





**SUGGESTED SEQUENCE OF CONSTRUCTION TO CONTROL EROSION:**

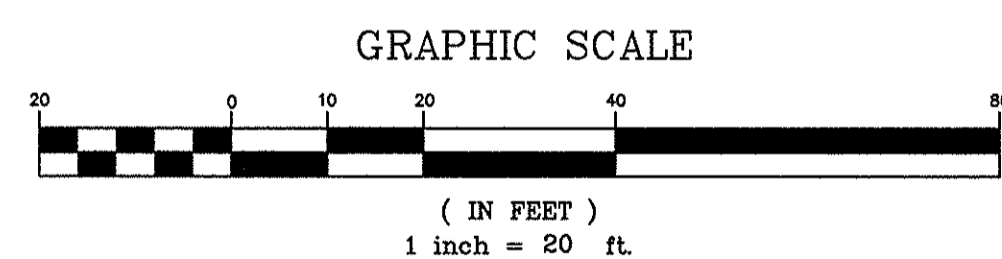
- THIS SEQUENCE OF CONSTRUCTION IS A GENERAL GUIDE TO THE CONTRACTOR. ACTUAL CONSTRUCTION PRACTICES WILL DICTATE VARIATIONS IN THE ORDER OF MAJOR EVENTS.
1. INSTALL ALL PERIMETER SILT FENCE.
  2. INSTALL SILTATION BASINS. (PRIOR TO ANY STRIPPING OF TOPSOIL OR OTHER EARTHWORK)
  3. CLEAR AND GRUB WORK AREAS. TEMPORARILY SEED AREAS NOT TO BE WORKED ON WITHIN 14 DAYS.
  4. STRIP AND STOCKPILE ON-SITE TOPSOIL. SEED STOCKPILES WITH TEMPORARY SEED MIX.
  5. BEGIN EARTHWORK FOR PARKING AND BUILDING FOUNDATION.
  6. STABILIZE AREAS DRAINING TO UNDERDRAINED SOIL FILTER.
  7. CONSTRUCT UNDERDRAINED SOIL FILTER AND STORM DRAIN SYSTEM.
  8. INSTALL AND PROTECT STORM DRAINAGE SYSTEM.
  9. BEGIN BUILDING CONSTRUCTION.
  10. ROUGH GRADE PARKING AREAS, AND ROADWAY SIDE SLOPES.
  11. FINE GRADE ALL PARKING LOTS AND DRIVEWAY SIDE SLOPES AND ROUGH GRADE REMAINDER OF SITE.
  12. RESEED OR TEMPORARILY SEED ANY AREA WHICH WILL BE LEFT UNDISTURBED FOR MORE THAN 14 DAYS.
  13. COMPLETE FINE GRADING AND PAVING OF SIDEWALKS AND PARKING AREAS.
  14. CLEAN UNDERDRAINED SOIL FILTER AND STORM DRAIN SYSTEM OF CONSTRUCTION SEDIMENTATION.
  15. FINE GRADE, LOAM, SEED AND FERTILIZE REMAINDER OF SITE.
  16. REMOVE TEMPORARY SOIL EROSION MEASURES.

**EROSION CONTROL LEGEND**

-  CATCH BASIN PROTECTION WITH HAYBALES & SILTBACK
-  SILT FENCE
-  EROSION CONTROL MESH
-  STABILIZED ENTRANCE

FOR ADDITIONAL LEGEND INFORMATION SEE SHEET C1.3

WASHINGTON AVENUE



REV.	DATE	DESCRIPTION
2	5/17/11	REV'D PER REVIEW COMMENTS & FOR CONSTRUCTION
1	5/3/11	REV'D PER CITY OF PORTLAND REVIEW COMMENTS

**J.B. BROWN & SONS**  
36 DANFORTH SREET, PORTLAND MAINE

**MARTIN'S POINT HEALTHCARE**  
901 WASHINGTON AVEUNE, PORTLAND

**PINKHAM & GREER**  
CONSULTING ENGINEERS  
FALMOUTH, MAINE

**EROSION CONTROL PLAN**

SCALE:	AS SHOWN	DRN BY:	JDC
DATE:	APRIL 4, 2011	DESG BY:	TSG
PROJECT:	10181	CHK BY:	TSG

**C1.4**

3/17/11