## CLEARING AND GRUBBING.

(REV 8-30-17) (1-21)

ARTICLE 110-2 is expanded by the following new subarticle:

**110-2.6 Clearing and Grubbing Locations:** Clear and grub within the areas shown in the Work Document or the Plans.

Remove portions of fence when necessary to gain access within fenced areas. Restore fence immediately following completion of the work described in the work document. Cost of restoring the fence will be included in the cost of clearing and grubbing.

Report to the Engineer, before beginning work, all damaged fence, fence posts and other appurtenances such as sign posts and bases, delineators posts, guardrail or barrier walls, light poles, endwalls, pipes, drainage structures, poles, guys, landscape areas, etc. Damaged fence, fence post or other appurtenance found after beginning work will be deemed damaged and will be replaced at no cost to the Department.

ARTICLE 110-9 is expanded by the following new Subarticle:

**110-9.6 Stockpiling Debris:** Stockpile outside of the clear zone, or remove and dispose from the right-of-way, all material that was the result of the clearing and grubbing operation at the end of each day. Provide disposal areas approved by the Engineer, in accordance with the applicable requirements of the Federal, State, and Local Rules and Regulations.

SUBARTICLE 110-11.1 is deleted and the following substituted:

**110-11.1 Clearing and Grubbing:** When direct payment is provided in the Contract, the quantity to be paid for will be the lump sum quantity.

When areas of clearing and grubbing are designated to be paid for separately by the acre, the quantity to be paid for will be determined by measurement of the areas authorized by the Engineer to be cleared and grubbed and acceptably completed. Measurements of the above areas will be rounded to the nearest one thousandths (0.001) acre.

For areas of flexible pavement, the quantity to be paid for will be the number of square yards of flexible pavement removed. Measurements will be rounded up to the nearest yard.