

VEHICLE CROSSING INFORMATION SHEET

Vehicle Crossing – Cross Section



The designer is to submit a 1:20 scale cross section for each proposed vehicle crossing showing the following items:

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| A. Finished floor level 2.0 metres inside property | E. Surface level at the bottom of the kerb |
| B. Property line surface level | F. Surface level at the edge of channel |
| C. Surface level at change in grade (if applicable) | G. Road level 1.0 meter from the edge of channel |
| D. Bullnose (max height 60mm) – must be clearly labelled | H., I. Road levels |

- Please note the cross section must be fully dimensioned. As shown in the sketch below.
- Please show both the existing and proposed surface.
- The maximum allowable cross-fall between points B and C is 1:40 (2.5%).
- A bullnose (max 60mm) is permitted at point D, however not compulsory.
- The levels shown must be exact reduced levels, to three decimal points. Interpolation of levels is not acceptable.
- The designer must demonstrate that an 85th or 99th percentile vehicle profile can traverse the design cross section as per the Australian/New Zealand Standard ground clearance template (AS/NZS 2890.1:2004).
- Significant level changes to the existing footpath level B to C will require additional level design either side of the proposed crossing.
- Please include any additional levels or changes in grade that are not shown in the diagram.

