



**COUNTY OF EL DORADO
DEPARTMENT OF TRANSPORTATION**



INTEROFFICE MEMORANDUM

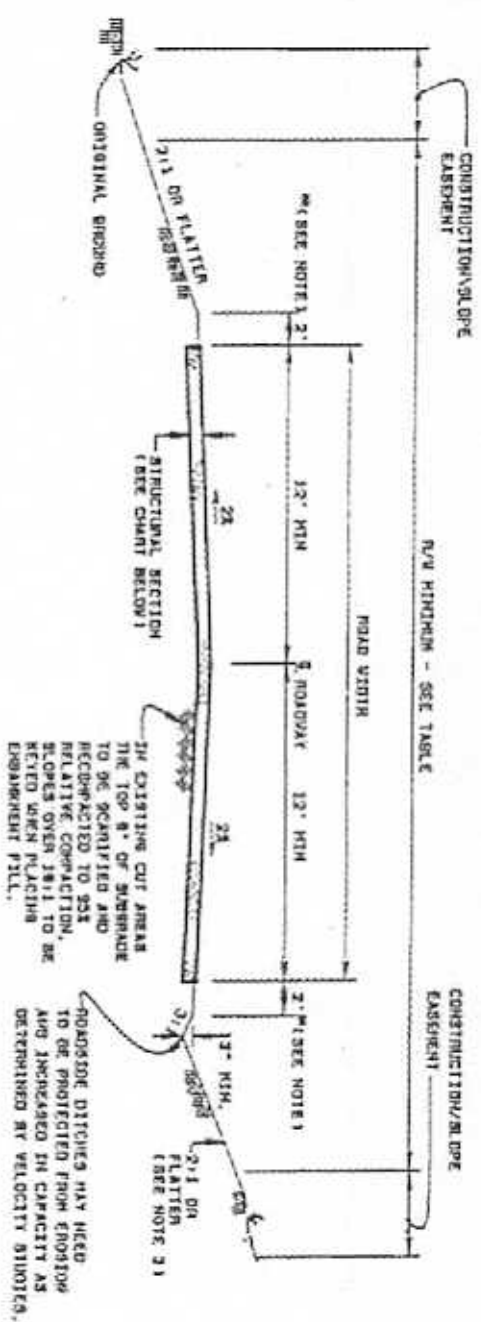
Date: May 1, 2007
To: Michael Baron, Project Planner
From: Eileen Crawford, Supervising Civil Engineer
Subject: P06-0032 BOS Appeal Response
Project: Gene & Joan Thorne Parcel Map
Location: Jayhawk Drive, 0.5 miles west of the Deer Valley Road, in the Rescue Area
APN: 102-120-13

Department of Transportation (DOT) has reviewed the subject tentative parcel map to create two additional parcels, resulting in two 10 acre parcels and one 11.5 acre parcel on 31.59 acres.

The applicants, Gene and Joan Throne, have appealed the conditions by DOT that state:

6. The applicant shall widen the on-site access roadway and the on-site portion of Jayhawk Drive to a width of 24 feet with 2 foot wide shoulders on each side per El Dorado County Standard Plan 101C. The improvements shall be substantially completed, to the approval of the Department of Transportation or the applicant shall obtain an approved improvement agreement with security, prior to the recordation of the parcel map.
7. The applicant shall improve the off-site portion of Jayhawk Drive from the project boundary to Deer Valley Road to a width of 18 feet, as specified in El Dorado County Standard Plan 101C and Section 3 A) 2) c) ii, of the Design and Improvement Standards Manual. The improvements shall be substantially completed to the approval of the Department of Transportation or the applicant shall obtain an approved improvement agreement with security, prior to the recordation of the parcel map.
8. The applicant shall provide or verify a turn around at the end of the on-site roadway that complies with the provisions of County Standard Plan 114 . The improvements shall be substantially completed to the approval of the Department of Transportation or the applicant shall obtain an approved improvement agreement with security, prior to the recordation of the parcel map.

DOT's has conditioned the onsite roadways to the Design and Improvement Standards Manual (DISM) standard plan 101C



R/W	ROAD WIDTH	MAXIMUM ADT	STRUCTURAL SECTION AGGREGATE SURFACE	DESIGN SPEED	MAX. GRADE
50'	24'	LESS THAN 3,000	6" SB	20	12% #
50'	24'	3001 TO 5,000	6" AB	25	12% #
60'	18'	5001 TO 7,000	6" AB	30	12%
60'	48'	GREATER THAN 7,000	8" AB	35	12%

APPROVED: *[Signature]*
 DIRECTOR OF TRANSPORTATION
 SENIOR CIVIL ENGINEER

DESIGN SPEED

DATE: 01/03/98
 DRAWN: JK/SN/DJ
 CHECKED: SNP
 PROJECT: 033427
 T.E. NO.

EL DORADO COUNTY
 DEPARTMENT OF TRANSPORTATION
 DESIGN STANDARDS



RURAL
 SUBDIVISION
 & PARCEL MAP
 ROADWAYS

BTD.
 PLAN
 101C

NOTES:

1. EMBANKMENT SHALL BE COMPACTED TO 90% C.T.H. 201F OR A.S.T.M. 15851. THE TOP 6" OF NATIVE SUBGRADE WILL BE COMPACTED TO 95%. AS WELL AS CLASS II AGGREGATE BASE & SURFACE.
2. CUT AND FILL SLOPES SHALL BE NO STEEPER THAN TWO HORIZONTAL TO ONE VERTICAL UNLESS A CIVIL ENGINEER OR GEOTECHNICAL ENGINEER DETERMINES THAT A STEEPER SLOPE WILL BE SAFE FOR THE INTENDED USE. WILL NOT BE SUSCEPTIBLE TO EROSION, AND WILL NOT CAUSE ADDITIONAL MAINTENANCE.
3. GRAVEL SURFACE BELOW 2000' SHALL BE COMPACTED ACCORDING TO SURFACE. UNDER GRADE EXCEED 15% AND OR GRAVEL GRANULES OVER 3,000 FT. FLYING WITH A CHIP SEAL WILL BE APPLIED OVER R/W OR AB. SEE NOTE 5 FOR CHIP SEALS AND NOTE 6 FOR A.C. INFILTRATION.
4. CHIP SEAL SURFACE IS NEARLY SEAL PLACED OR COMPACTED ACCORDING TO SET WITH A ROLLER APPLICATION OF 2/8" OR 20 CHIPS. WITH A TOP COMPOUND OF 1/4" OR 210 CHIPS.
5. WHERE ROAD WIDTHS ARE 40' OR GREATER, THE 20' SIDE 4" OR EACH SIDE NEEDED FOR A.C. SURFACE. BUT FINISHED GRADE OF 4' A.D. SHOULD BE MAINTAINED AT 2' WITH 1/4" SHIELD A.C. GRADE. DAMAGE WILL BE CONTINGENT TO 50 AD TO NOT EXCEED 100%.
6. ADT'S SHALL BE UNDER 5000 IN THE LAND CAPABILITY REPORT UNLESS DETERMINED BY THE COUNTY ENGINEER.
7. OVER ALL CLASSES II AGGREGATE BASE. ASPHALT CONCRETE SHALL BE TYPE 0 PER CALTRANS SPECIFICATION 59. FOR QUANTITIES EXCEEDING 75 AND ELEVATIONS OVER 3,000 FT. 2/4" MAX. H.A. HED. TYPE 0 TO BE USED. THE A.C. SECTION WILL BE 2" OVER 6" OF AB. LACK DEPT TO BE USED BETWEEN A.C. LIFTS.

90% TO SCALE

> LOTS