

1.0 MATERIALS AND DESIGN REQUIREMENTS

1.1 General Requirements

- .1 The integrity and continuity of unique paving designs or materials such as exposed aggregate, coloured concrete, tile mosaics, rubberized asphalt, etc. may be difficult or impossible to match or replace. Designers should consider the need to repair or replace these materials over time.
- .2 The maintenance and repair of non-standard paving materials will be customer funded expenses of the unit requesting them.
- .3 All expanses of paving associated with all Public Realm spaces must be detailed to accommodate maximum anticipated vehicular loading. Vehicles and heavy equipment such as snorkel lifts required intermittently to service buildings, large trees, or respond to emergencies, must be accommodated without damage to surfacing due to loading.
- .4 Any utility upgrades or other projects that disturb and damage existing paving shall reinstate paving to original condition in compliance with relevant guidelines.
- .5 Where manholes, catch basins and service covers occur within expanses of unit paving, concrete surrounds should be considered as an additional detail to minimize uneven settling of adjacent paving – especially where increased vehicular loading is anticipated.

1.2 Unit Pavers

- .1 Public Realm unit paving should be installed such that:
 - .1 No end paving unit to be smaller than 8" x 8".
 - .2 A complete bonded installation of paving units at the ends and/or edges of paving each course is achieved.
 - .3 A minimum overlap of paving units is specified thus avoiding the incidence of running straight joints or near straight joints.
 - .4 Groupings of similar sized paving units are avoided (e.g. linear runs of 100 mm units would be unacceptable.)
 - .5 Sharp-angled cuts are to be avoided.
- .2 The edges of all areas of unit paving must be detailed with a continuous, robust edge to support loading and prevent lateral expansion.

*****END OF SECTION*****