



PWL EXPERIENCE

MILESTONE CONTRACTORS, L.P.

**BRAD D. CRUEA,
QUALITY CONTROL MANAGER**

PWL PROJECTS

- 2 PROJECTS
- Controlled by INDOT's PWL Specification, developed by a joint committee of DOT, FHWA, and Industry.

– (Before this spec we only dealt with FAA)



Project Information

- 1 ½” Overlays, preceded by 1” mill
- Placed a 9.5 mm Superpave surface



PWL Spec Information

- Binder Content = 20%
- Air Voids = 35%
- VMA = 10%
- Core Density = 35%



PWL Values

- AQL = 90
- RQL = <42



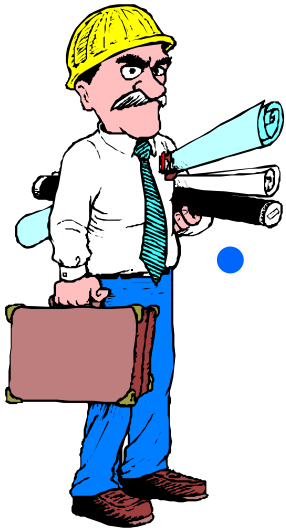
Sampling

- 1 Sample per Sublot
 - 600 tons for Surface
 - 1000 tons for Intermediate and Base
- 5 Sublots per Lot



Plate Samples

- Random location chosen by PE
- Samples taken from roadway
 - 2 Gyratory Pills
 - 1 Gmm
 - 1 Binder Content



- Average/St. Dev. for the 5 Sublot Samples.

Density Samples

- Random Location chosen by PE
- 2 locations per Sublot
- 10 Roadway CORES per Lot.
- Average/St. Dev. Of All 10 Cores.



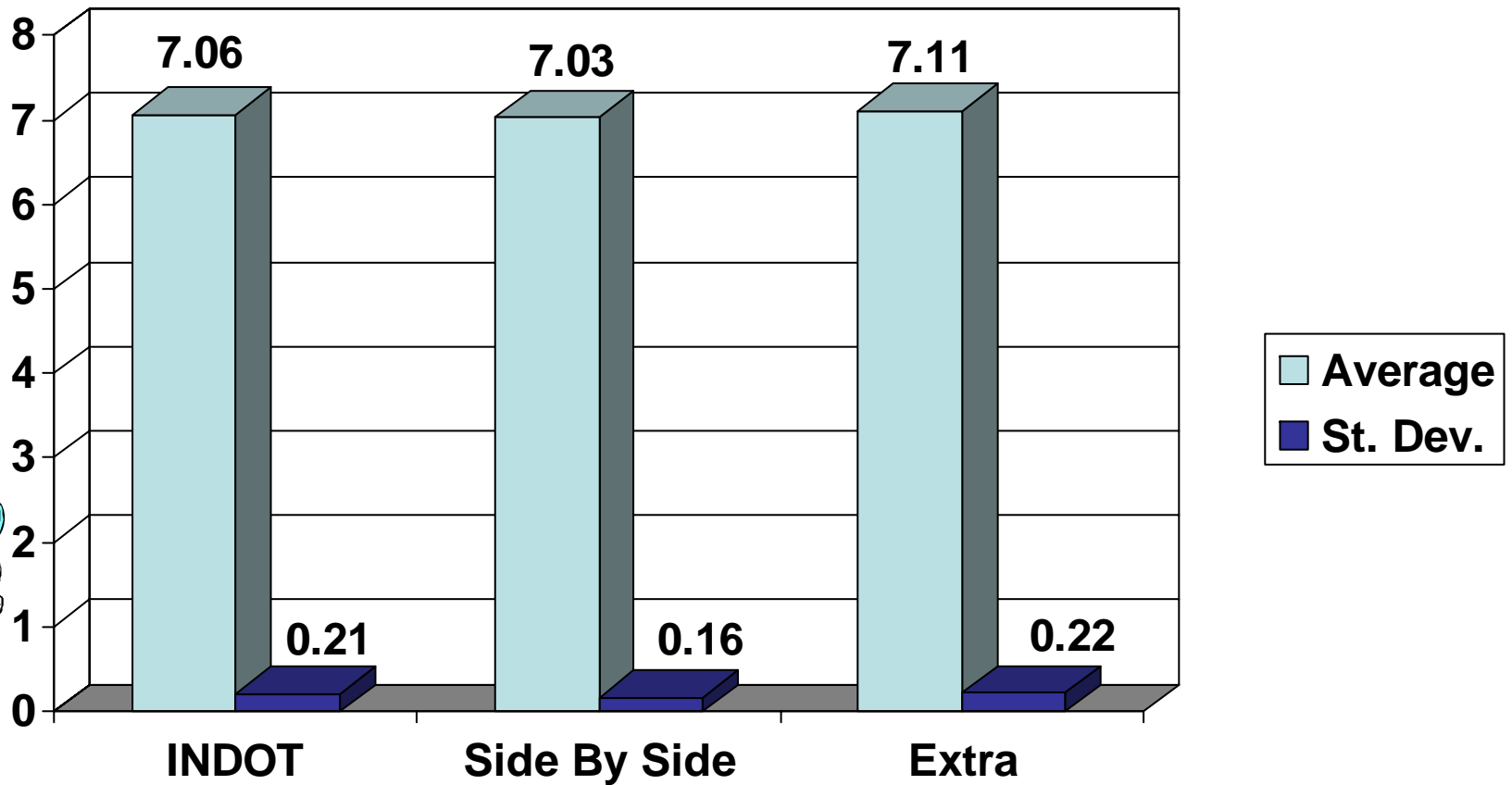
3 Sets of Samples (All From Road)

