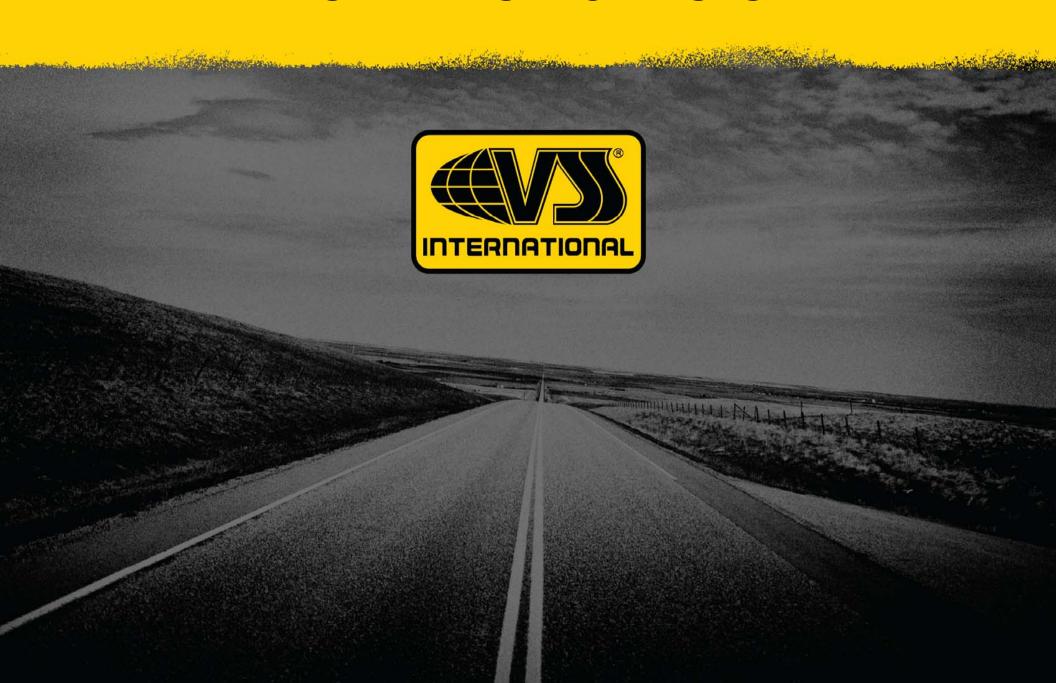
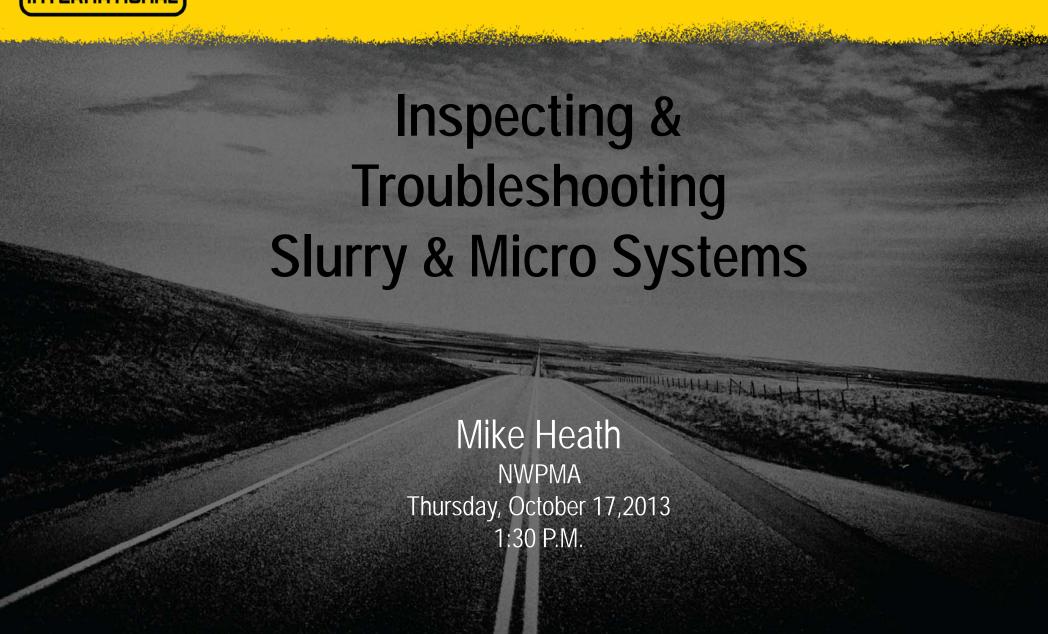
#### **ASPHALT SPECIALISTS**





