

FLORIDA DEPARTMENT OF TRANSPORTATION

Instructions for Standard Proctor

(Instructions Revision Date: February 1, 2019)

1. Since all of the material will pass a No. 4 Sieve, use FM 1-T099, Method A.
2. It is important that you prepare the specimen in accordance with FM 1-T099. Please mix the material thoroughly.
3. Since we are sending out a 10 pound specimen, you must decide how to take the moisture in accordance with the procedure. See Note 6 under Section 4.3 in FM 1-T099 and Subsection 5.3 in AASHTO T 99. Remember, you will need to recombine the material each time after you have compacted and removed a moisture specimen and add a specified amount of water for the next compaction. This will be repeated until you have compacted enough specimens to produce the moisture-density relationship curve. You should have plenty of material.
4. It is **recommended** that the specimen be soaked for a minimum of 12 hours to allow the specimen to absorb the water. The decision of how much water to presoak will be left up to each participating technician. For guidance, see Section Table 1 of FM 1-T099.
5. Since your results will be statistically analyzed, please report your results to the **nearest 0.1 pound per cubic foot** and the nearest **0.1 percent optimum moisture**.
6. If you have any questions or you need additional samples, call Mike Spradley at the FDOT District Two Materials Office in Lake City at (386) 961-7755
7. Enter your test results in MAC. Follow the MAC data entry for IA program proficiency samples instructions below.

The test report forms are available through the web address below in case you were not provided with one.

<https://www.fdot.gov/materials/quality/programs/independentassurance/profsampleprogram/proficiencyreports.shtm>

[IA Proficiency Sample Schedule](#) (The deadline date to enter your test results in MAC. It is under the "Test Reported By" column of the spreadsheet.)

[IA Data Entry for Proficiency Samples](#) (Instructions for entering proficiency sample test results in MAC.)