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Chapter 14 - SIGNING & PAVEMENT MARKING STANDARDS

CADD Production Criteria Handbook

14.1 GENERAL

Signing and Pavement Marking Plans are usually a component set of plans (see Chapter 13). However, if the Signing and Pavement Marking Plans are the lead plan set, then the standards set in Chapter 13, Roadway Standards, pertaining to elements that are specific to the lead plan set, shall apply to the Signing and Pavement Marking plan set (i.e., Traffic Control files and elements, preliminary estimate sheets, etc.)

Florida Department of Transportation (FDOT) Projects requiring minor Signing and Pavement Marking construction work may include these features detailed on sheets in the Roadway Plans. If this is the case, the Signing and Pavement Markings element symbology standards within this chapter shall still apply. However, an exception to the Standard Rules must be created and documented in the Roadway discipline journal file.

When prepared as component plans, they shall be assembled as a separate plan set complete with a key sheet, tabulation of quantities and all other relevant Signing and Pavement Marking sheets. The sheets shall be numbered consecutively, with sheet numbers prefixed by the letter "S".

14.2 STANDARD FILE NAMES

FDOT utilizes standard naming conventions for all of its files. Some of the automation implemented in various tools provided by FDOT depends on naming conventions being met. More importantly, the naming convention confers information to the downstream customer of the data.

Standard file names should follow this format: **AAAABB##.ext**

Where **AAAA** = *abbreviated file description*, **BB** = *Discipline Denotation*, **##** = *Sequence number*.

Note Please see Chapter 5 of this document for more information.

The following table defines the Signing & Pavement Marking File Name Standards in regards to FDOT Projects with the understanding that each file name will include sequential numbering. Standard Model names are also provided, however, it is not mandatory to use more than the default model, with the exception of those listed in this table.

Note See Chapter 4 for the symbology standards for each applicable Standard Rule.

File Type	Critical File	File Name	Model Name	File Description	Standard Rule	MicroStation Seed File	Civil 3D Template File
Borders & Sheets		BDPLSP*	default	Border for Plan Sheets when sheet is referenced	planrd	fdotseed2d.dgn	
Borders & Sheets		BDXSSP*	rdxsrd	Border for Cross Section Sheet when sheet is referenced	rdxssp	fdotseedxs.dgn	
Borders & Sheets		GNNTSP*	default	General Notes	planrd	fdotseed2d.dgn	genplanrd.dwt
Borders & Sheets		PLANSP*	default	Plan Sheet	planrd	fdotseed2d.dgn	SHPLAN.dwt
Clipping		CLIPSP*	default	Clip Borders	cliprd	fdotseed2d.dgn	cliprd.dwt
Clipping		MTPLSP*	default	Motif file for plan sheets	planrd	fdotseed2d.dgn	planrd.dwt

File Type	Critical File	File Name	Model Name	File Description	Standard Rule	MicroStation Seed File	Civil 3D Template File
Clipping		MTPRSP*	default	Motif file for profile sheets	plprrd	fdotseed2d.dgn	planrd.dwt
Cross Sections	X	RDXSSP*	rdxsrd	Cross-Sections	rdxssp	fdotseedxs.dgn	rdxssp.dwt
Existing Topography		TOPOSP*	default	Topography - Existing	topord	fdotseed2d.dgn	topord.dwt
Key Sheets		KEYSSP*	default	Key Sheet	keysht	fdotseedkeymap.dgn	keysht.dwt
Proposed Design		AUTOSP*	default	AutoTurn Turning Radius Data	autosp	fdotseed2d.dgn	autosp.dwt
Proposed Design	X	DSGNP*	default	Proposed Design	dsgnsp	fdotseed2d.dgn	dsgnsp.dwt
Proposed Design		SAPMSP*	default	Layout as a Typical Design or Passing Zone	dsgnsp	fdotseed2d.dgn	dsgnsp.dwt
Proposed Design		SIGNSP*	default	Digital Signatures (Multi)	open	fdotseed2d.dgn	digitalsignature.dwt
Proposed Design		TEXTSP*	default	Text Labels & Miscellaneous Descriptions	planrd	fdotseed2d.dgn	
Special Details		GSWKSP*	default	Guide Sign Work Sheet & Details	gswksp	fdotseed2d.dgn	gswksp.dwt
Special Details		MSARSP*	default	Mast Arm Detail for Signing	msarsp	fdotseed2d.dgn	msarsp.dwt
Special Details		SPDTSP*	default	Special Details - Miscellaneous	open	fdotseed2d.dgn	spdtrd.dwt
Special Details		SPSGSP*	default	Special Sign Details for Overhead	open	fdotseed2d.dgn	spdtrd.dwt
Summary Boxes / Tables		CESSSP*	default	Summary of Pay Item Sheets	planrd	fdotseed2d.dgn	genplanrd.dwt
Summary Boxes / Tables		TABQSP*	default	Tabulation of Quantity Sheets	planrd	fdotseed2d.dgn	genplanrd.dwt

14.3 SIGN DESIGN

The DrawSign Program is an application that draws sign panels and posts and determines the corresponding pay item of the assembly based on the wind load and post properties. The DrawSign application requires use of the GEOPAK and GEOPAK Design and Computation (D&C) Manager database (FDOT2010.ddb) to provide automated pay item association.

14.4 GUIDSIGN

GuidSIGN is the standard sign design software for FDOT. However, using GuidSIGN is not required and other sign design programs available in the industry may be used. FDOT Symbology Standards shall still be met regardless of the software used.

GuidSIGN is designed as a tool to create sign panels. Sign panels design and creation require two (2) separate files: GSWKSP*.dgn (DWG) for sign panel design and the worksheet and the DSGNSP*.dgn (DWG) file for sign panel placement on the project.. There is no limit to the number of sign panels that can be placed in a file. A particular effort was made to allow users to create sign panels with as little input as possible and with little or no knowledge of sign standards.

In addition to the GuidSIGN worksheet design file required for all non-standard sign designs by the Plans Preparation Manual, a DXF output of the sign, for use by a Sign Cutting Shop, shall be provided for creation of the sign panel.

14.5 AUTOTURN

AutoTURN is the standard turn radius design software for FDOT. However, using AutoTURN is not required. Other turn radius design software available in the industry may be used for designing the turn radius of road intersections. FDOT Symbology Standards shall still be met regardless of the software used.

AutoTURN is CADD based software that simulates low speed turning maneuvers for highway vehicles. AutoTURN operates in both AutoCAD and MicroStation environments. AutoTURN may be used to define vehicles and determine vehicle tire tracking and sweep paths. AutoTURN can be used in the design of road intersections, parking garages, loading ramps and the majority of vehicular facilities.

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