

ILLINOIS HIGHWAY INFORMATION SYSTEM

ROADWAY INFORMATION AND PROCEDURE MANUAL

ITEM NAME SHOULDER INSIDE TYPE 1					ITEM NO. 22C
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ENTERED BY	STATE	NON- STATE	HPMS	MUNI	EFFECTIVE DATE
District Program Development	YES	YES	YES	OPT	7/1/2014
UPDATE	GIS NAME				DATABASE NAME
Shoulders	I_SHD1_TYP				InsideShoulder1Type

DESCRIPTION AND PURPOSE OF ITEM

This item indicates, for divided highways only, the shoulder type of:

- 1) the inside (median) shoulder when identifying only the predominant type or
- 2) optionally, when identifying composite shoulder types, the inside (median) shoulder type immediately adjacent to the driving surface. If Shoulder Inside Type 1 on one side of the median is different than the other side, use the lower numbered type code.

This information is used to determine highway cross sections for safety analysis and other special studies.

This item can be obtained from construction plans or, if plans are unavailable, field review. If in question, contact the district Bureau of Program Development.

CODE AND SCREEN ENTRY INSTRUCTIONS

A 1-digit numeric code.

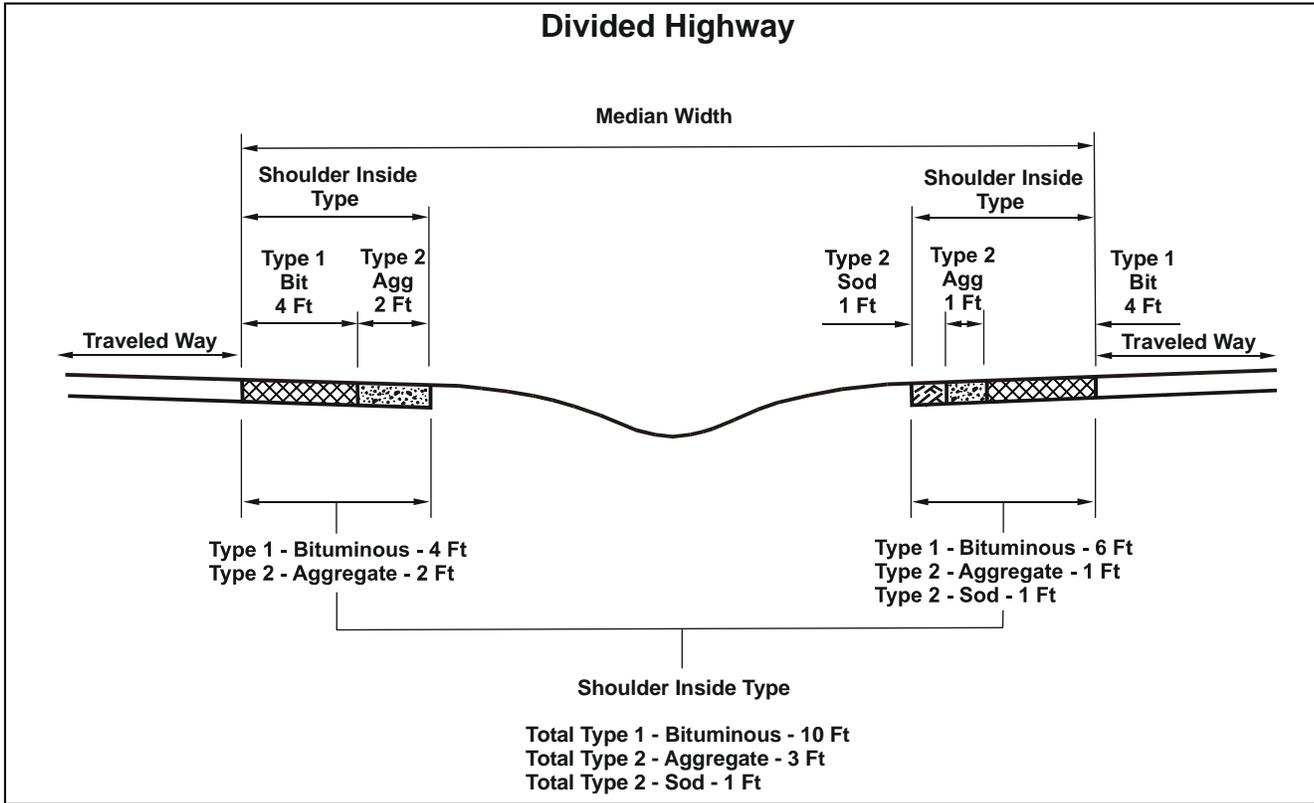
<u>Code</u>	<u>Description</u>
0	<u>Not applicable</u>
1	<u>Earth</u> - natural soil with neither turf nor 3 ft wide aggregate wedge on soil.
2	<u>Sod</u> - natural soil covered with turf, when the turf is not removed during regular maintenance operations.
3	<u>Aggregate</u> - gravel, shell, or granular material capable of supporting intermittent traffic loads under most weather condition.
4	<u>Surface treated</u> - treated with bituminous or other stabilizing admixtures.
5	<u>Bituminous</u> - a bituminous surface (Includes 1 ft wide shoulder strips).
6	<u>Concrete-untied</u> - a Portland cement concrete surface that is not tied to the mainline pavement.
7	<u>Concrete-tied</u> - a Portland cement concrete surface that is tied to the mainline pavement.
8	<u>"V" Gutter</u>
9	<u>Curb and Gutter</u>

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Method 1:

- Shoulder Inside Type 1 = 5 - Predominantly Bituminous
- * Shoulder Inside Type 2 = 0 - Not Applicable

*When using Method 1, Shoulder Inside Type 2 (Item 22D) must be Zero.

Method 2:

- Shoulder Inside Type 1 = 5 - Predominantly Bituminous
- Shoulder Inside Type 2 = 3 - Predominantly Aggregate