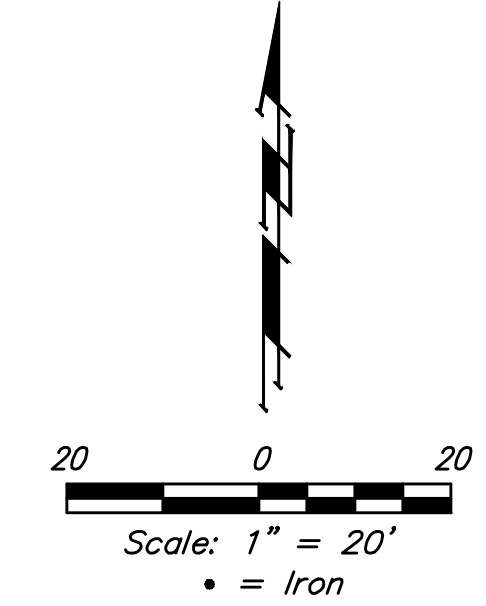


BENCHMARKS:

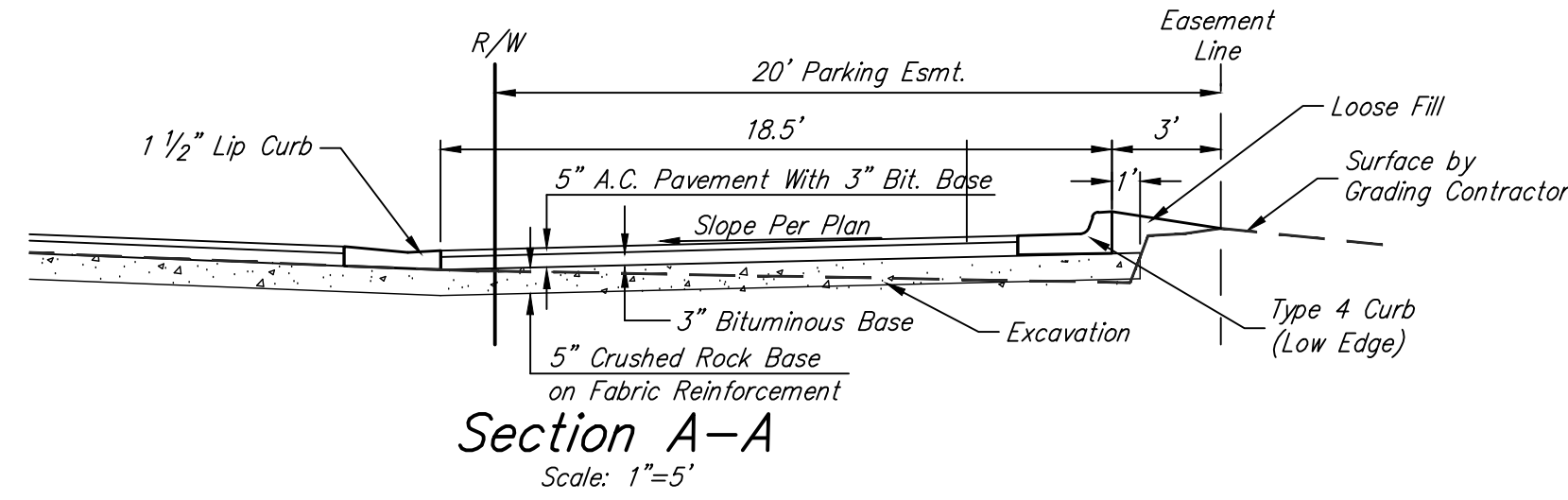
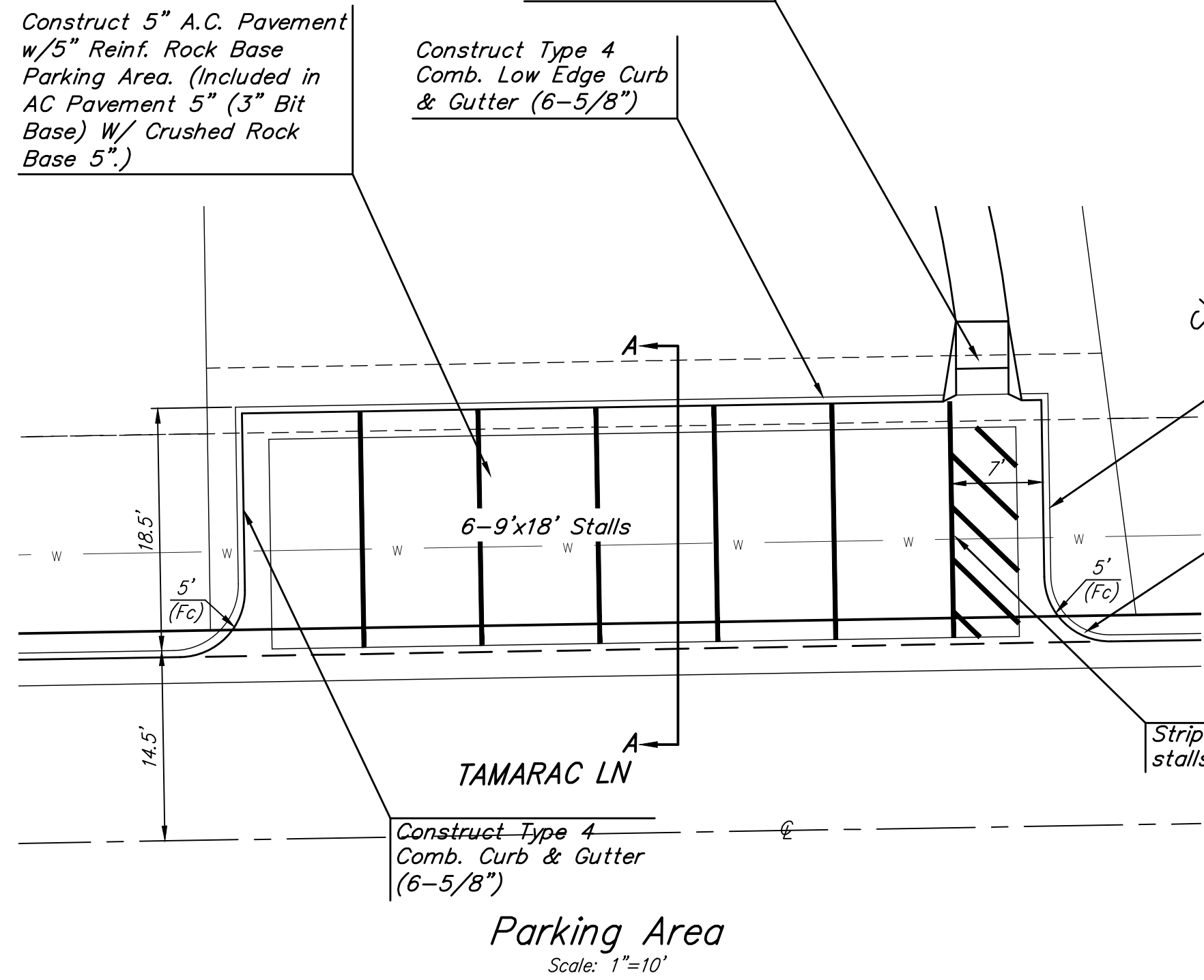
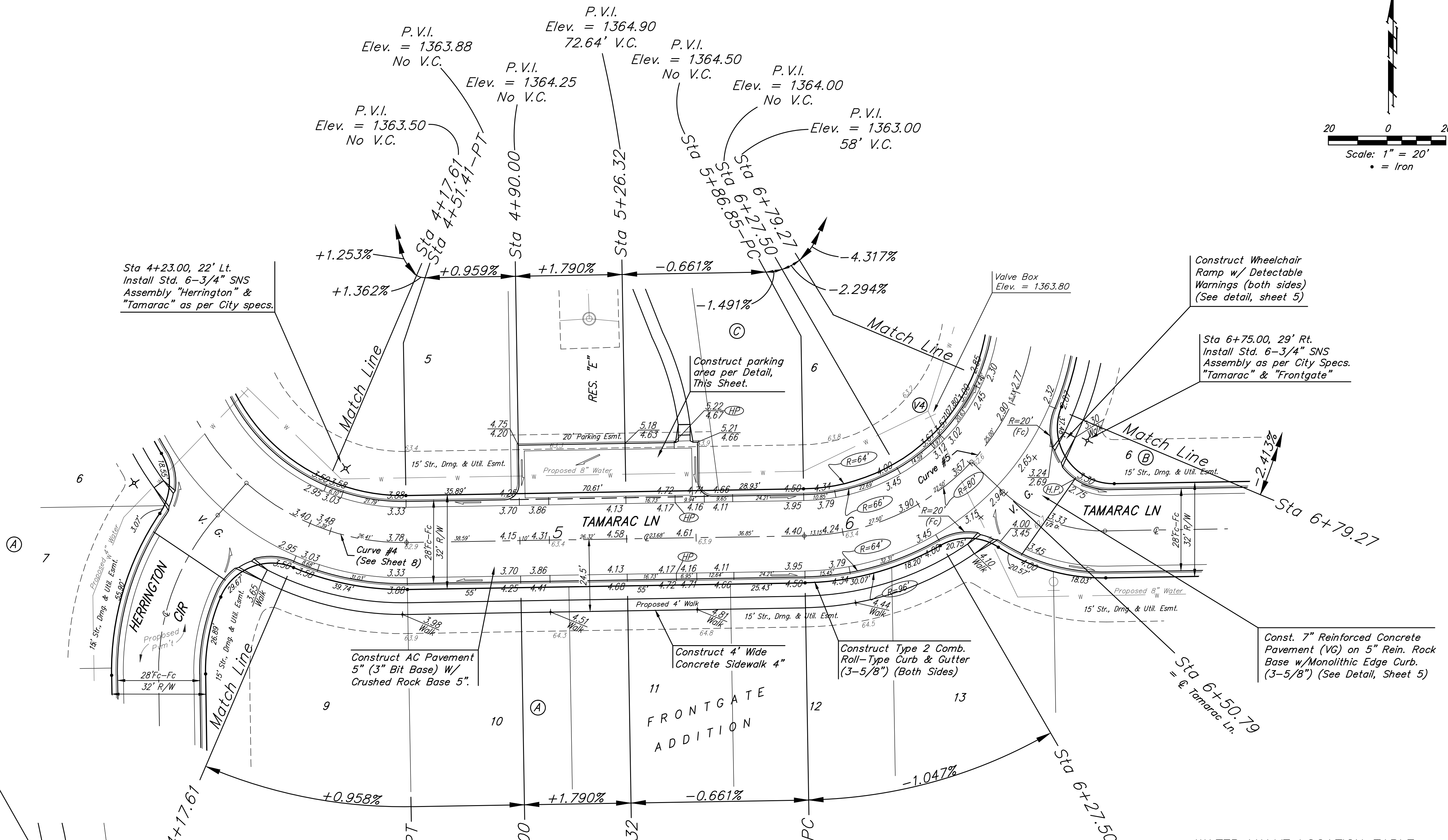
BM #1: CITY OF WICHITA DISC - WEST END OF CONCRETE HEADWALL OF REINFORCED CONCRETE BOX CULVERT, SOUTHEAST CORNER OF JACKSON HEIGHTS AND CENTRAL, 66.7' EAST & 11.6' NORTH OF THE NORTHEAST CORNER OF RESERVE "C", FRONTGATE ADDITION. ELEV. = 1349.46 NAVD88