- INDOT (Pay)
- Milestone (QC)

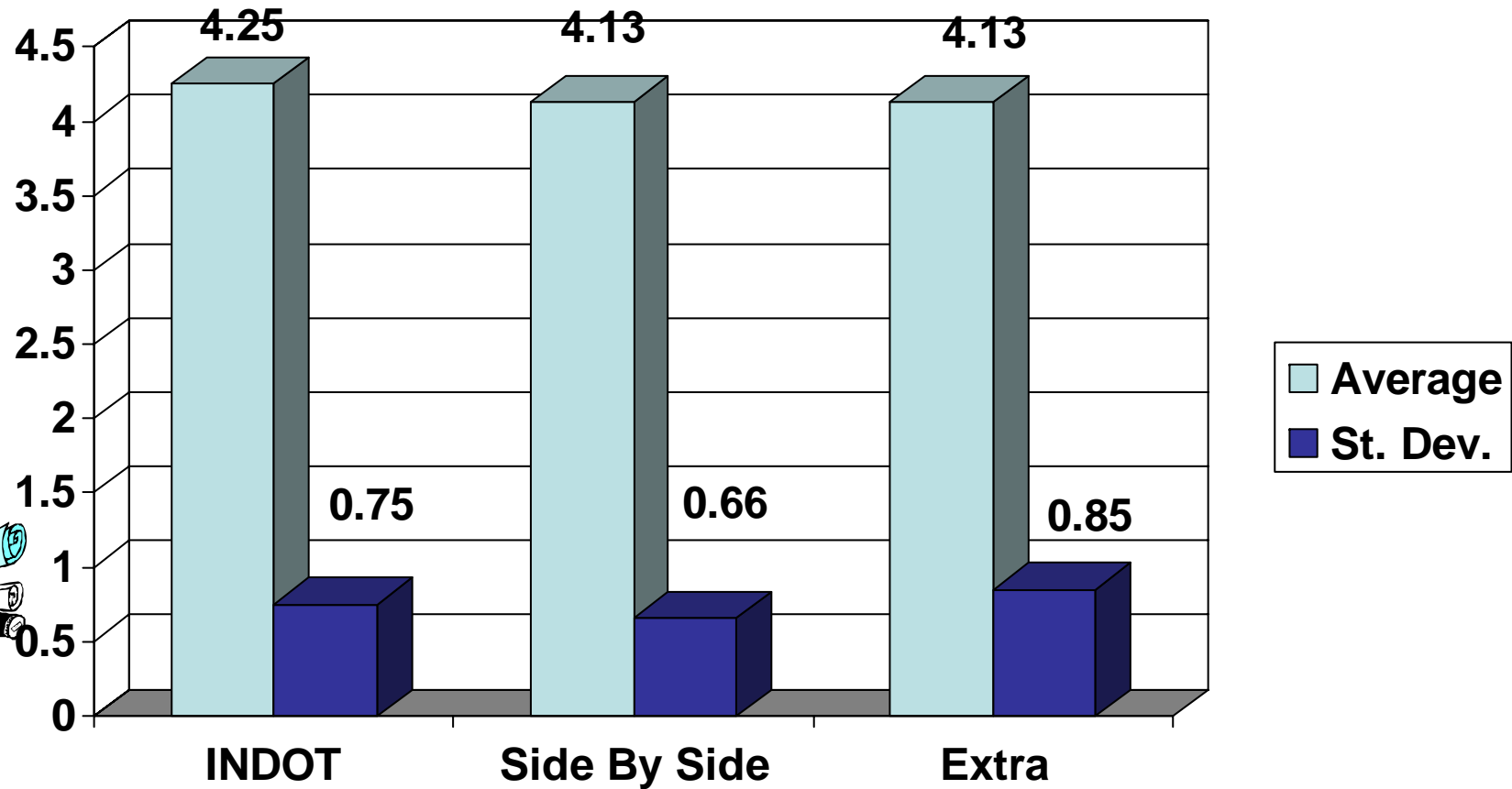


- “Extra” Sample, This sample is being used to develop verification tolerances for a later “Contractor Acceptance” specification. A different random location was used.

