

THIS MEMO IS EXPIRED

April 26, 2000

MEMORANDUM NO. 17-00

TO: DISTRICT CONSTRUCTION ENGINEERS

FROM: Greg Xanders, State Construction Engineer

COPIES: Gale C. Page, James A. Musselman, Charles Goodman, Archie Montgomery, Douglas Townes, Greg L. Schiess (FHWA), Area Construction Engineers, District Bituminous Engineers

SUBJECT: SUPERPAVE SHORT TRAINING COURSE FOR CONSTRUCTION PERSONNEL - MAY 23, 2000 - TALLAHASSEE

The preliminary performance results on Interstate Highways in North Florida indicate that the flexible pavements designed and constructed with the Superpave system are performing better than those constructed with the old Marshall mix design. In order to continue the successful statewide implementation of Superpave and to strengthen the ability and knowledge of the project personnel, a short training course has been developed focusing on the roles and responsibilities of construction personnel for the administration of Superpave construction. The course is designed to assist project personnel in interpreting the Superpave specifications and applying them to the Superpave projects.

This course is scheduled on Tuesday, May 23, 2000 from 8:30 am to 12:00 noon in the Suwannee Room (Room No. 250) on the second floor in the Haydon Burns Building in Tallahassee.

In order to minimize the interruption of the normal job site operations and to achieve the training goals effectively as soon as possible, all District Resident Asphalt Specialists shall attend this course. After taking this training, the District Resident Asphalt specialists will be responsible to train/assist the construction personnel in their area based on the priority of project needs in each District. Some of the District Training Engineers or Project Engineers whose major roles or technical expertise are in the area of asphalt construction should also attend this training. There are 40 seats available with 5 seats allocated to each District. Please contact David Wang by Email (CN982DW) or phone (850-414-4152) with a list of your attendees and any questions you may have.

GX/dw