#### **WELCOME**



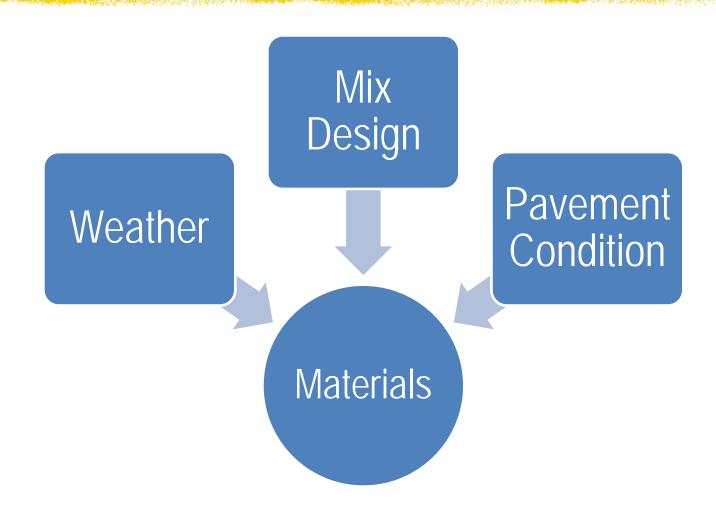
## **Troubleshooting Slurry & Micro Surfacing**

- Problems
- Causes
- Solutions

- Inputs
- Mixing & Laydown
- Breaking & Curing



#### **Inputs**





#### Weather

#### **Specification**

- 8C (46F) & rising (CA)
- No rain imminent
- Ambient to be >2C
   (36F) for next 24 hrs
- Less than 50% humidity

#### **Practical**

- Upper temperature limits
- Work through humidity, up until point of rain



### Mix Design

#### **Specification**

- 25C (77F) lab environment
- No wind
- Tap water
- Ambient emulsion

#### **Job Conditions**

 Rarely close to lab environment

Mix Design is a starting point, and illustrates that the system can work. It may have to be changed to address job conditions.



#### **Pavement Condition**

#### **Specification**

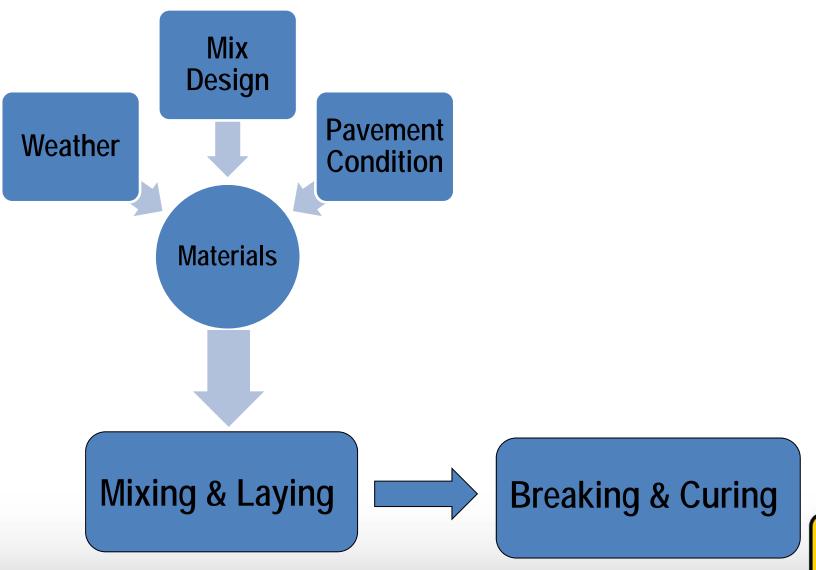
- Clean road
- Dry cracks
- Manholes, etc. covered w/ BAR
- No dry aggregate spills

#### Reality

- Alligator, or other cracking
- Structural integrity of pavement



## **Factors During Construction**





## Mixing & Laydown



- Mechanical energy
- Time in box
- Strike off effects
- Start-off finishing
- Box upkeep



## **Breaking & Curing**



- Traffic effects
- Humidity & environment effects
- False Slurry



MICRO-SURFACING Cold Cement Crushed Aggregate **Paving** Additive **Emulsion** Water **APPLICATION** (CPE) 000000000000 Mix DDDDDDDDDDDDDDD **Water Flows Spreader** Box Mixture Black Mixture Brown **Mixing Time** Homogeneous 15 to 45 Seconds Direction **Breaking Time** 60 to 120 Seconds Traffic in Approximately One Hour

#### **Brown Mix**

- Stable Emulsion
- Excess Retarder
- False Slurry
- Poor Emulsion
- Rain/humidity



### White/Grey Mix

- Excess cement
- Excess additive
- Grey/white rock
- Too little water
- High humidity



#### Slow Set

- Stable emulsion
- Lack of cement
- Excess additive
- Excess water
- Aggregate
- Weather



### **False Slurry**



- Emulsion breaks onto fine aggregate
- Initial cohesion, then less
- Can correct with time, if traffic kept off



### **Flushing**

- Excess water
- Lack of emulsion
- Thin slurry



### Raveling

- Lack of emulsion
- Wrong amount of other materials
- Weather (to hot, to cold, rain, humid)
- Early traffic
- