

GENERAL NOTES:

- 1. NO OBSTRUCTIONS WILL BE PERMITTED WITHIN 5 FT. IN ALL DIRECTIONS OF FIRE HYDRANT (PER EL PASO MUNICIPAL CODE, TITLE 12). FIRE HYDRANT SHALL NOT BE PLACED IN WHEEL CHAIR RAMP OR DRIVEWAY.
- FIRE HYDRANT SHALL BE LOCATED AT THE BEGINNING OF CURB RETURN OR AT THE PROPERTY LINE COMMON TO ADJOINING LOTS, UNLESS OTHERWISE SHOWN ON PLANS. REFER TO DETAIL No. 282 FOR SPECIAL CASES.
- 3. WHERE DISTANCE IS LESS THAN 7', HYDRANT SHALL BE INSTALLED IN ACCORDANCE WITH DETAIL No. 282.
- 4. VALVE MAY BE CONNECTED TO TEE AT MAIN LINE. USE FLANGED MECHANICAL JOINT ENDS. WHERE SPOOL IS REQUIRED BETWEEN TEE AND VALVE, USE FLANGED MECHANICAL ENDS WITH 3/4" DIAMETER TIE RODS.
- 5. COMPLY WITH REQUIREMENTS OF AWWA C-502, DRY BARREL FIRE HYDRANTS AND AWWA C-550, PROTECTIVE EPOXY INTERIOR COATINGS FOR VALVES AND HYDRANTS.
- WHEN INSTALLATION IS WITHIN TXDOT RIGHT OF WAY, HYDRANT SHALL NOT BE PLACED IN SIDEWALK AREA OR ANY CLOSER THAN 5' FROM BACK OF CURB.

CONSTRUCTION KEY NOTES:

- A. FIRE HYDRANT PER SPEC'S.
- B. PUMPER NOZZLE 4" TO BE FACING THE TRAVELED WAY, UNLESS OTHERWISE NOTED IN THE PLANS.
- C. HOSE NOZZLE 21/2".
- D. 1/2" PREMOLDED EXPANSION JOINT WITH 1" TOP FILLER.
- E. 3'x3'x6" CONC. SQ. PAD, TO BE CONSTRUCTED AROUND FIRE HYDRANT'S CENTER LINE WHEN NOT LOCATED WITHIN SIDEWALK OR CONC. AREA.
- F. #10; 6/6 WWF.
- G. CONTROLLED ELEVATION LINE, LEVEL IN ALL DIRECTIONS. CONTRACTOR SHALL BE RESPONSIBLE FOR SETTING TOP FLANGE OF THE HYDRANT TO CONTROLLED ELEVATION.
- H. CONC. THRUST BLOCK, APPROX. 2'x2'x3' TO BE POURED AGAINST UNDISTURBED EARTH, F.H. WEEP HOLE MUST BE UNOBSTRUCTED.
- I. 2"x1/4" STEEL ANCHOR PINS.
- J. TOP OF SLAB SHALL BE AT CURB LEVEL, 4" TO 6" BELOW THE BREAK LINE OF THE HYDRANT.
- K. MAXIMUM OF ONE (1) SPOOL EXTENSION ALLOWED TO MAINTAIN THE CONTROLLED ELEVATION LINE TO TOP OF SLAB. ADDITIONAL ADJUSTMENT MUST ME MADE WITH OFFSETS & FITTINGS AS NEEDED.
- L. <u>REQUIRED</u> DAVIDSON ANTI TERRORISM CORROSION RESISTANT VALVE KIT (DATV).

STANDARD DETAIL

DATE: 2/1993

REV: 3/12/2020

