

# Chapter 7

## Chip Seals

From... Maintenance Technical  
Advisory Guide (MTAG)

# Managers' Overview

From... Maintenance Technical  
Advisory Guide (MTAG)

# Chip Seal

- What is Chip Seal?
- Why use Chip Seal?
- When to use Chip Seal?
- Where to use Chip Seal?
- Chip Seal Variations

# What is Chip Seal?

Application of asphalt binder on existing pavement followed by a layer of aggregate chips. The treatment is then rolled to embed the aggregate into the binder.



# Why to Use - Performance and Cost

- Performance
  - Typical treatment life: 5 to 10 years
  - Function of climate, existing pavement condition, traffic, type of chip seal
- Average cost
  - \$2.50 to \$5.00/yd<sup>2</sup> (depending on oil price)



# Where and When to Use

- Surface for light to medium traffic (ADT<30,000)
- Waterproof layer
- Skid resistant surface
- Seal the surface
- Address bleeding
- Temporary base course cover
- Define shoulders





# When NOT to Use!

- Structurally deficient pavements
- Cracks  $>1/4$  in width unless sealed
- Large number of potholes
- Rutting  $>1/2$  in
- Ride quality needs significant improvement



# Keys for Success

- Proper surface preparation
- Use the right binder and clean aggregates
- Follow the construction specs, including the need for traffic control
- Chip seal in good weather conditions





Sweeping (before and after)



Binder  
Application



Aggregate  
Application



Rolling



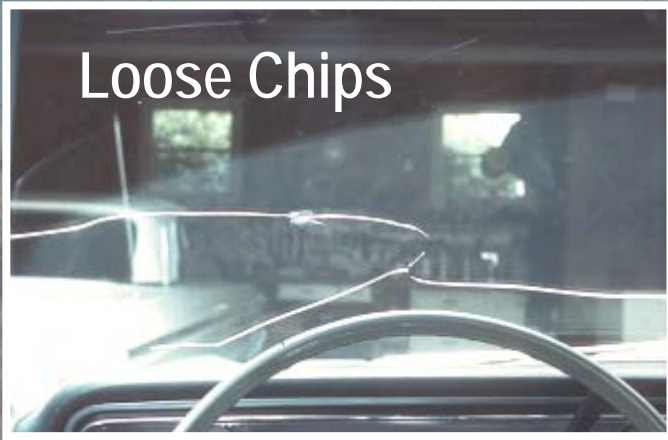




Proper Application



Loose Chips



Bleeding



Streaking

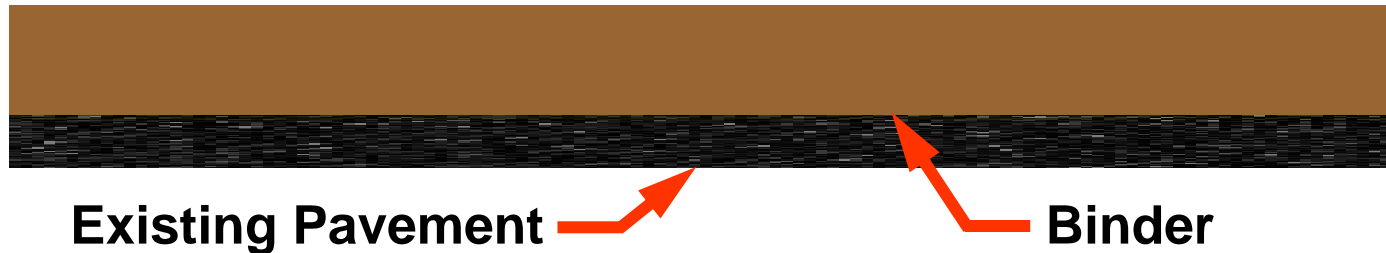


# Chip Seal Variations

- Applications
  - Single chip seals
  - Double or triple chip seals
  - Cape seals
  - Fabric and chip seals
  - Scrub seals
- Asphalt Binder Types
  - PME
  - PMA
  - AR

