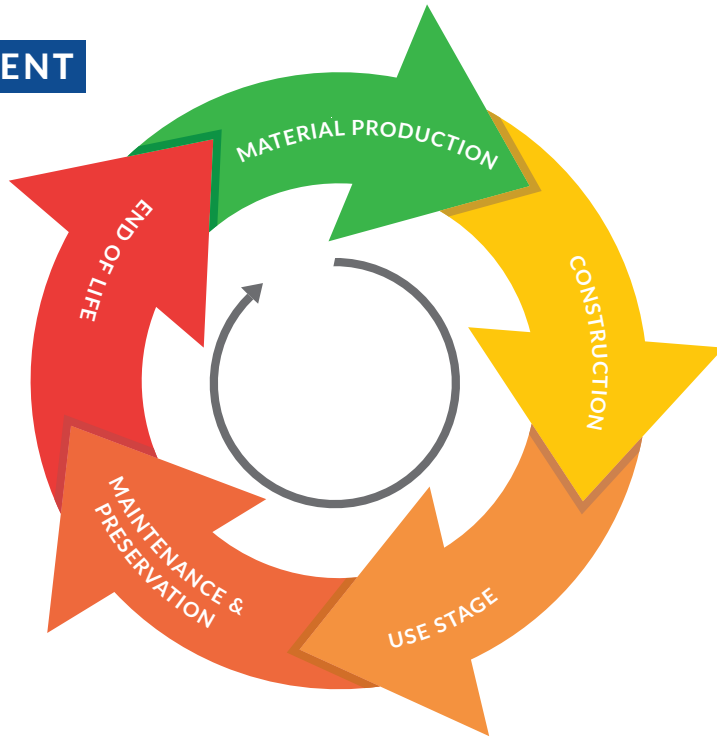


## LIFECYCLE OF PAVEMENT



### SLURRY SEAL

High-performance resurfacing treatment that provides an additional wear surface. Slurry prevents moisture and air intrusion in the pavement and improves skid resistance.

#### HEAVILY USED ROADWAYS

Best for heavily used roadways and streets where vehicles travel at high speeds like residential areas

#### 5 - 7 YEARS

Lasts 5 - 7 years depending on weather & traffic

#### MORE EXPENSIVE

Normally costs twice (x2) the amount of seal coat as it requires specialized equipment and applicator

#### THICK MIXTURE

Slurry seal is the application of a mixture of water, asphalt emulsion, large aggregate, and additives to an existing asphalt pavement surface

#### ROUGH TEXTURE

Provides a tougher surface that can withstand heavier and more constant traffic loads

#### 4 - 6 HOURS TO DRIVE TIME

Factors such as ambient temperature, direct sunlight, humidity, and intended usage influence actual time until surface can be open to traffic.

VS.

### SEAL COATING

A protective coating to asphalt-based pavements to provide a layer of protection from the elements: water, oils, harmful chemicals and U.V. damage.

#### LOW SPEED AREAS

Best for low speed and traffic areas such as parking lots and driveways

#### 3 - 4 YEARS

Lasts 3-6 years depending on weather & traffic

#### LESS EXPENSIVE

Less expensive than slurry seal, easy to apply

#### THIN MIXTURE

Sealcoating is an emulsion containing liquid asphalt, mineral fillers and other anti-oxidation additives

#### SMOOTH FINISH

Helps to even out rough surfaces

#### 2 - 4 HOURS TO DRIVE TIME

Factors such as ambient temperature, direct sunlight, humidity, and intended usage influence actual time until surface can be open to traffic.

## FAQ

### How often to re-stripe a parking lot?

Heavy traffic asphalt: annually

Light traffic asphalt: every other year

### Most damaging factors of a parking lot?

Traffic Flow, Weather Conditions, Normal Wear, Tear & Cleaning Chemicals / Spills

## EVALUATING PAVEMENT

