

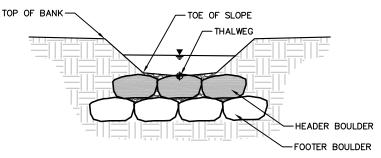
PLAN VIEW

NOTES:

- 1. A ROCK SILL MAY BE USED ALONE OR IN COMBINATION WITH A CONSTRUCTED RIFFLE.
- NO PART OF THE SILL SHALL BE PLACED ABOVE THE ELEVATION OF THE UPSTREAM AND/OR ADJACENT STREAM BED.
- 3. A FOOTER BOULDER IS NOT REQUIRED IF THE HEADER BOULDER DEPTH EXCEEDS SPECIFIED SILL DEPTH.
- 4. THE ROCK SILL IS GENERALLY CONSTRUCTED AS FOLLOWS:
 - A. OVER-EXCAVATE STREAM BED TO A DEPTH EQUAL TO THE TOTAL THICKNESS OF THE HEADER AND FOOTER BOULDERS.
 - B. PLACE FOOTER BOULDERS. THERE SHALL BE NO GAPS BETWEEN BOULDERS.
 - C. INSTALL FILTER FABRIC.

BACKFILL MATERIAL

- D. PLACE BACKFILL MATERIAL UPSTREAM OF THE FOOTER BOULDERS AND FILTER FABRIC.
- E. INSTALL HEADER BOULDERS ON TOP OF AND SET SLIGHTLY BACK FROM THE FOOTER BOULDERS (SUCH THAT PART OF THE HEADER BOULDER IS RESTING ON THE BACKFILL MATERIAL). HEADER BOULDERS SHALL SPAN THE SEAMS OF THE FOOTER BOULDERS. THERE SHALL NOT BE A SEAM IN THE CENTER OF THE STREAM BED (AT THE THALWEG). THERE SHALL BE NO GAPS BETWEEN BOULDERS OR THALWEG SEAM BETWEEN HEADERS.
- F. INSTALL FILTER FABRIC.
- G. PLACE BACKFILL MATERIAL BEHIND HEADER BOULDERS ENSURING THAT ANY VOIDS BETWEEN THE BOULDERS ARE FILLED.



SECTION A-A

DESIGN VARIABLES			
	EXAMPLE	REACH _	REACH _
BOULDER DIMENSIONS	1'x2'x2'		
BACKFILL MATERIAL 1	B, 57, E, W		
SILL AND BACKFILL DEPTH	2' MIN		
BOULDER OFFSET	3"		
EMBEDDED LENGTH INTO BANK	3' MIN		

1 WELL MIXED GRADATION (APPROXIMATELY 70% STONE, 20% EARTH, AND 10% WOOD/MULCH). STONE MIX TO BE COMPRISED OF THE SPECIFIED MATERIALS: A = CLASS A RIP-RAP, B = CLASS B RIP-RAP, 57 = #57 STONE. #57 STONE NOT TO EXCEED 10% OF THE STONE MIX, THE REMAINDER OF THE MIX SHALL BE EQUAL PARTS CLASS A AND CLASS B RIP-RAP IF BOTH ARE SPECIFIED OR AS DIRECTED BY THE ENGINEER.

*ENGINEER TO ADJUST AS NECESSARY, MINIMUMS CANNOT BE ADJUSTED WITHOUT CITY APPROVAL

NOT TO SCALE



CHARLOTTE-MECKLENBURG STORM WATER SERVICES GENERIC DETAIL REQUIREMENTS

ROCK SILL

DRAFT - NOT TO BE USED FOR CONSTRUCTION

REVISION DATE

1/28/2022

STD. NO. | REV

XX.XX