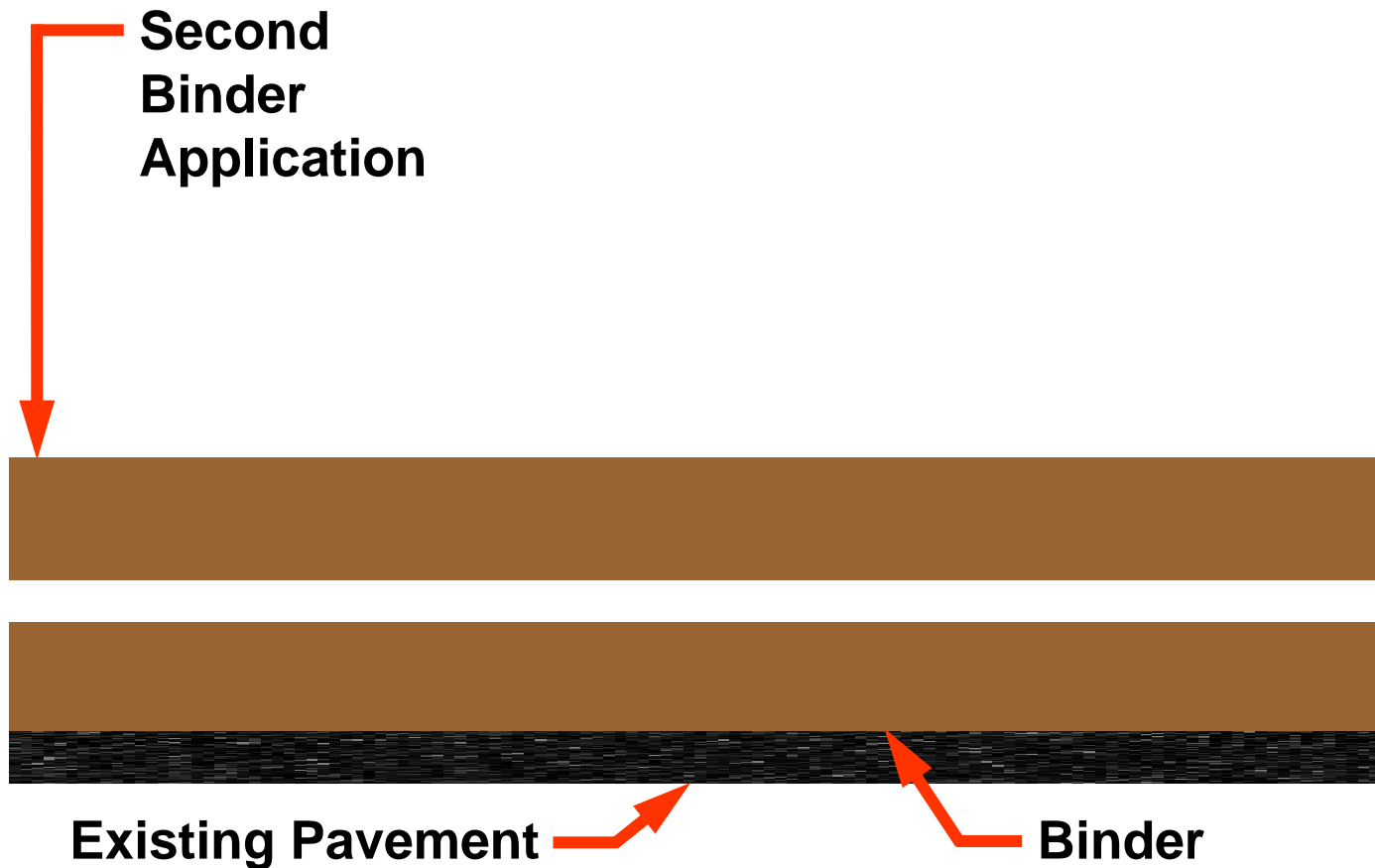
# Chip Seal Variations

## Single Chip Seals



# Chip Seal Variations

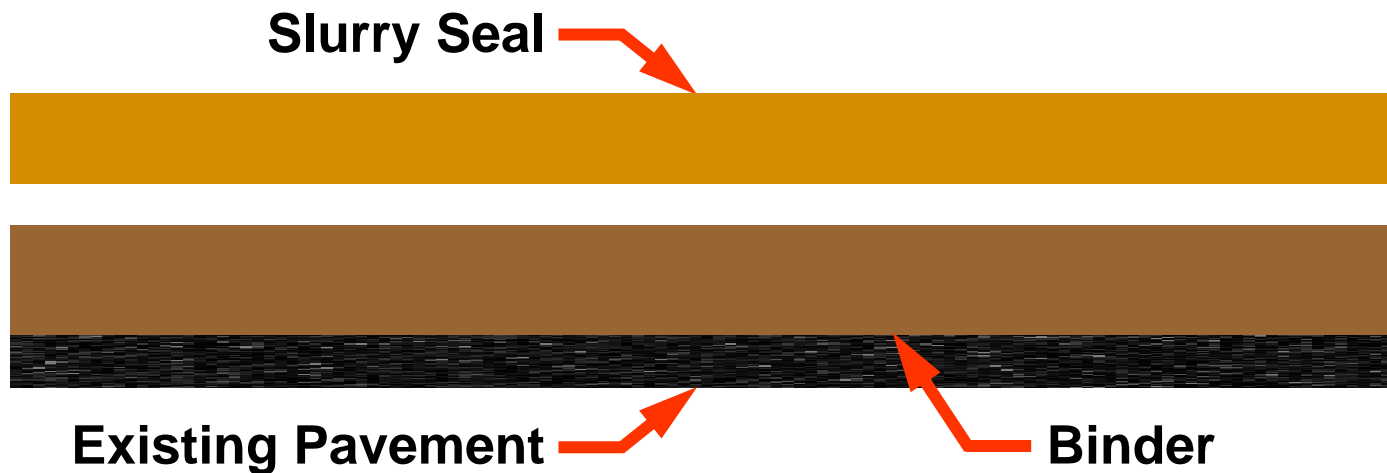
## Double Chip Seals





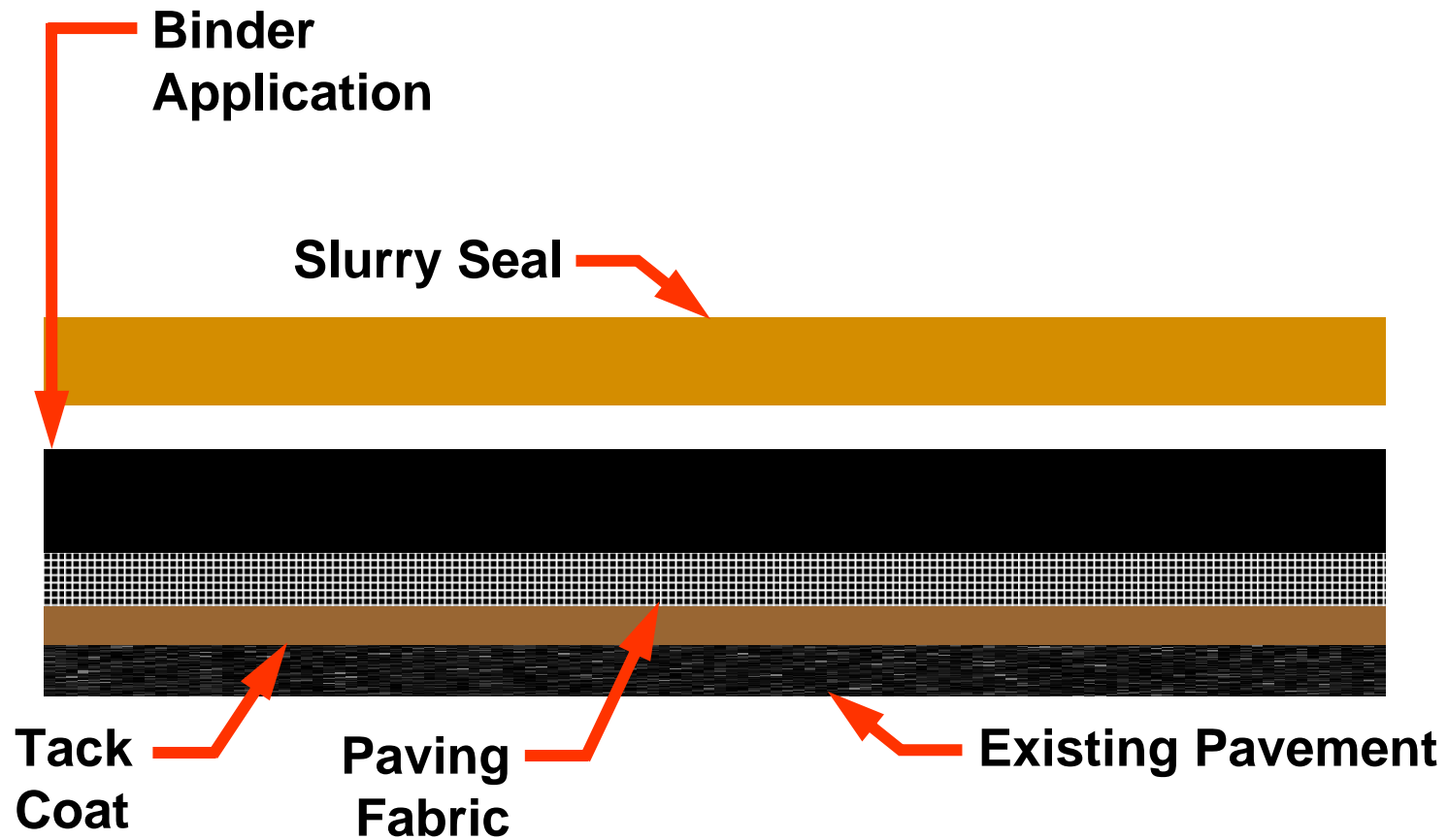
# Chip Seal Variations

## Cape Seals



# Chip Seal Variations

## Fabric and Chip Seals



# Chip Seal Variations

## Fabric and Chip Seals



# Chip Seal Course Training Modules Available

1. Design, Materials & Specifications
2. Construction, QC & Trouble Shootings

# Module 7-1

## Design, Materials & Specifications

From... Maintenance  
Technical  
Advisory Guide (MTAG)

# Topics to be covered

- Chip Seal Design Process
- Design Considerations - Quantity Selection
- Chip Seal Design Methods
- Material Selection – Binder and Aggregate



# Chip Seal Design Process

- Assess existing pavement
  - Based on Traffic, climate (add table 7-2)
- Select compatible binder and aggregate
- Determine quantity

# Determine Quantity

- Residual asphalt content
  - Asphalt cement factor = 1.0
  - Emulsion factors range = 0.65 to 0.70
- Aggregate application rate
  - Single chip layer
  - No more than 10% excess chips
  - 70% embedment recommended

# Chip Seal Design Methods

- McLeod procedure
- Asphalt Institute method

# Asphalt Institute Method

1. Determine aggregate size and specific gravity
2. Aggregate and binder quantities from table
3. Adjust aggregate (if necessary)
4. Adjust asphalt content based on condition of road (if necessary)

# Material Selection - Binder



# Material Selection - Binder

- Polymer-modified emulsions
- Polymer-modified binder
- Polymer-modified rejuvenating emulsions (PMRE)
- Asphalt Rubber



# Material Selection - Emulsion Ingredients

- Asphalt
- Water
- Emulsifying agent (surfactant)

