MICHIGAN

DEPARTMENT OF TRANSPORTATION

SPECIAL PROVISION

FOR

**LIGHT STANDARD ARM, INSTALL SALVAGED**

UTL:BMB 1 of 1 APPR:NJM:DBP:05-31-22

**a. Description.** This work consists of installing existing, salvaged light standard arm as specified herein and as shown on the plans. Ensure this work is done in accordance with the requirements of section 819 of the Standard Specifications for Construction, the details shown on the plans, and this special provision.

**b. Materials.** Furnish material in accordance with subsection 819.02 of the Standard Specifications for Construction.

Ensure nuts and washers are in accordance with subsections 908.14.A and 908.14.B of the Standard Specifications for Construction.

**c. Construction.** Install light standards and luminaires in accordance with subsections 819.03.B and 819.03.C of the Standard Specifications for Construction, respectively. Install the light standard and luminaire on the foundation or barrier per the manufacturer’s recommendation and all electrical connections must meet the *NEC* requirements and any applicable local electrical codes.

Coat exposed portions of hardware with an epoxy and urethane coating system in accordance with subsection 715.03.D.1 of the Standard Specifications for Construction. Use a black colored urethane meeting color number 17038 of Federal Standard 595C from the Qualified Products List (915).

Repair any damages to the galvanized coatings of any product used per subsection 716.03 of the Standard Specifications for Construction. Any repair costs incurred for the repairs are the responsibility of the Contractor.

**d. Measurement and Payment.** The completed work, as described, will be measured and paid for at the contract unit price using the following pay item:

**Pay Item Pay Unit**

Light Std Arm, Install Salv Each

**Light Std Arm, Install Salv** includes the cost of the anchor bolts and other miscellaneous hardware to install the light standard arm. The foundation, luminaire, and light standard will be paid for separately.