

Asset type 0700

Pavements/Paved Areas

Version 1.0

Asset Type: 0700 – Pavements/Paved Areas
Scope: Paved areas, comprising: trafficked areas, hard shoulders, footways, cycle tracks, bridleways, footpaths, paved pedestrian areas, hard-standing paved areas, paved central reserves, traffic islands and cross-overs, gratings, frames, boxes, kerbs, edgings and preformed channels which fall within the Affected Property.

Deliverables:					
Sub-Asset Type	Cyclic				Repair
	Item	Item Frequency			Item
		High	Medium	Low	
Pavement and paved areas	N/A	N/A	N/A	N/A	Rectify Defects in trafficked areas and hard shoulders Rectify Defects in all other areas Rectify spalling at joints Rectify fretting around reinstatement Rectify open surfacing joint gaps exceeding 20mm
Ironwork	N/A	N/A	N/A	N/A	Rectify differences in level > 25mm
Covers, gratings, frames and boxes	N/A	N/A	N/A	N/A	Rectify Defects in covers, gratings, frames and boxes
Kerbs, edgings and preformed channels	N/A	N/A	N/A	N/A	Rectify Defects in kerbs, edgings and preformed channels
Footways and cycle tracks	N/A	N/A	N/A	N/A	Rectify Defects relating to asphalt or concrete Footways and Cycle Tracks

Procedures:

1. Rectify Defects relating to asphalt or concrete carriageways in accordance with the MCHW, HD 31 or HD 32 respectively and the associated DMRB Volume. Note that this includes response to diesel spillage.
2. Rectify Defects relating to asphalt or concrete Footways and Cycle Tracks in accordance with HD 39 or HD 40 respectively and the associated DMRB Volume.
3. Implement warnings of slippery conditions in accordance with HD 28.
4. Provide pavements/paved area repair maintenance Items data to demonstrate/evidence the services.
5. In delivering a pavements/paved area cyclic or repair maintenance Items, report problems or potential problems of the asset type and of other asset types to the *Client* for consideration.
6. Make recommendations to the *Client* to optimise the delivery of the pavements/paved area cyclic and repair maintenance Items in order to minimise non-value adding elements.