

**Section 51-1.03G(1). Use for concrete surface textures.**

**Add to section 51-1.03G(1):**

**1. Use to specify a referee sample. Edit as necessary for type of texture. Insert location of referee sample.**

The \_\_\_\_\_ concrete surface texture at \_\_\_\_\_ must match the texture, color, and pattern of the referee sample available for inspection by bidders at \_\_\_\_\_.

**2. Use for small quantities of concrete surface texture or for other special situations. Insert location.**

Form liners are not required for the concrete surface texture at \_\_\_\_\_.

**3. Use if ripped texture (reinforcing bar) is shown.**

Reinforcing bar ripped texture must simulate the appearance of concrete with embedded reinforcing bars and adhering concrete ripped from it. Bar imprints must be from no. 5 or 6 deformed bars and be continuous with no apparent curves or discontinuities. Space the imprints such that a fractured concrete texture is imparted to the surface between imprints but far enough apart to make the fractured concrete the predominate texture. Texture the surfaces between imprints that do not exhibit the fractured concrete texture. The texture must have random shadow patterns. Broken concrete between imprints and groups of imprints must have a random pattern. The texture must not have repetitive fractured surfaces or secondary shadow patterns.

**4. Use if ripped texture (rope) is shown.**

Rope ripped texture must simulate the appearance of concrete with vertically-oriented embedded rope and adhering concrete ripped from it. Rope imprints must be from 3/4-inch hemp, nylon, or polypropylene twisted rope. Use only 1 type of rope for the entire texture. Imprint the spacing such that a fractured concrete texture is imparted to the entire surface between imprints but far enough apart to make the fractured concrete the predominate texture. Texture surfaces between imprints that do not exhibit the fractured concrete texture. The texture must have random shadow patterns. Broken concrete between imprints and groups of imprints must have a random pattern. The texture must not have repetitive fractured surfaces or secondary shadow patterns.

**5. Use if ripped texture (wire fabric) is shown.**

Wire fabric ripped texture must simulate the appearance of concrete from which expanded metal mesh fabric embedded below the formed surface has been ripped from the concrete. The embedment must be a uniform distance not less than 1/2 inch. Size the openings such that a fractured concrete texture with an amplitude of approximately 1/2 inch is imparted to the entire surface between imprints of the fabric. Texture the surfaces between imprints that do not exhibit the fractured concrete texture. The texture must have random shadow patterns. Broken concrete between imprints and groups of imprints must have a random pattern. The texture must not have repetitive fractured surfaces or secondary shadow patterns.

**6. Use if scored texture is shown. Edit to agree with plans.**

Scored texture must be a texture made of deep striations simulating a concrete surface formed with wooden surfaces having vertically oriented magnified grain that is very deeply weathered. Striations must impart a random pattern to the texture.

**7. Use if chipped texture is shown.**

Chipped texture must simulate the appearance of chipped concrete on approximately 3/4 of the surface area and a smooth, formed surface on the remaining 1/4 of the surface area. The chipped texture must

have a random pattern to a depth of approximately 3/8 inch, but not to exceed 5/8 inch, exposing a fractured concrete texture in the chipped areas. The formed areas must be in a random pattern.

**8-9: Use when clear curing compound is allowed for use on retaining walls with concrete surface textures. These paragraphs allow contractors to reuse form liners more quickly.**

**Use only on advice of designer. Use with concrete surface textures on standard retaining walls up to 36 feet tall, including types 1, 1A, 5, 6, and 7.**

**Do not use with formed relief surface textures.**

**Do not use for projects in Environmental Zone 3 or where temperatures can drop below 50 degrees.**

**8. Enter wall number and stationing limits for early form removal.**

You may cure the textured concrete surfaces listed in the following table under section 90-1.03B(3) using curing compound type 5 or 6:

<u>Wall number</u>	<u>Beginning station</u>	<u>End station</u>

**9**

Remove all curing compound from textured surfaces no sooner than 7 days after application. Do not expose any coarse aggregate when removing curing compound.