

Activity 159 Other Traffic Services Maintenance

Description

Activity 159 involves performing miscellaneous traffic services, not included under another activity, including:

- Traffic control for special events including motorcades and processions.
- Night sign inspection
- Installing, maintaining, and removing traffic related signing during high water, wind, or other storm events.
- Removal of striping or pavement markings.
- Removal of illegal signs or markers from ODOT right of way.

General Information

Refer to discussion in the General Instructions section preceding Activity 140 in this section of the Maintenance Guide for additional information including environmental and traffic control recommendations and other important considerations.

Refer to Activity L18 to maintain or repair permanent variable message signs.

Refer to Activity 305 if parties other than the ODOT Maintenance program will pay the cost of this work.

Perform all work according to current practices and procedures, including the requirements of the *Manual on Uniform Traffic Control Devices*. Remove illegal signs or markers immediately if they are safety hazards, or during the course of other maintenance if they are not safety hazards.

Equipment

Select equipment suitable for the work and situation.

Materials

Use materials needed for the work.

Work Method

1. Determine work to be performed, including appropriate limits.
2. Implement appropriate traffic control.
3. Perform needed work.
4. Remove traffic control.
5. Dispose of waste or excess material in an appropriate location.

Measurement of Accomplishment, Expenditure Account, and Charge Activity

Measurement is number of worker hours involved. Expenditure account type is Highway EA; use a sub job appropriate for the crew performing the work.

Use a sub job within the 800 series if the work involves bicycle path facilities. These sub jobs are assigned by the Maintenance Management System (MMS) Unit based on the type of work performed.

- Charge all work to Activity 159.