# Material Selection

## Asphalt Rubber Chip Seal



# Asphalt Rubber Chip Seals

## Binder Material

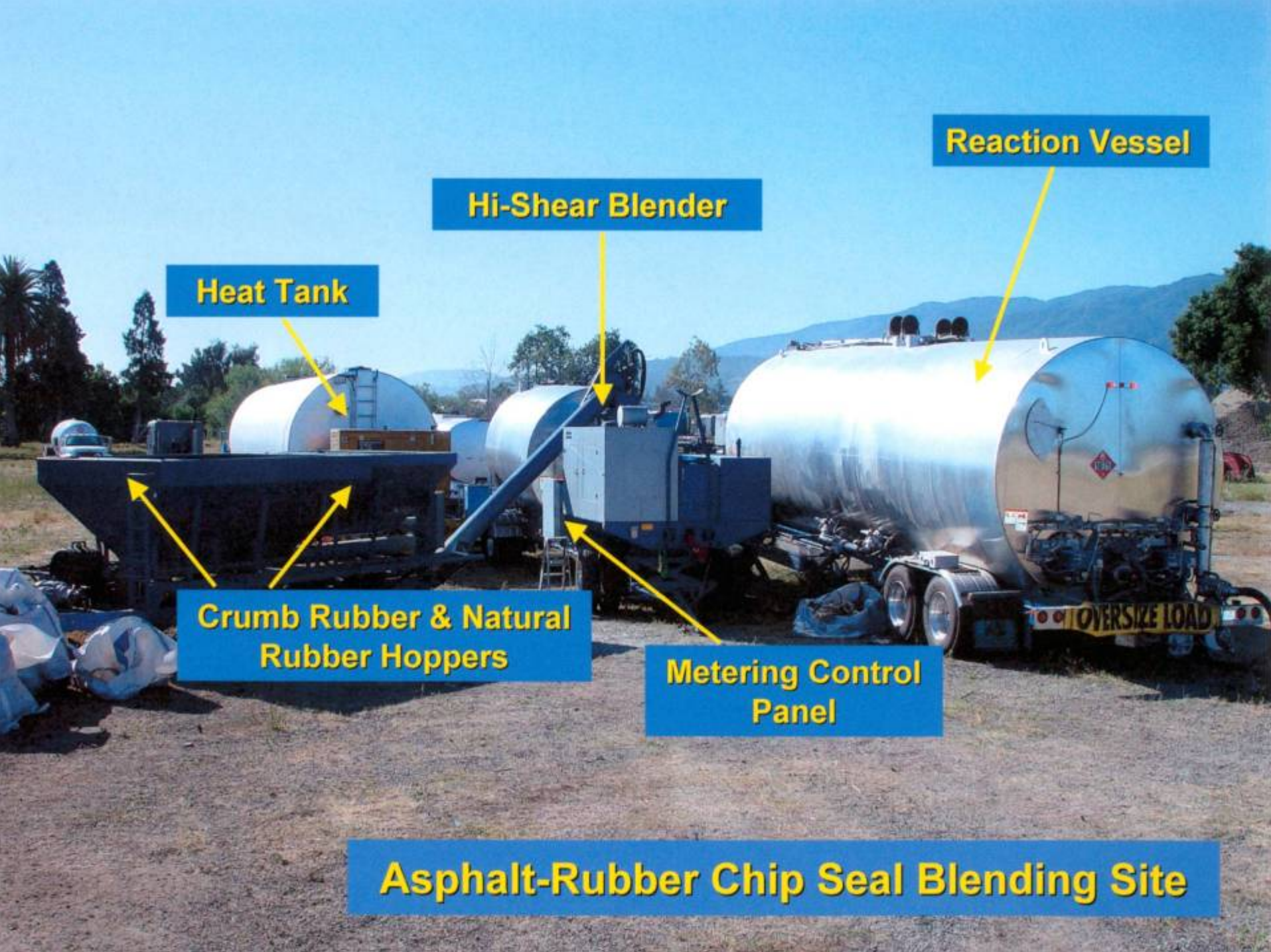
Field Blended (min. 45 minutes and viscosity 1,500 cps-4,000) hot asphalt, extender oil, crumb rubber, and high natural.