BM #2: SQUARE CUT ON TOP OF REINFORCED CONCRETE BOX CULVERT, 19.2' WEST & 24.7' NORTH OF THE NORTHWEST CORNER OF RESERVE "B", FRONTGATE ADDITION. ELEV. = 1351.80 NAVD88



Curve #5
Curve Data Based on Centerline
Rad. = 80' Delta = 96°30'42" Tangent = 89.65'
Arc = 134.75' L.C. = 119.38' Def./Ft. = 21.48683 Min.

Station	Arc	Face Chord Lengths		Defl.	Total Defl.
		8' Left	8' Right		
5+86.85	-	-	-	0'00'00"	0'00'00"
6+00.00	13.15'	9.52'	16.75'	4'42'33"	4'42'33"
6+25.00	25.00'	18.05'	31.75'	8'57'10"	13'39'43"
6+27.50	2.50'	1.81'	3.19'	0'53'43"	14'33'26"
6+50.00	22.50'	16.26'	28.59'	8'03'28"	22'36'54"
6+50.79	0.79'	0.57'	1.01'	0'16'58"	22'53'52"
6+75.00	24.21'	17.49'	30.75'	8'40'12"	31'34'04"
6+80.33	5.33'	3.86'	6.79'	1'54'31"	33'28'35"
7+00.00	19.67'	14.23'	25.02'	7'02'39"	40'31'14"
7+21.60	21.60'	15.61'	27.46'	7'44'07"	48'15'21"



WATER VALVE LOCATION TABLE

VALVE NUMBER	STREET	BASELINE STATION	OFFSET DISTANCE	OFFSET DIRECTION
V4	Tamarac Ln.	6+54.15	20'	Lt.

Paving contractor will be responsible to operate all water valves on the project, in the presence of the inspector, to ensure accessibility to the valves, and that all valves (except blowoffs) are left in the "ON" position when the project is completed.

NOTE: Roll Type Curb & Gutter (Type 2) to be constructed on the pavement shown on this sheet. Top of curb elevations are given for Full Height Curb (Type 4).

**FRONTGATE ADDITION
TAMARAC LN.**
STA 4+17.61 TO STA 6+80.33

Baughman
ENGINEERING | SURVEYING | PLANNING | LANDSCAPE ARCHITECTURE

PROJECT NUMBER: 472-85099
OCA NUMBER: 766298
DESIGN: AEG
DRAWN: TMS
DATE: 7/23/13
SCALE: Noted
SHEET: 9 OF 26

E:\Projects\Frontgate_13-01-P925\Engineering\Phase 1\Str. 1342-E872\Str.dwg