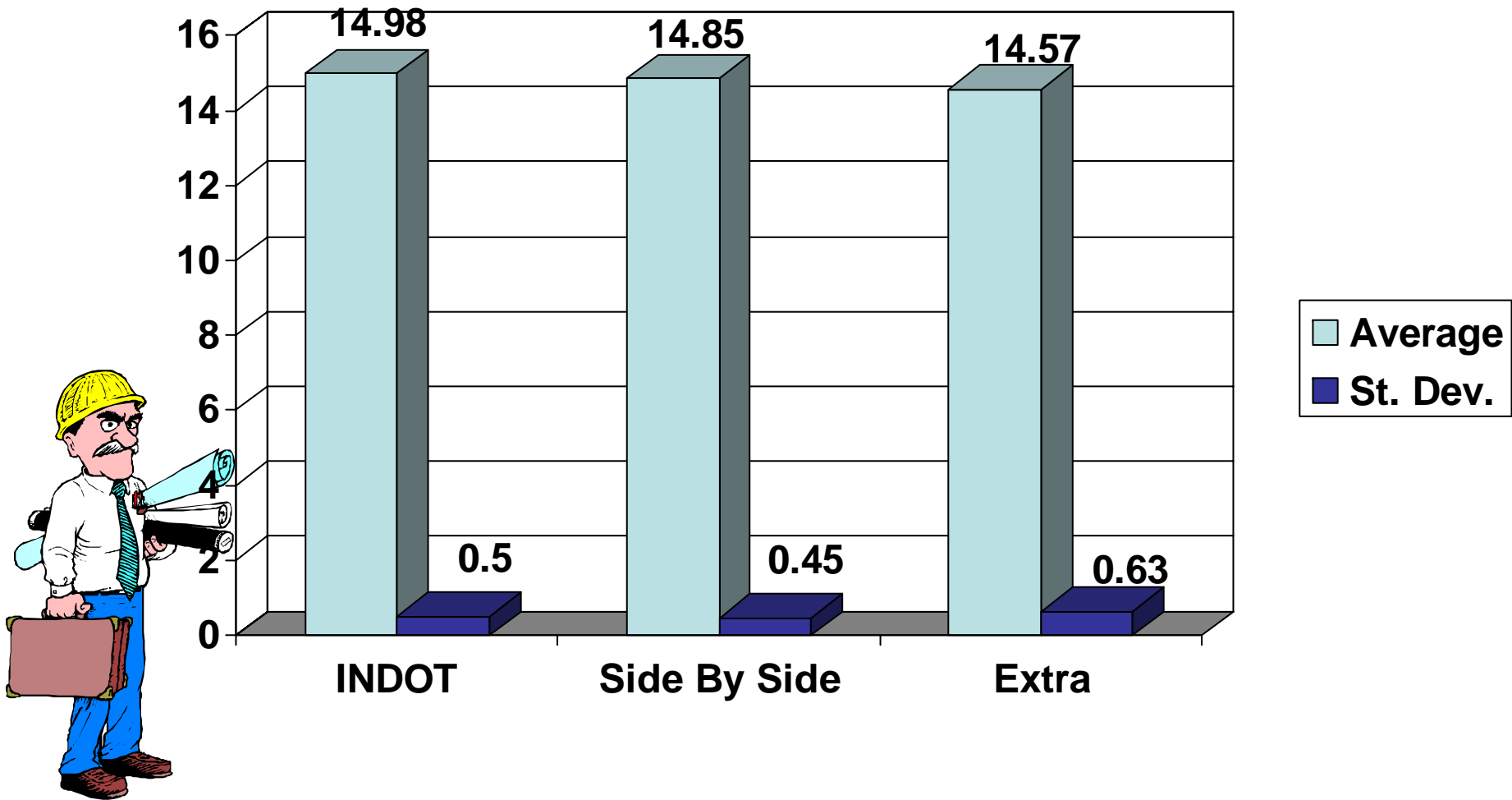
US-31 Binder Content



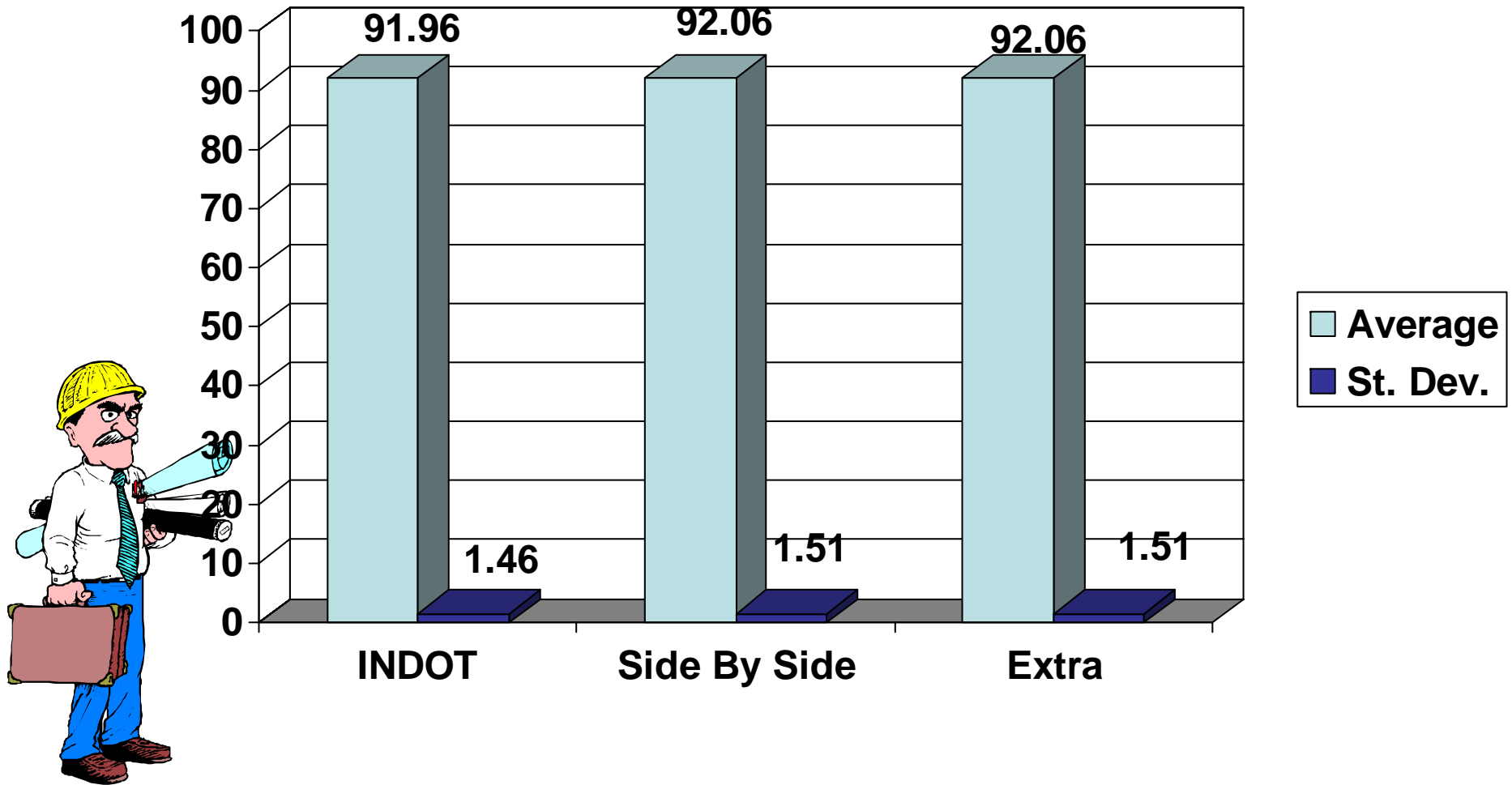
US-31 Air Voids



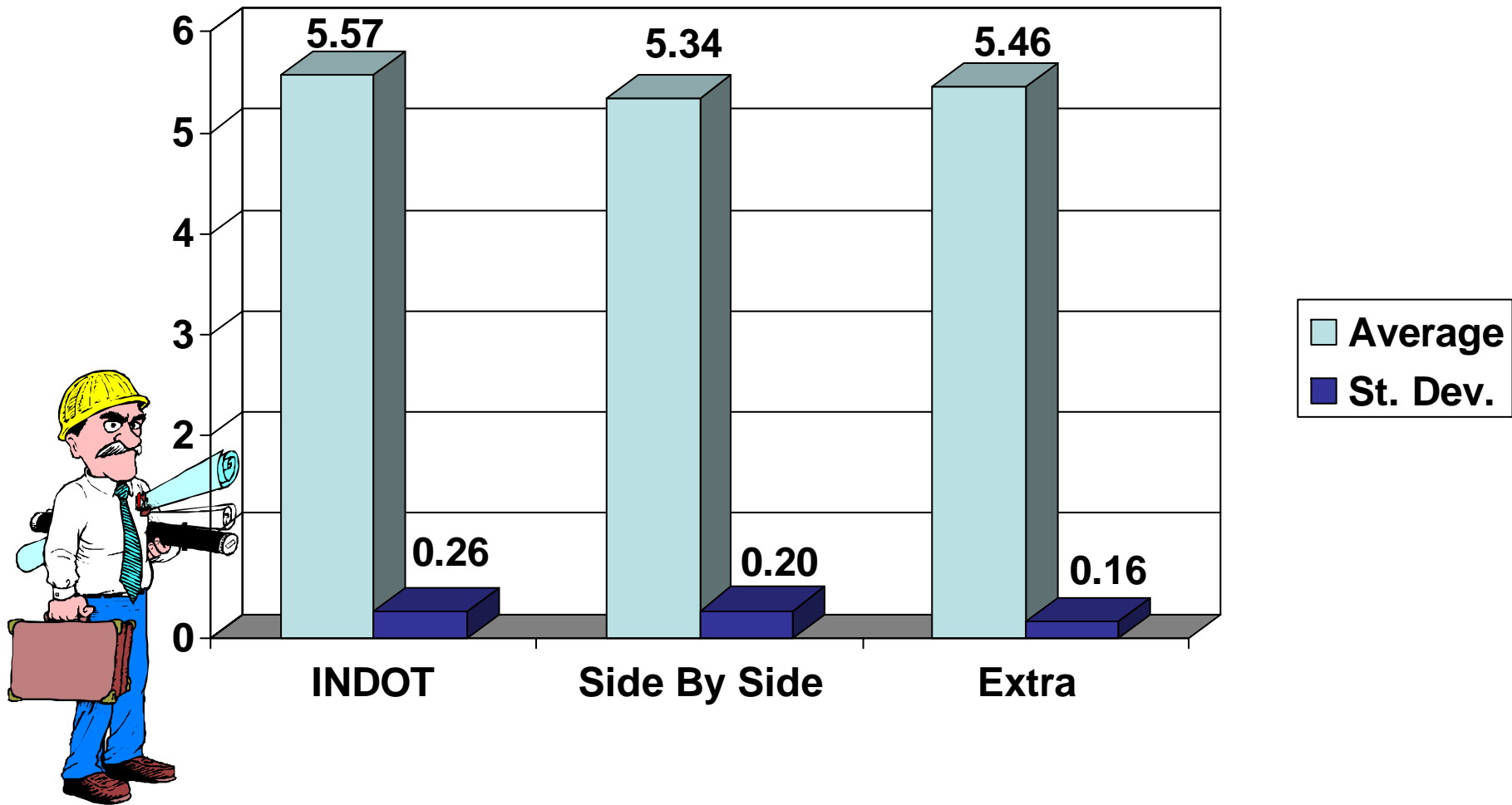