AR binder application is usually .60 gal / square yard through an agitated distributor truck attached with a vapor recovery system.

## Aggregate

Chips are always hot pre-coated, and applied at 35-40 lbs. per square yard





**Reaction Vessel**

**Hi-Shear Blender**

**Heat Tank**

**Crumb Rubber & Natural  
Rubber Hoppers**

**Metering Control  
Panel**

**Asphalt-Rubber Chip Seal Blending Site**





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# Polymer Modified Asphalt Chip Seals

## Binder

Terminal Blended using hot asphalt, polymer and can use crumb rubber.

Application rate is 0.35 - 0.50 gals/sy depending on size of chip

## Chips

- ☐ Chips can be 3/8" up to 1/2" (25-35 lbs. / sy)
- ☐ Chips are required to be pre-coated and heated







# Polymer Modified Emulsion Chip Seals

Crack Seal before  
PM Emulsion Seal



# PMRE Scrub Seal

## Binder

Polymer modified emulsion with a solvent free rejuvenating agent additive

Application rate is 0.25 - 0.40 gals/sy depending on size of chip and degree of cracking.

## Chips

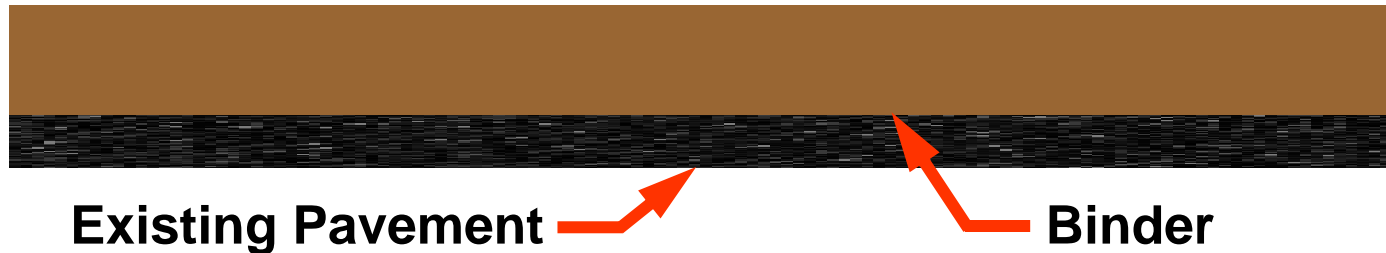
- ☐ Chips can be 1/4" up to 1/2" (18-35 lbs. / sy)
- ☐ Can be applied at temperatures down to 40° F
- ☐ Crack filling is not required

# Material Selection - Aggregates

- Clean and durable
- One size: 6 to 16 mm (0.25 to 0.6 in)
- Cubical shape
- Flat and elongated particles limited to 25 to 30 percent
- Fines limited to 1 to 2 percent

# Material Selection

## Problem With Flat Aggregates



# Module 7-2

## Construction and Inspection

From... Maintenance  
Technical  
Advisory Guide (MTAG)

# Topics to be covered

- Construction Procedures
- Quality Control
- Inspection
- Troubleshooting

# Construction





# Construction - Conventional Chip Seal Procedure

1. Clean existing pavement
2. Apply binder
3. Spread aggregate
4. Roll
5. Allow binder to cure or cool
6. Broom loose aggregate
7. Apply a flush coat

