

RE MILLER & SONS  
 15 RAMS HORN  
 DILLON, MT. 59725  
 1-406-683-2175

DESIGNED \_\_\_\_\_  
 DRAWN \_\_\_\_\_  
 REVISED \_\_\_\_\_  
 CHECKED \_\_\_\_\_  
 DATE \_\_\_\_\_

RE MILLER & SONS CONTRACTING - DILLON, MONTANA 59725  
 BEAVERHEAD COUNTY  
 MT. DEPT. OF FISH WILDLIFE & PARKS  
 POINDEXTER SLOUGH & PARKS

CAD FILE NAME \_\_\_\_\_  
 DRAWING NO. \_\_\_\_\_  
 SHEET \_\_\_\_\_ OF \_\_\_\_\_

**ROCK FOR RIPRAP**

MATERIAL SPECIFICATION FOR ROCK

INDIVIDUAL ROCK FRAGMENTS SHALL BE DENSE AND FREE FROM CRACKS, SEAMS AND OTHER DEFECTS CONDUCTIVE TO ACCELERATED WEATHERING. ROCK FRAGMENTS SHALL BE ANGULAR IN SHAPE. THE ROCK SHALL HAVE THE FOLLOWING PROPERTIES AS DETERMINED BY ASTM C 127.

- A) BULK SPECIFIC GRAVITY NOT LESS THEN 2.5.
- B) ABSORPTION NOT MORE THAN 2%.

SIZE AND GRADATION

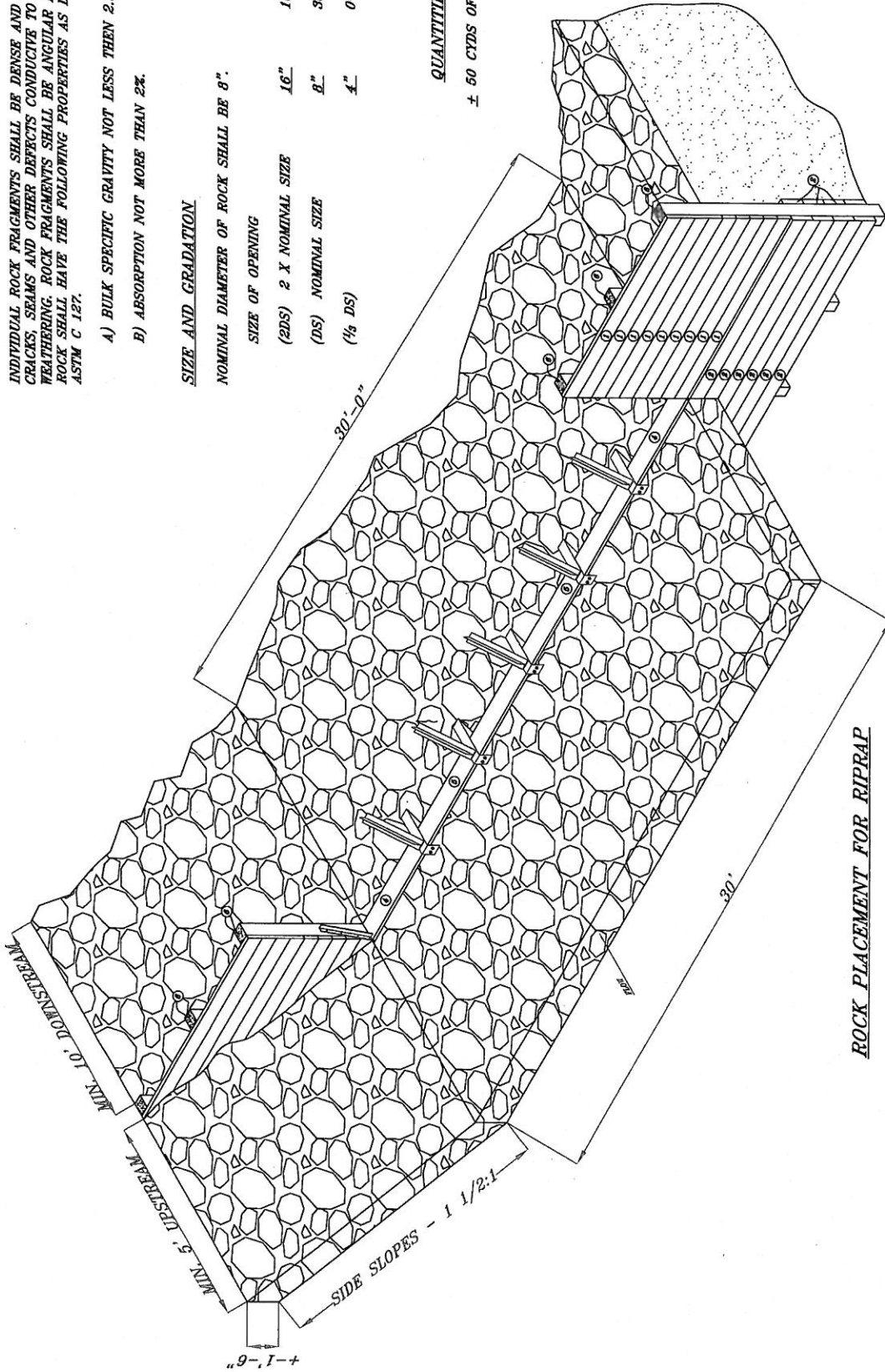
NOMINAL DIAMETER OF ROCK SHALL BE 8".

SIZE OF OPENING

(2DS) 2 X NOMINAL SIZE	16"	100 %
(DS) NOMINAL SIZE	8"	30-50 %
(1/2 DS)	4"	0-10%

QUANTITIES

± 50 CYDS OF ROCK.

