

ALL CONTOURS AND SPOT ELEVATIONS ARE SHOWN TO FINISHED SURFACE/GUTTER GRADES UNLESS OTHERWISE NOTED.

Call 48 Hours before digging:

Twin City Area 651-454-0002 Mn. Toll Free 1-800-252-1166

GOPHER STATE ONE CALL

. REFER TO THE SITE PLAN/RECORD PLAT FOR MOST CURRENT

 THE CONTRACTOR SHALL VERIFY THE LOCATION AND ELEVATION OF EXISTING UTILITIES AND TOPOGRAPHICAL FEATURES WITH THE OWNERS AND FIELD-VERIFY PRIOR TO CONSTRUCTION. THE CONTRACTOR SHALL IMMEDIATELY NOTIFY THE

ALL RCP FOR STORM SEWER SHALL BE CLASS III UNLESS OTHERWISE NOTED

• ALL CATCH BASINS AND MANHOLE CASTINGS IN PAVED AREAS SHALL BE SUMPED 0.10 FEET. RIM ELEVATIONS ON PLANS REFLECT THE SUMPED ELEVATIONS.

ALL CONSTRUCTION SHALL CONFORM TO LOCAL RULES.

. POSITIVE DRAINAGE FROM THE SITE MUST BE PROVIDED AT ALL TIMES.

• ALL SILT FENCE AND OTHER EROSION CONTROL FEATURES SHALL BE IN-PLACE PRIOR TO ANY EXCAVATION/CONSTRUCTION AND SHALL BE MAINTAINED UNTIL VIABLE TURF OR GROUND COVER HAS BEEN ESTABLISHED. EXISTING SILT FENCE ON-SITE SHALL BE MAINTAINED AND OR REMOVED AND SHALL BE CONSIDERED INCIDENTAL TO THE GRADING CONTRACT. IT IS OF EXTREME IMPORTANCE TO BE AWARE OF CURRENT FIELD CONDITIONS WITH RESPECT TO EROSION CONTROL. TEMPORARY PONDING, DIKES, HAY BALES, ETC., REQUIRED BY THE CITY SHALL BE

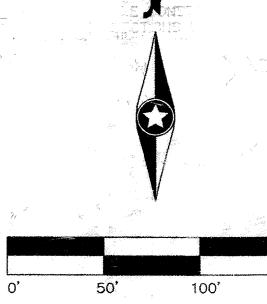
 ALL STREETS DISTURBED DURING WORKING HOURS MUST BE CLEANED AT THE END OF EACH WORKING DAY. A ROCK ENTRANCE TO THE SITE MUST BE PROVIDED ACCORDING TO DETAILS TO REDUCE TRACKING OF DIRT ONTO PUBLIC STREETS.

> DENOTES SOIL BORING DENOTES SILT FENCE DENOTES HEAVY DUTY SILT FENCE

DENOTES EXISTING STORM SEWER DENOTES PROPOSED STORM SEWER DENOTES EXISTING TREE LINE DENOTES APPROXIMATE TREE

DENOTES EXISTING SPOT ELEVATION DENOTES PROPOSED SPOT ELEVATION DENOTES BALE CHECKS AROUND

CATCH BASINS
DENOTES EMERGENCY OVERFLOW
ELEVATION



CONT

Latest Revision Date: 04/26/07

Date: 08/16/02 Sheet: 4 OF 8

Bob Van Den Berg

10811 181st Avenue Northwest Elk River, Minnesota 55330

Van Den Berg Property

Elk River, Minnesota

Street Grading Plan