



ALLEY



* ONE WAY ALLEY OPTIONAL WITH VALLEY GUTTER (16' B-B)

NOTE:

- 1. NORMAL CROWN (REVERSE CROWN FOR ALLEYS) OF 1/4 INCH PER FOOT SHALL BE USED UNLESS OTHERWISE DIRECTED BY TOWN ENGINEER.
- 2. WATER AND SEWER UTILITIES SHALL NOT BE SERVED FROM THE ALLEY RIGHT OF WAY.
- 3. RURAL RESIDENTIAL STREET MAY BE USED WHERE PERMITTED BY THE UDO.
- 4. GRASSED SWALES SHALL MEET THE APPLICABLE DESIGN REQUIREMENTS SET FORTH IN THE DWQ BMP MANUAL.
- 5. GRASSED SWALES MAY BE SUBJECT TO THE REQUIREMENTS SET FORTH IN UDO SECTION 6.1.12.
- 6. ROADSIDE / STREETSCAPE TREATMENTS ARE CONTEXT SENSITIVE. REFER TO ADVANCE APEX: THE 2045 TRANSPORTATION PLAN FOR APPROPRIATE CONTEXT, AND THE BICYCLE AND PEDESTRIAN SYSTEM PLAN MAP FOR APPROPRIATE FACILITY TYPE.



STANDARDS

STREET TYPICAL SECTIONS RESIDENTIAL









NOTES:

- 1. RESIDENTIAL DRIVEWAYS TO BE 12' TO 24' WIDTH EXCEPT WHEN CONNECTING TO AN ALLEY WIDTH MAY BE INCREASED TO ALLOW AN ADDITIONAL 9' WIDE PARKING PAD IF DISTANCE FROM THE ALLEY TO THE STRUCTURE IS LESS THAN 18'.
- 2. COMMERCIAL & INDUSTRIAL DRIVEWAYS TO BE 18' TO 30' WIDTH.
- 3. ALLEY CONNECTIONS TO BE 16' WIDTH.
- 4. ALL CONCRETE SHALL BE 3000 PSI.
- 5. IF CURB CUT IS WITHIN 5' FROM A JOINT, THEN THE CUT SHALL BE MADE AT THAT JOINT.
- ALL DRIVEWAYS SHALL BE INSTALLED WITH A SIDEWALK SECTION AND UTILITY STRIP AS SHOWN. SIDEWALK SECTIONS SHALL HAVE 1/4" PER FOOT FALL TOWARDS THE STREET.
- 7. LOCATE DRIVEWAYS A MINIMUM OF 3 FEET FROM SEWER SERVICE LINES.



SHEET 1 OF 2

EFFECTIVE: APRIL 9, 2024

TOWN OF APEX

STANDARDS



















- CONCRETE FOUNDATIONS SHALL BE CONSTRUCTED TO WITHSTAND 6,000 LBS OF STATIC LOAD AT 27 INCHES ABOVE GRADE PER MANUFACTURER SPECIFICATIONS.
- 4. BOLLARDS SHALL BE INSTALLED OUTSIDE THE CLEAR ZONE WHEN ADJACENT TO ROADWAY. BOLLARDS SHALL BE INSTALLED MINIMUM 10 FEET FROM THE BACK OF CURB RAMP WHEN
- 5. PROVIDE A 2-FOOT SEPARATION BETWEEN TRAIL AND BOLLARDS WHEN TRAIL IS 8 FEET IN WIDTH.
- 6. FIXED BOLLARDS SHALL NOT BE REQUIRED WHEN MOTOR VEHICLE ACCESS IS BLOCKED BY