# Construction - Cleaning Existing Pavement



# Construction - Start and Stop Application on Mat



# Construction - Binder Application



# Construction - Binder Overlap

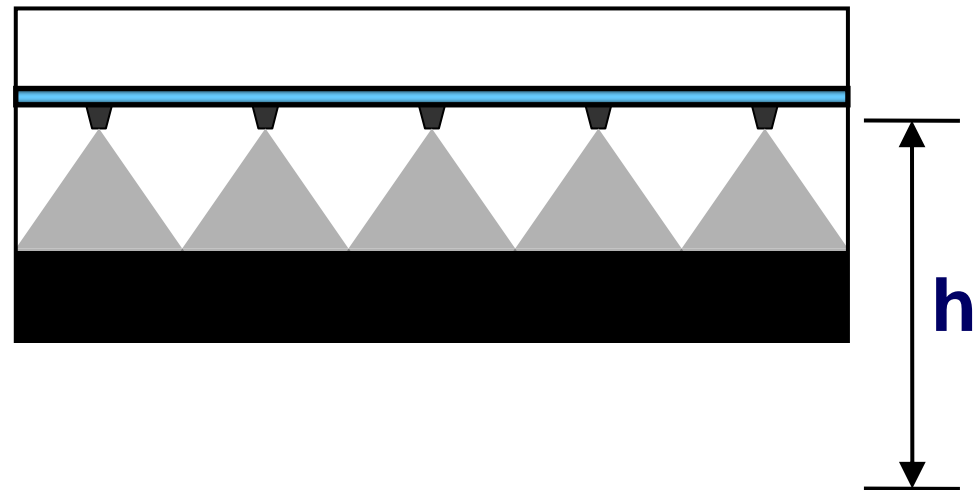
**Spray Bar and Nozzles**

**Single Overlap**

**Double Overlap**

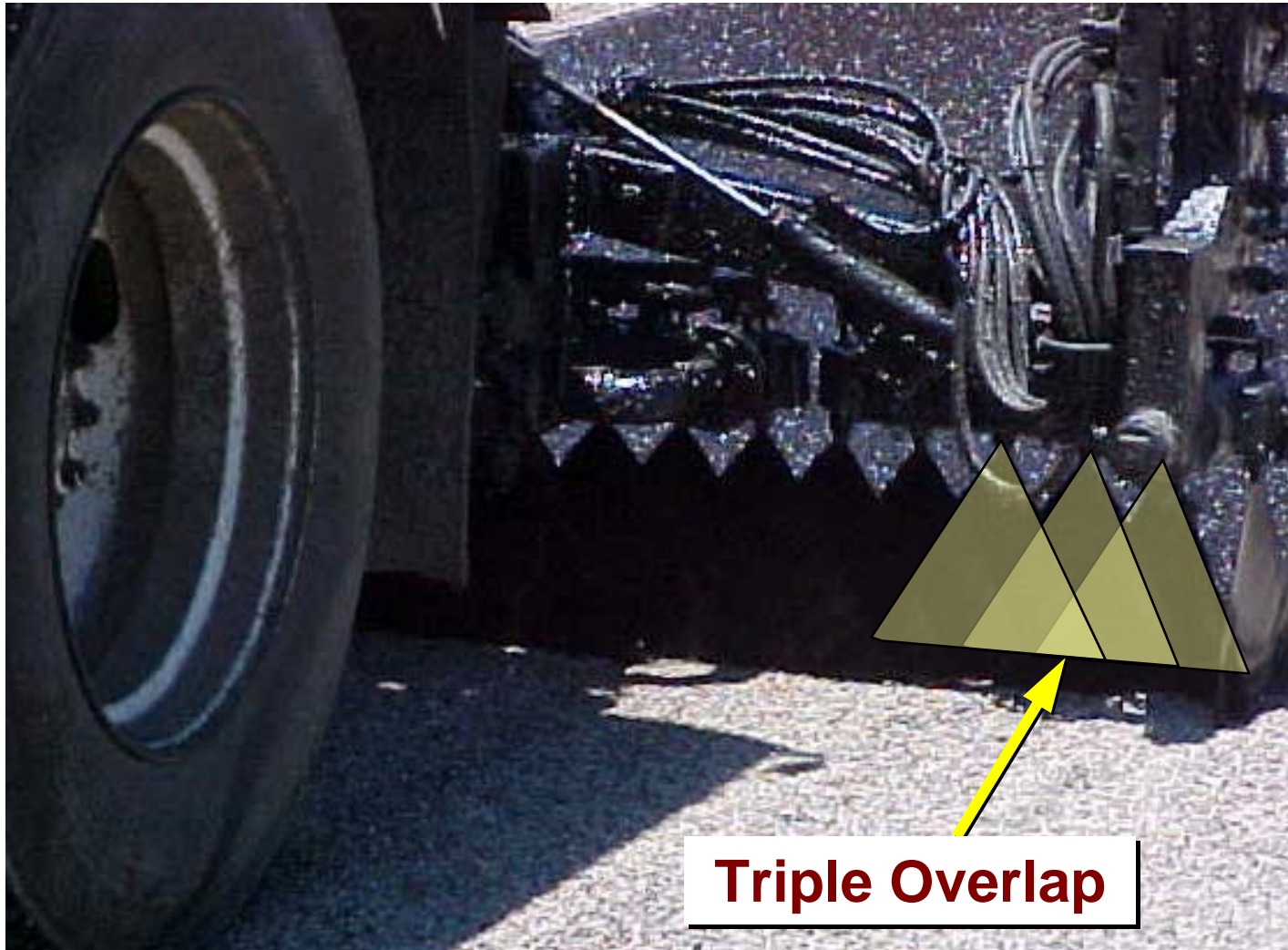
**Triple Overlap**

**Roadway Surface**





# Construction - Binder Application Overlap



# Construction - Binder Application





# Construction - Aggregate Application



# Construction - Aggregate Application



# Construction - Rolling

- Immediate rolling of aggregate
- Pneumatic-tired rollers
- No fewer than three passes
- Full coverage necessary before asphalt cures or cools



# Construction - Rolling



# Construction - Rolling



# Construction - Curing of Emulsion

- Time depends on temperature and relative humidity
- Emulsion break should begin just after first roller pass
- Open to traffic in about 2 hours

# Construction – Cooling of Hot Binder

- Time depends on temperature and relative humidity
- Binder should be cured prior to open to traffic. Time frame is more like 3 to 6 hours depending on climatic conditions



# Construction - Brooming Loose Aggregate



# Quality Control - Preliminary Responsibilities

- Project review
- Document review
- Material checks

# Quality Control - Pre-Application Inspection

- Surface preparation
- Equipment inspection
  - Asphalt distributor
  - Chip spreader
  - Haul trucks