US-31 VMA



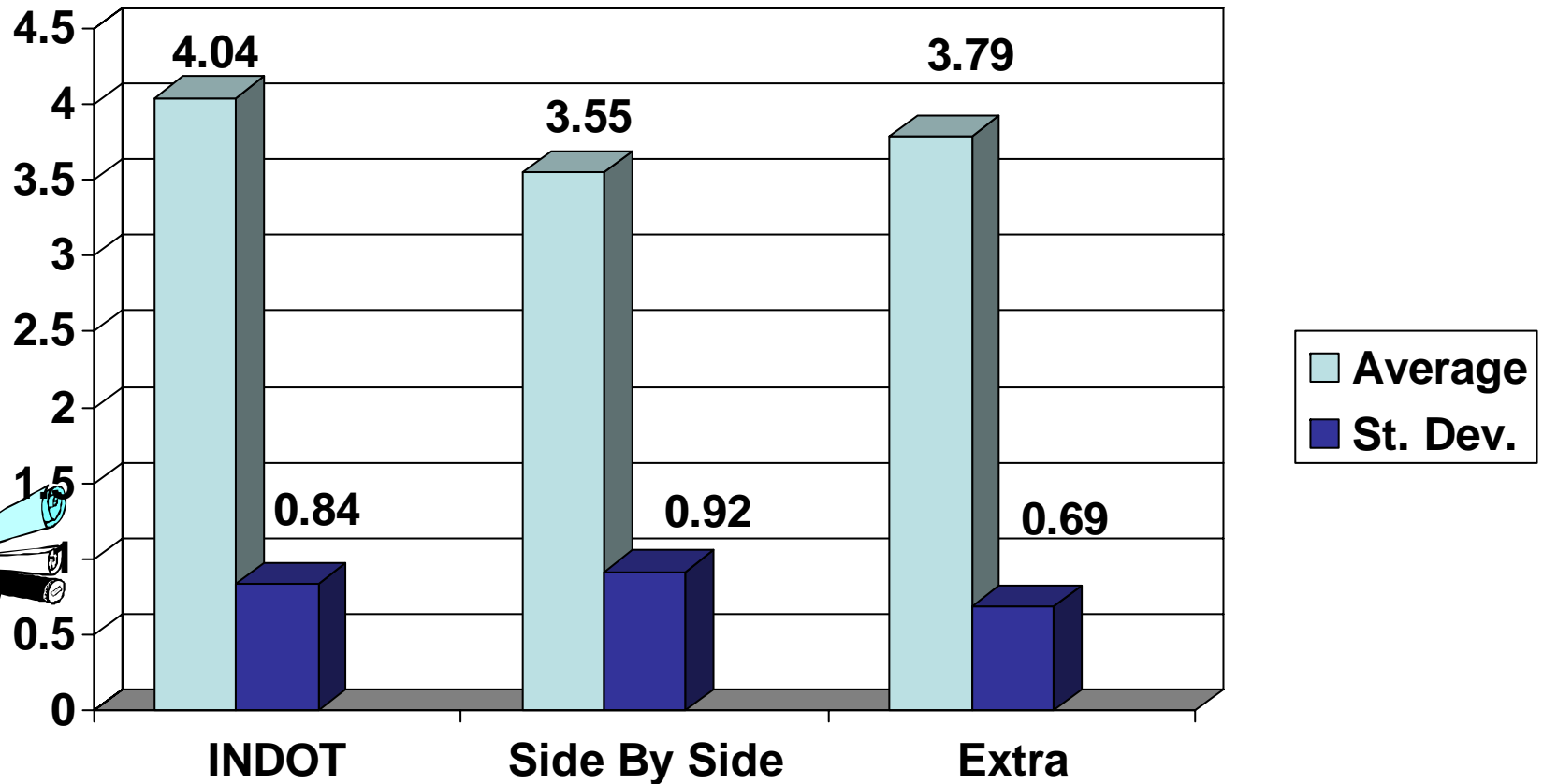
US-31 Density



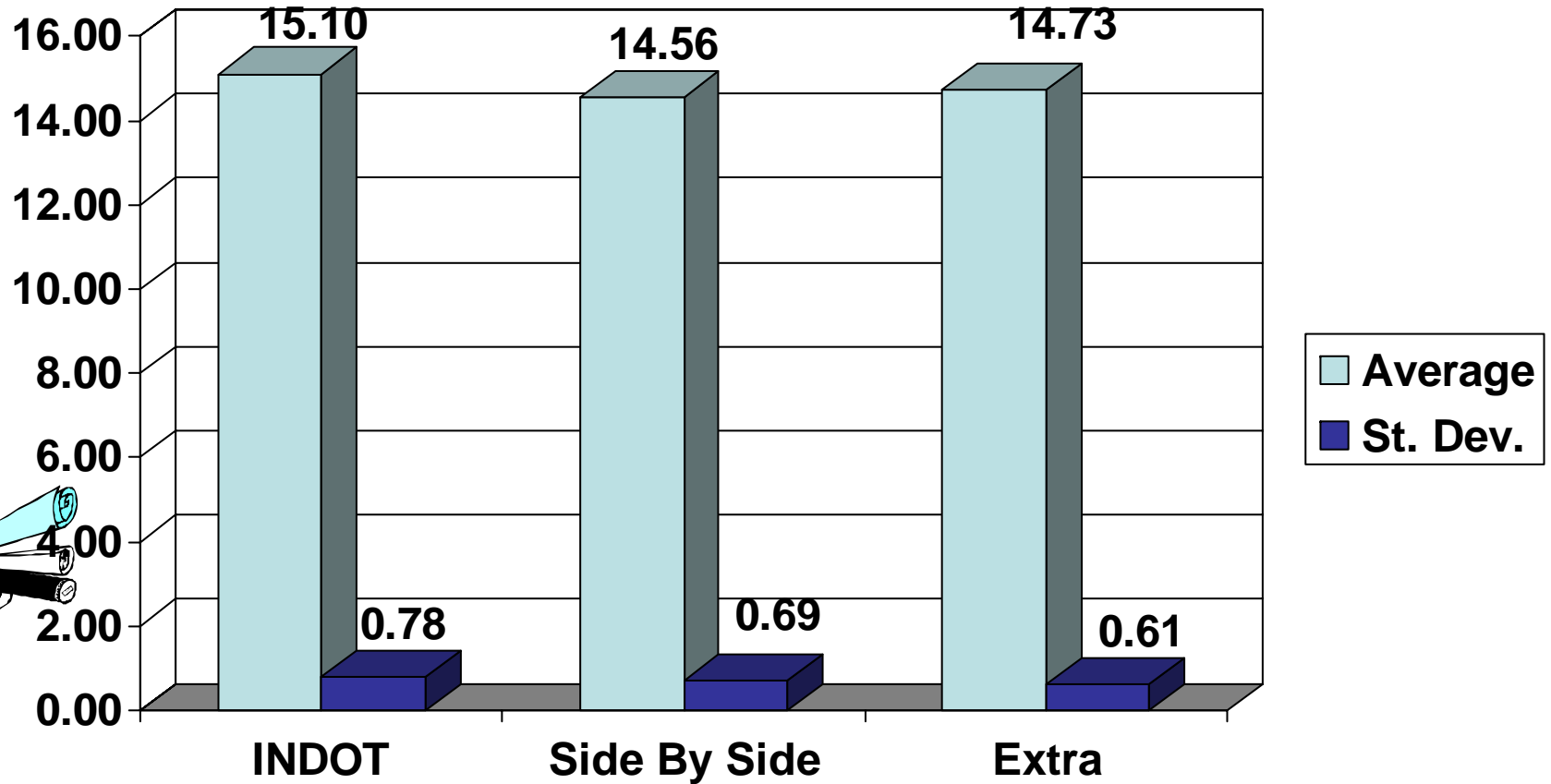
US-35 Binder Content



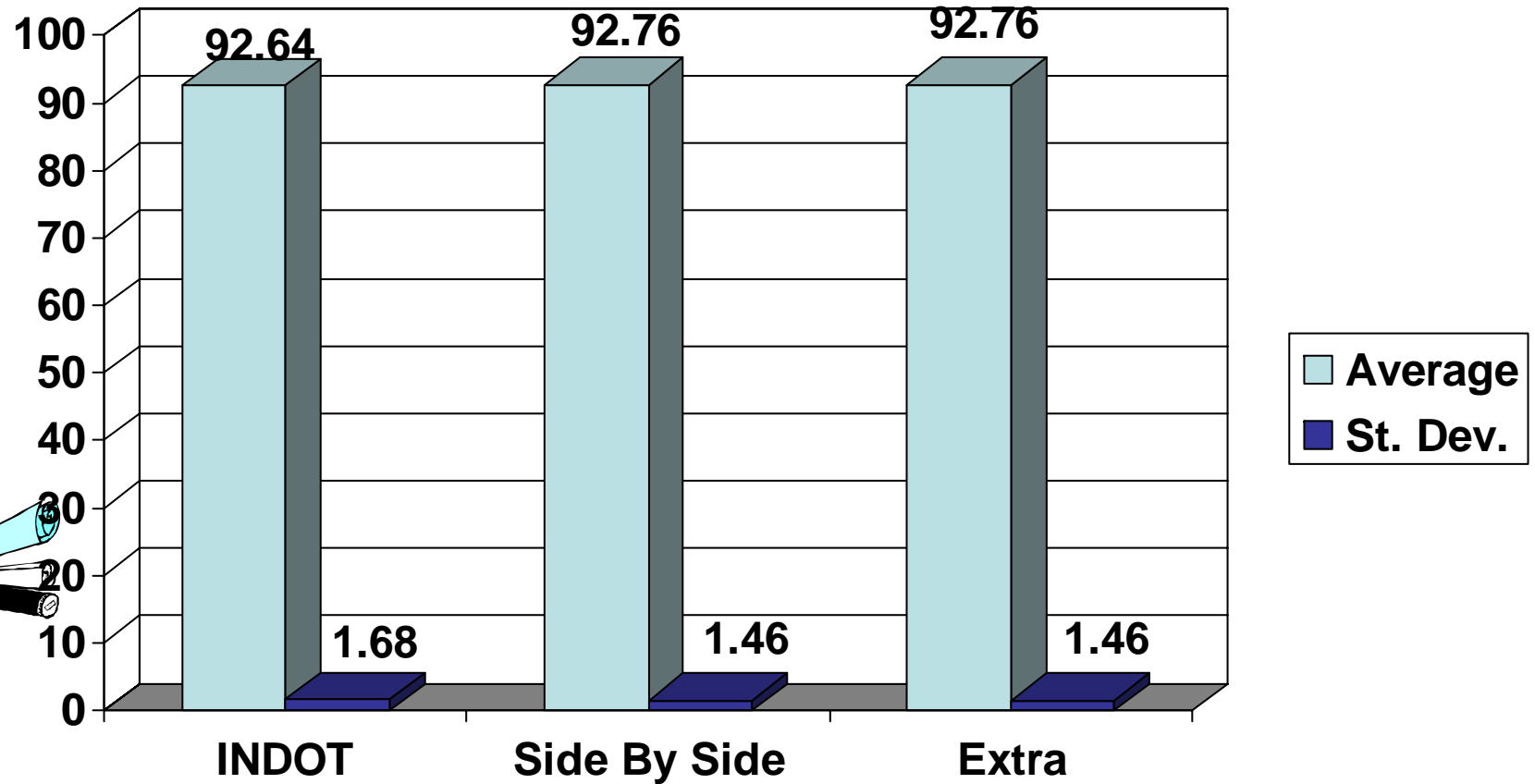
