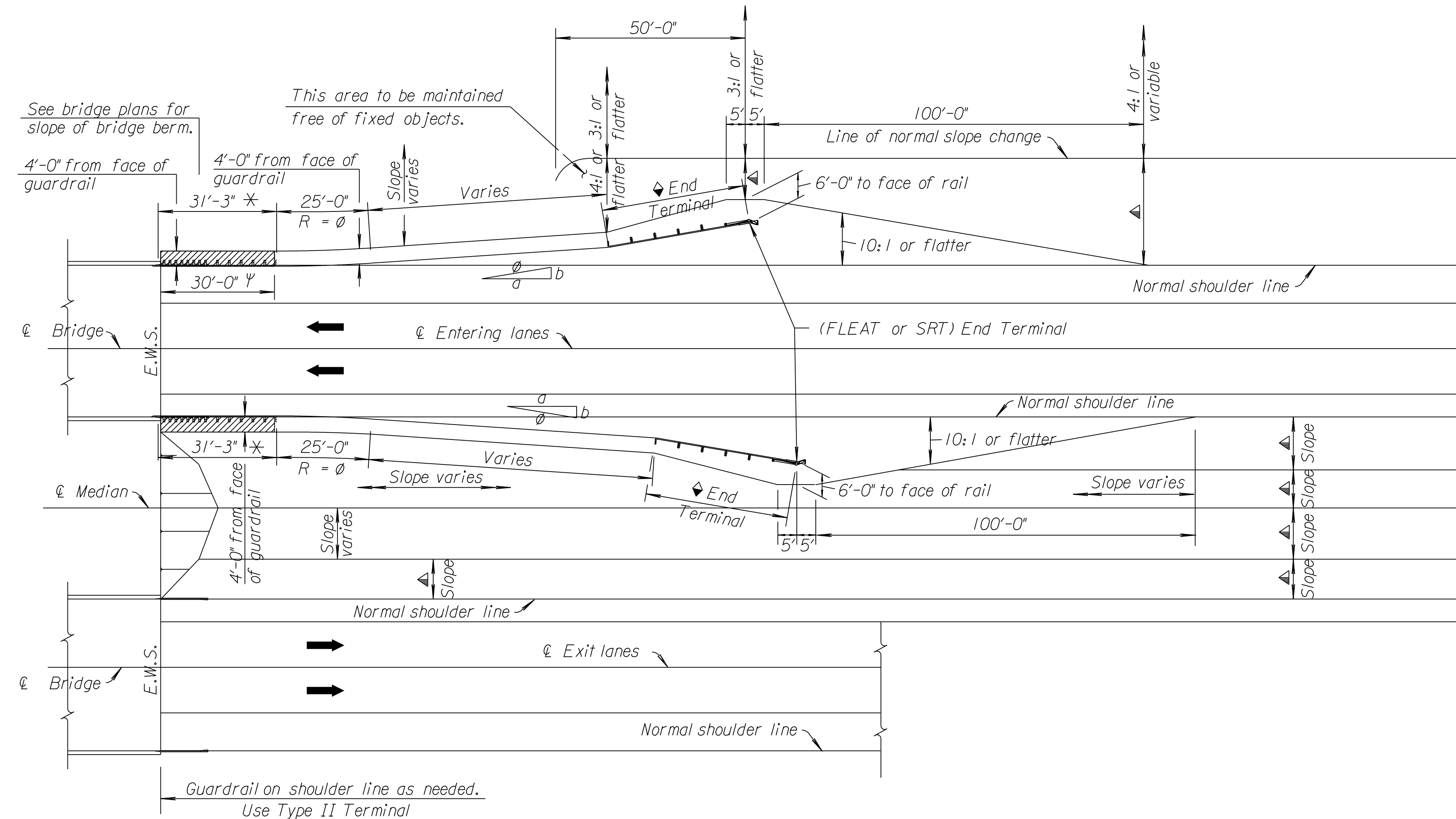


Note to Designer: Guardrail length of need shall be determined in accordance with the AASHTO Roadside Design Guide using $L_1 = 43.75'$ for flare rate of $a:b$ and $L_1 = 37.5'$ for flare rate of $2a:b$ for a typical installation as shown on this sheet. This sheet shall be used when the flared guardrail design with (FLEAT or SRT) is selected. Material for asphalt guardrail widening shall be included in the plan quantities.