  - Rollers
  - Brooms

# Quality Control - Pre-Application Inspection (cont.)

- Weather requirements
- Determining application rates
- Checking application rates
- Traffic control plan and setup

# Quality Control - Project Inspection

- Asphalt application
- Aggregate application
- Truck operation
- Rolling
- Longitudinal joints
- Transverse joints
- Brooming



# Quality Control - Post-Application Inspection

- Cleanup
- Opening to traffic

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# Quality Control - Post-Application Inspection

- Cleanup
- Opening to traffic

# Troubleshooting

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# Troubleshooting

What is wrong here?

Streaking



# Troubleshooting

What is wrong here?

Poor Longitudinal Joint



# Troubleshooting

What is wrong here?

Bleeding





# Troubleshooting

What is wrong here?

Loss of Cover Aggregate



# Troubleshooting

What is wrong here?

Non-uniform Aggregate Coverage



# Troubleshooting

## Possible Construction Problems

- Problem:

*Aggregate embedment > 80 percent*

- Potential causes? (Refer to Table 7-7)



# Troubleshooting

## Possible Construction Problems

- Problem:

*Aggregate embedment < 50 percent*

- Potential causes? (Refer to Table 7-7)

# Troubleshooting

What is wrong here?

Loss of aggregate due to inadequate curing



# Troubleshooting

What is wrong here?

## Single Overlap



# Troubleshooting

What happened here?



# Thank You

## Questions?