

Example 5 – Skewed Intersection (Painted Islands)

This example demonstrates the jointing design process for a skewed intersection with painted islands. The process is basically the same as a T-intersection with painted islands, except that the side road longitudinal jointing must be altered through the intersection to be perpendicular to the mainline.

As with the T-intersection, start out by placing the longitudinal joints that are predetermined by the lane pavement width. The side road longitudinal jointing through the intersection must be altered to be perpendicular to the mainline longitudinal jointing (see Figure 1).

After this, the process is basically the same as the T-intersection:

- Place the transverse joints at the end-of-taper sections.
- Place the remaining transverse joints and extend them into the returns and into the median opening. Refer back to the T-intersection example for details on how the joints should intersect with the free edge of the pavement and with other joints.
- Label the joints.

Figure 2 illustrates the final jointing layout.

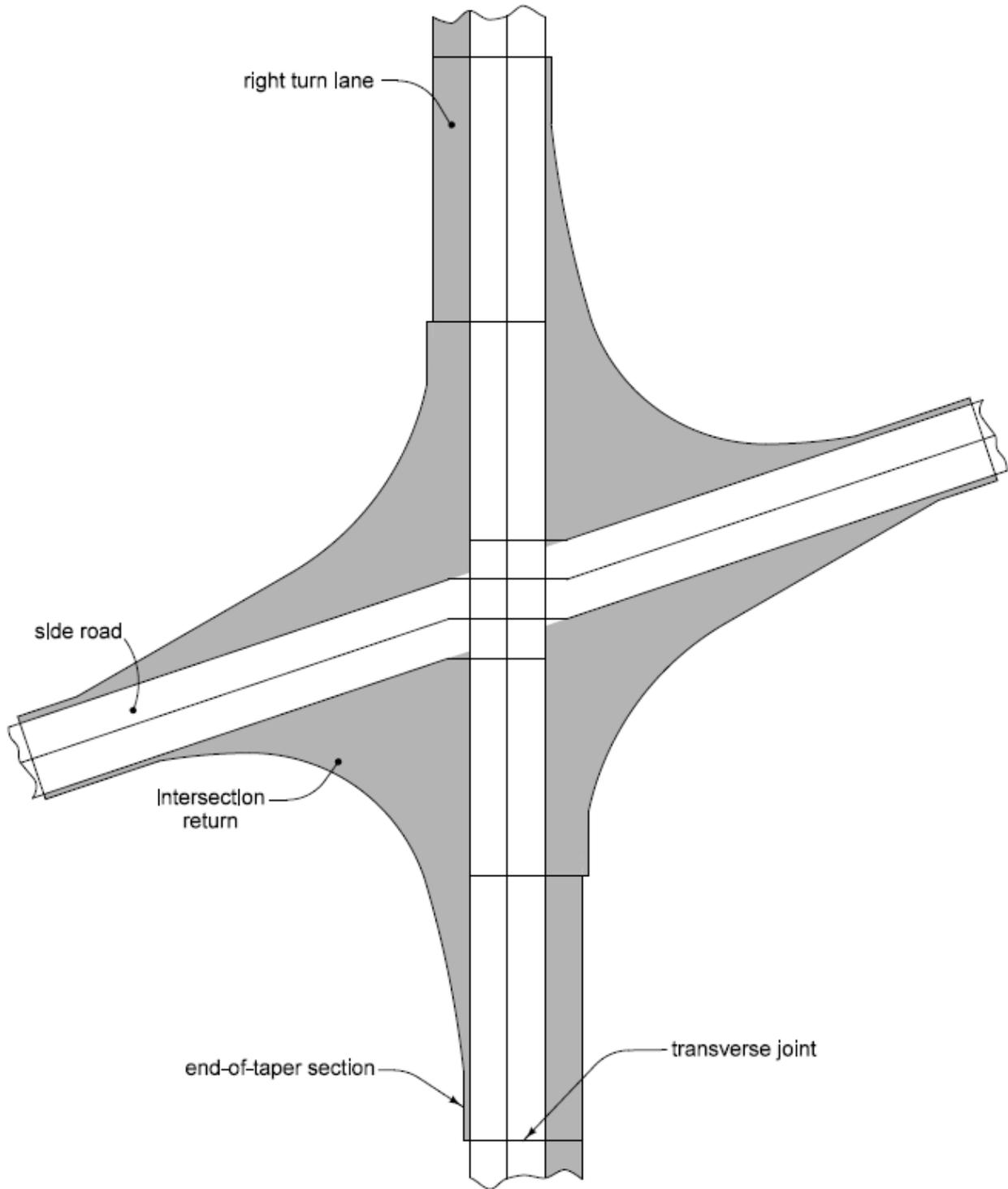
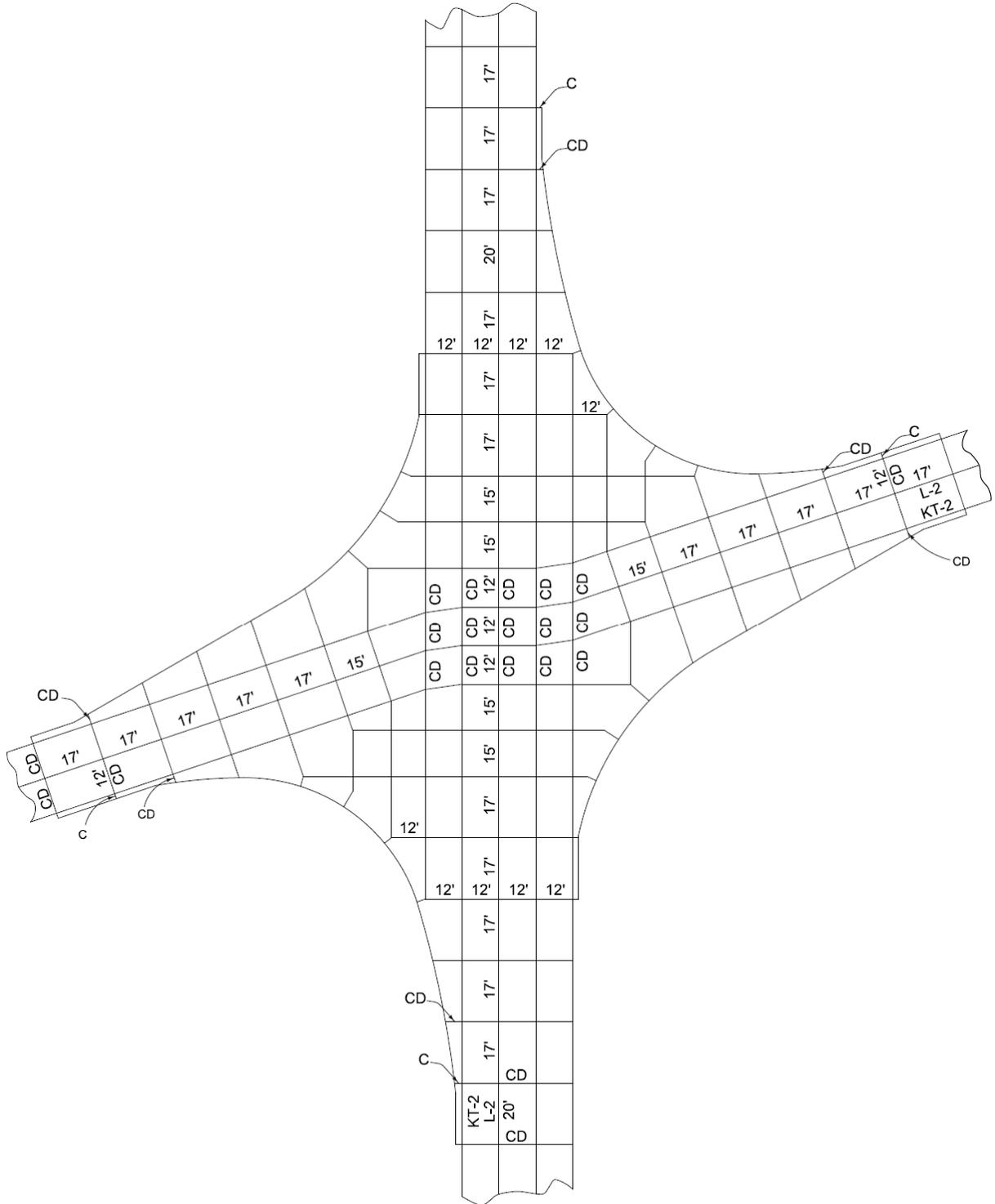


Figure 1: Placement of predetermined and difficult joints.



Note: All longitudinal joints will be either KT-2 or L-2 unless indicated otherwise.

Figure 2: Final jointing layout.