

CONSTRUCTION REPORT - CERTIFICATION YEAR

Wisconsin Department of Transportation

DT1402 96 (Replaces PP410) s.86.302 Wis. Stats.

See definitions below and instructions on back.

County GRANT	Town, City, Village TOWN OF MILLVILLE	Date 9/16/97	Sheet 1 of 1
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ROADS - NEW, RESURFACED AND RECONSTRUCTED

TOWN ROAD NAME & NUMBER OR CIV STREET NAME	LOCATION (From - To, Grid, Sect., etc.)	LENGTH (M. Ft.)	A TRAVEL LANES	SURFACE		CONST YEAR	RIGHT OF WAY	D PARK PERMIT	E CURBS	SHOULDERS				REMARKS RECONSTRUCTED, NEW ROADS, RESURFACED	MAINT. SEAL COAT, CRACK FILLING, ETC.
				B Type	C Width					F L Type	G L Width	F R Type	G R Width		
Example: Lien Road 14 - 1	E Washington Ave to Droster	1.4 mi.	2	2	24'	'94	66'	3	0	3	10'	3	10'	Resurfaced - 2" Bit. Mat	H (See Below)
BARKER HOLLOW	SECTION 34 & 9 APPROX. 2 MI	2	2	4	24'	'96	66'	4	0	1	6'	1	6'	GRAVEL RECONSTRUCTED + WIDENED	
DARK HOLLOW	SEC. 2, 11, 14														
MILLVILLE HOLLOW	FROM BLACKTOP TO TOWN LINE	3	2	4	24'	'96	66'	4	0	1	6'	1	6'	GRAVEL RECONSTRUCTED + WIDENED	
CAMPBELL RIDGE	SECTION 16 & 17 FROM CAMPBELL HOLLOW TO TOWN LINE	2.1	2	4	24'	'97	66'	4	0	1	6'	1	6'	"	
WINKERS LANE	SEC. 34, 35, 26 BACK HALF	.25	2	4	24'	'97	66'	4	0	1	6'	1	6'	"	

BRIDGES (OVER 20' CLEAR SPAN) - NEW OR RECONSTRUCTED

TOWN ROAD NAME & NUMBER OR CIV STREET NAME	LOCATION SECTION - TOWN - RANGE	LENGTH BETWEEN ABUT. (Clear Span)	ROADWAY WIDTH (Between Curbs/Railings)	BRIDGE NUMBER		REMARKS
				OLD	NEW	

DEFINITIONS AND CODES

A. Travel Lanes: Exclude parking lanes.

C. Surface Width: Curb to curb OR inside edge of shoulder to inside edge of shoulder.

E. Curbs
0 = None
1 = Right Side
2 = Left Side
3 = Both Sides

G. Shoulder Width: If no shoulders exist and curbs are present, enter that in the curb column - see E.

B. Surface Types by number

- (1) Portland Cement Concrete
- (2) High Type Bituminous (Plant Mix)
- (3) Low Type Bituminous (Road Mix)
- (4) Graveled Surface
- (5) Graded and Drained
- (6) Unimprove

D. Parking Permitted

- 0 = None
- 1 = Right Side
- 2 = Left Side
- 3 = Both Sides
- 4 = Rural

F. Shoulder Types
0 = None
1 = Grass
2 = Gravel
3 = Paved

H. Maintenance: Report this if you wish, but it is not required.