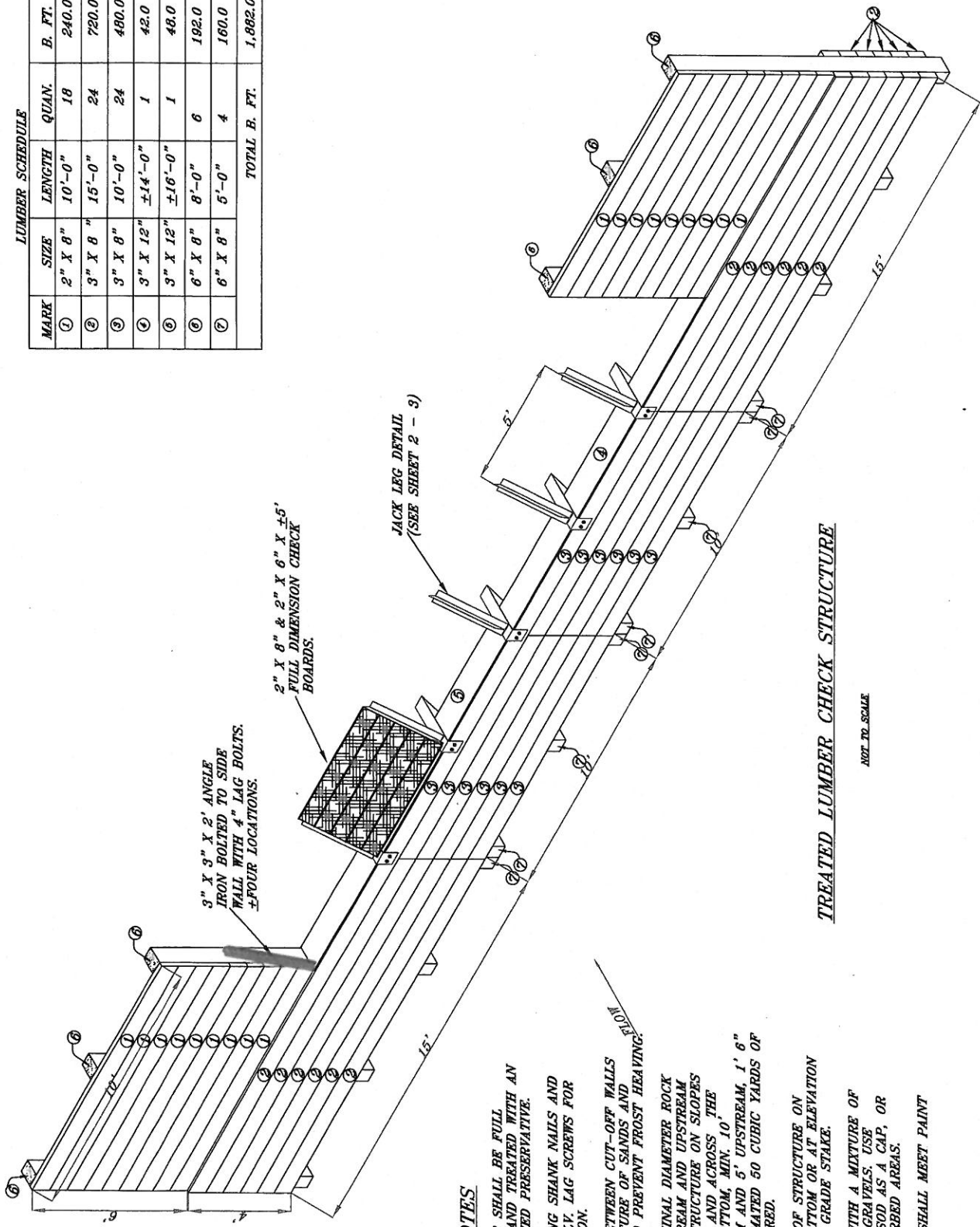


ROCK PLACEMENT FOR RIPRAP

NOT TO SCALE

LUMBER SCHEDULE

MARK	SIZE	LENGTH	QUAN.	B. FT.
①	2" X 8"	10'-0"	18	240.0
②	3" X 8"	15'-0"	24	720.0
③	3" X 8"	10'-0"	24	480.0
④	3" X 12"	±14'-0"	1	42.0
⑤	3" X 12"	±16'-0"	1	48.0
⑥	6" X 8"	8'-0"	6	192.0
⑦	6" X 8"	5'-0"	4	160.0
TOTAL B. FT.				1,862.0



TREATED LUMBER CHECK STRUCTURE

NOT TO SCALE

NOTES

- ALL LUMBER SHALL BE FULL DIMENSION AND TREATED WITH AN EPA APPROVED PRESERVATIVE.
- USE 304 RING SHANK NAILS AND 1/2" DIA. GALV. LAG SCREWS FOR CONSTRUCTION.
- BACKFILL BETWEEN CUT-OFF WALLS WITH A MIXTURE OF SANDS AND GRAVELS, TO PREVENT FROST HEAVING.
- USE 8" NOMINAL DIAMETER ROCK ON DOWNSTREAM AND UPSTREAM SIDES OF STRUCTURE ON SLOPES OF 1 1/2 : 1 AND ACROSS THE CHANNEL BOTTOM, MIN. 10' DOWNSTREAM AND 5' UPSTREAM, 1' 6" THICK. ESTIMATED 50 CUBIC YARDS OF ROCK REQUIRED.
- SET FLOOR OF STRUCTURE ON CHANNEL BOTTOM OR AT ELEVATION MARKED ON GRADE STAKE.
- BACK FILL WITH A MIXTURE OF SANDS AND GRAVELS. USE EXCAVATED SOD AS A CAP, OR SEED DISTURBED AREAS.
- ALL METAL SHALL MEET PAINT SYSTEM