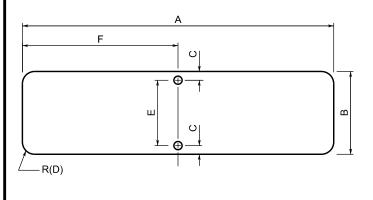


9" D3 WITH DEAD END OR NO OUTLET SIGNAGE

3 / 8" x 1 / 2" DRIVE RIVET

WASHER

- PLASTIC OR RUBBER



9" (228 mm)

TABLE - D3 SIGNS

9" D3 - STREET NAME SIGN

Α	В	С	D	Е	F	T
24"	9"	1 / 2"	1 / 2"	8"	12"	1 / 8"
30"	9"	1 / 2"	1 / 2"	8"	15"	1 / 8"
36"	9"	1 / 2"	1 / 2"	8"	18"	1 / 8"
42"	9"	1 / 2"	1 / 2"	8"	21"	1 / 8"
48"	9"	1 / 2"	1 / 2"	8"	24"	1 / 8"
54"	9"	1 / 2"	1 / 2"	8"	27"	1 / 8"

NOTE:
A 30" LONG OR GREATER PLATE SHALL BE USED
WHEN A "DEAD END" OR "NO OUTLET"
SUPPLEMENT IS REQUIRED.

D3 SIGN TO POLE INSTALLATION

STREET SIGN ASSEMBLY EXAMPLES	DESCRIPTION	UNIT	QUANTITY
STOP SIGN WITH 2 STREET NAMES			
	R1-1 STOP	EA.	1
	9-IN STREET NAME PLATE	EA.	4
YIELD SIGN WITH 2 STREET NAMES			
AND DO	R1-2 YIELD	EA.	1
	9-IN STREET NAME PLATE	EA.	4
Ф			
2 STREET SIGNS	9-IN STREET NAME SIGN	EA.	2
	9-IN STREET NAME PLATE	EA.	2

GENERAL NOTES:

"9-INCH STREET NAME" <u>SIGN</u> (1-EA.) INCLUDES THE INSTALLATION OF (2) ONE-SIDED D3 SIGNS. THIS SHALL BE FULL COMPENSATION FOR MATERIALS AND LABOR AS DESCRIBED IN C.O.S.A. STANDARD SPECIFICATIONS AND GROUND SIGN MOUNTING STANDARD DETAIL.

"9-INCH STREET NAME <u>PLATE</u>" (1-EA.) INCLUDES THE INSTALLATION OF (2) ONE-SIDED D3 SIGNS ON TOP OF EXISTING SIGN (I.E., STOP - SIGN OR YIELD SIGN), EXTRA LENGTH POLE AND APPURTENANCES REQUIRED TO MEET SPECIFICATIONS.

SEPTEMBER 2024

CITY OF SAN ANTONIO

PUBLIC WORKS DEPARTMENT

TRAFFIC ENGINEERING AND OPERATIONS STARDARDS

D3 STREET NAME SIGN MOUNTING

SHEET 02 OF 02

SM(2)-24

% SUBMITTAL PROJECT NO; DATE: 01/31/2024

RWN. BY: DSGN. BY: CHKD. BY: L BANDA. P.E. SHEET NO; OF

LENGTH	24" (600 MM) MIN. 54" (1350 MM) MAX. 6" (150 MM) INCREMENTS OF LENGTH		
THICKNESS	1 / 8" (3MM)		
SUBSTRATE	ALUMINUM ALLOY, 5052-H38 (ASTM B-209) GOLD CHROMATE FINISH		
SIGN FACE MATERIALS	BLUE FILM OVER HIGH INTENSITY FP-85, SECTION 718 AND L-S-300C		
LEGENDS AND SYMBOLS	SERIES D (USUAL) SERIES C OR B FOR MAXIMUM LENGTH SIGN BLANK, IF NECESSARY		
COLOR	WHITE LEGEND ON BLUE BACKGROUND		
LETTER TRACKING	STREET NAME 0% BLOCK NUMBERS 25%		

HEIGHT