

Inventory Type Codes & Descriptions

<p><u>Surface</u> 20 = Waterway 25 = Unimproved Road 30 = Graded and Drained Earth Road 35 = Gravel Road (not oil & grave) ■ Includes gravel on graded and drained earth ■ Includes gravel on unimproved earth 40 = <1" Wearing Surface ■ Includes bituminous surfaces < 1" ■ Includes surface treatments/seal coats on base ■ Includes double seal coat roads on base ■ Includes oil on gravel 45 = Cold Mix Asphalt Pavement on Concrete 50 = Cold Mix Resurf on Asphalt Pavement Surface + Base <7" ■ Includes cold mix overlay on hot mix or cold mix pavement ■ Includes milling and cold mix resurfacing when milling is not full-depth 52 = Cold Mix Resurf on Asphalt Pavement Surface + Base >7" ■ Includes cold mix overlay on hot mix or cold mix pavement ■ Includes milling and cold mix resurfacing when milling is not full-depth 55 = Cold Mix Asphalt Pavement (CMAC) Surface + Base <7" ■ Includes pavements pulverized and resurfaced with CMAC ■ Includes full-depth milling and resurfacing with CMAC 57 = Cold Mix Asphalt Pavement (CMAC) Surface + Base >7" ■ Includes pavement pulverized and resurfaced with CMAC ■ Includes full-depth milling and resurfacing with CMAC 60 = Hot Mix Asphalt Pavement on Concrete (HMAC on PCC) 65 = Hot Mix Resurfacing (overlay) on Asphalt Pavement ■ Includes HMAC overlay on hot mix pavement ■ Includes HMAC overlay on road (cold) mix pavement ■ Includes mill and HMAC resurface when milling is not full depth 70 = Hot Mix Asphalt Pavement (HMAC) ■ Includes full-depth HMAC pavement ■ Includes pulverized and resurfaced with HMAC ■ Includes full-depth milling and resurfacing with HMAC pavement 75 = Concrete Pavement (PCC) 80 = Brick or Block Pavement</p>	<p><u>Median</u> 0 = None 1 = Clear paved, 4' wide or more 2 = Clear grass with occasional shrubs 3 = Fenced, not "Class A" barrier 4 = Rumble strip – PC concrete 5 = Rumble strip – bituminous 6 = Concrete barrier/s/f <= 42" high 7 = Concrete barrier/s/f > 42" high 8 = Concrete barrier/d/f <= 42" high 9 = Concrete barrier/d/f > 42" high 10 = Guard rail 11 = Barrier curb 12 = Mountable curb 13 = Shrubs and/or trees 14 = Continuous median left turn 15 = Interchange (more than 99 ft)</p>	<p><u>Shoulder Type</u> 0 = None 1 = Grass 2 = Gravel 3 = Paved</p> <hr/> <p><u>Shoulder Width</u> If no shoulders exist and curbs are present, enter that in the curb column REPORT EACH SIDE</p>
<p><u>Surface Width</u> Face of curb to face of curb OR inside edge of shoulder to inside edge of shoulder</p>		
<p><u>Traffic Lanes</u> Exclude parking lanes</p>		<p><u>Parking Permitted</u> 0 = None 1 = Right Side 2 = Left Side 3 = Both Sides 4 = Rural</p>
<p><u>Curb</u> 0 = None 1 = Standard 2 = Mountable REPORT EACH SIDE</p>		<p><u>Sidewalk</u> 0 = None 1 = Right Side 2 = Left Side 3 = Both Sides</p>