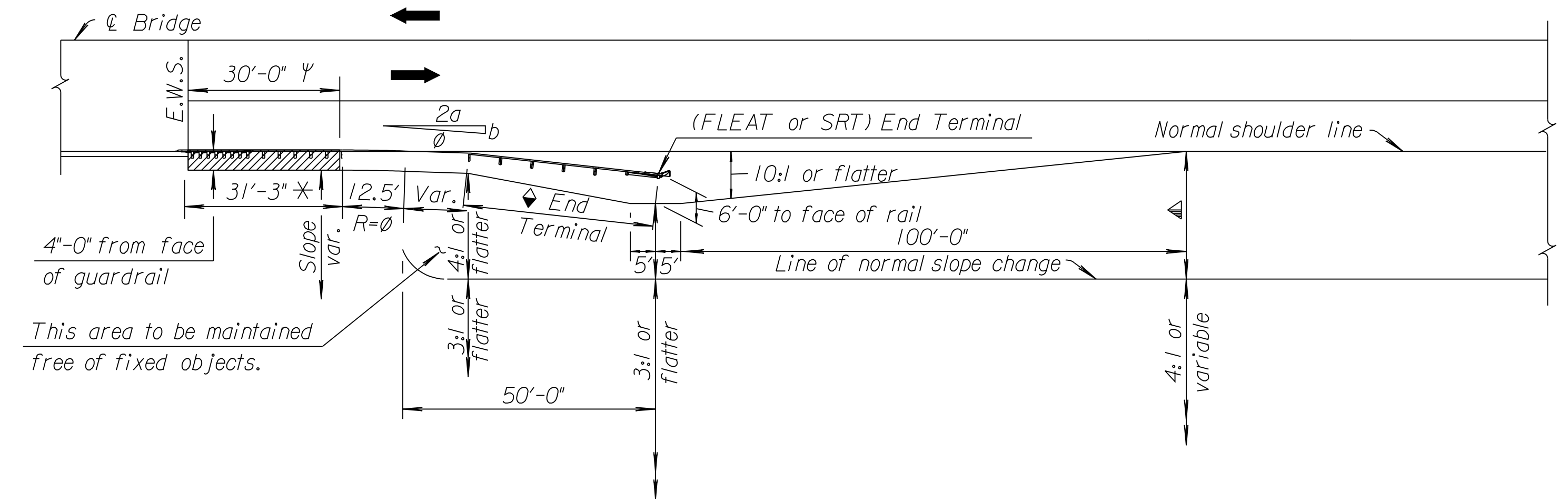
THRIE BEAM TRANSITION - TWO LANES



THRIE BEAM TRANSITION - FOUR LANES (DIVIDED)

Design Parameters				
Design Speed (mph)	Flare Rate (a:b)	Radius (R)	Flare Rate (2a:b)	Radius (R)
70	15:1	375.55'	30:1	375.14'
60	14:1	350.59'	26:1	325.16'
55	12:1	300.69'	24:1	300.17'
50	11:1	275.76'	21:1	262.70'
45	10:1	250.83'	18:1	225.23'
40	8:1	201.04'	16:1	200.26'

Note: Flare rate of $a:b$ and curve length of 25'-0" shall be used when guardrail is beyond shyline, flare rate of $2a:b$ and curve length of 12'-6" shall be used when guardrail is located inside the shy line.



ALTERNATE TREATMENT - TWO LANES
Flare Rate = $2a:b$

- * Thrie Beam Transition. See Std. Drawing RD613 for details and general note.
- ϕ See Design Parameters table on this sheet for radius, length of curve and flare rate information.
- Δ Normal project side slope. See typical sections.
- \blacklozenge See appropriate end terminal details.
- Ψ 4" Asphalt material placed on 4'-0" embankment widening unless flume inlet and slope drain is constructed.

Drawn By: Plotted: 11/24/2009
 File: K:\3575\ACADD\SHEETS\STANDARDS\KDOT\STD612A.dgn

NO.	DATE	REVISIONS	BY	APP'D
5	1-10-07	Changed Bituminous to Asphalt	S.W.K.	J.O.B.
4	1-20-04	Revised end terminal options.	S.W.K.	J.O.B.
3	10-24-00	Revised Bituminous widening length.	R.J.S.	J.O.B.

KANSAS DEPARTMENT OF TRANSPORTATION

THRIE BEAM GUARDRAIL
BRIDGE APPROACH TRANSITION
TYPICAL ALIGNMENTS (FLARED)

RD612A

FHWA APPROVAL	11-02-04	APP'D. James O Brewer	
DESIGNED	DETAILS	QUANTITIES	TRACED
DESIGN CK.	DETAIL CK.	QUAN. CK.	TRACE CK. S.W.K.