## **CHIP SEALING**

Chip Sealing is a pavement surface treatment that combines layers of asphalt emulsion with layers of fine aggregate (gravel). Chip sealing season occurs between June and September, depending on weather. Advanced construction signs and notifications are posted a few days prior to the project start.

## Why Chip Seal?

- Prolongs the life of the road
- Slows further deterioration
- Enhances skid resistance
- Adds strength to the pavement
- Repairs existing pavement damage
- Provides an economic alternative to paving

## What to expect

The chip sealing process typically takes less than one day per road. During and after chip sealing, we recommend:

- No parking on the street
- Keep your speed under 20 mph for a few days
- Keep pets indoors or fenced in the yard for their safety
- Bicyclists and motorcyclists should use extra caution

When chip seal resurfacing is applied to a roadway, loose gravel may remain on the roadway surface for a few days, and up to a couple of weeks following application. This allows the underlying emulsion to completely cure before redundant aggregate is swept up.

Sweeping typically occurs 2-3 days following application, and again within 2 weeks, as necessary. It is County practice to reopen roadways immediately following application to lessen inconvenience to the travelling public. General traffic flow also enhances the performance of the application through additional kneading of aggregate into the underlying emulsion.

## Be cautious!

Motorists need to exercise caution when traveling through work zones to minimize flying rock or loss of vehicle control until loose aggregate is removed. Roadways with regulated speeds of greater than 30 MPH are typically signed with the following, "reduced travel speeds (<25 MPH)", "no passing", "loose gravel", and "motorcycles use caution". Motorists must follow speed reduction signs, maintain suitable following distances, minimize abrupt braking, and refrain from spinning tires. Traffic fines double within posted work zones.