US-35 Air Voids



US-35 VMA



US-35 Density



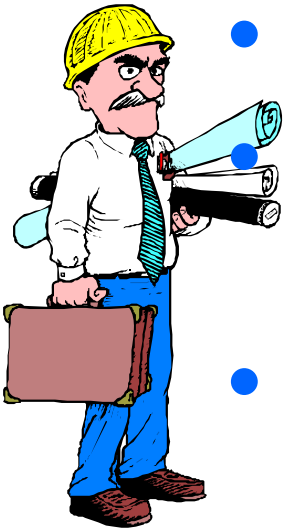
Keys to Success Plant/Lab

- Know what's in your Stockpile
- Produce HMA at consistent Temperatures
- Keep Plant Components in Calibration
 - Cold Feeds
 - Asphalt Pump/Meter
 - Belts
- Don't let your silo's run empty.
- Communicate with Paving crews



Keys to Success Paving Crew

- Run Paver/MTD/rollers at steady consistent speeds
- Don't allow paver/MTD hopper to run empty
- Send a "Bad" load back to plant.
- Good sampling procedures, IT'S YOUR PAY.
- Communicate with the HMA Plant



Total Group Effort for Success

- ALWAYS PRODUCE PWL MIX PRIOR TO STARTING YOUR PROJECT

