

TABLE A

Price Adjustment for Aggregate Gradation Test Deviation

Specified Sieve Size	Deviation in Percent Passing	HMA - Number of Tests			PCC
		<u>1</u>	<u>2</u>	<u>3</u>	
		% Contract Unit Price Adjustment			
19 mm, 26.5 mm, 37.5 mm (3/4", 1", 1½")	0.1 – 5.0	0	1	2	1
	5.1 +	1	2	4	2
4.75 mm, 9.5 mm, 13.2 mm (#4, 3/8", ½")	0.1 – 4.0	0	1	2	1
	4.1 – 7.0	1	2	4	2
	7.1 +	2	4	6	3
2.36 mm thru 150 µm (#8 thru #100)	0.1 – 3.0	0	1	2	1
	3.1 – 5.0	1	2	4	2
	5.1 – 7.0	2	4	6	3
	7.1 +	4	6	8	4
75 µm (#200)	0.1 – 0.5	0	1	2	1
	0.6 – 1.0	0	2	4	2
	1.1 – 2.0	2	4	6	3
	2.1 – 4.0	4	6	10	4

HMA

For HMA, non-compliance is based on deviation of the average of all verification tests (for the lot) from the job mix target gradation tolerances. The lot of non-complying material will be price adjusted per applicable HMA column in Table A for the number of verification tests run.

PCC

For Structural Concrete, when a lot verification sample is non-complying, the limits of the non-complying material will be determined by testing previous and subsequent lot verification samples. The quantity of material identified as being non-complying will be price adjusted per column PCC in Table A.

For non-QM-C Paving and the #200 sieve for QM-C paving, when the lot verification sample is non-complying, the limits of the non-complying material will be identified by testing previous and subsequent samples within the lot. The quantity of material identified as being non-complying will be price adjusted per column PCC in Table A.

Application of Price Adjustment

1. All percent passing (and average percent passing) values are to be calculated to two significant figures.
2. The Price Adjustment percentage (to be applied to the quantity of non-complying material) is the sum of percentages determined for individual out-of-tolerance sieve sizes.
3. For HMA, the Price Adjustment applies to HMA mixture only. The Price Adjustment is not applied to HMA projects let under Percent Within Limits (PWL) specifications.
4. For PCC Overlays, the Price Adjustment applies to both the Furnish and Place items.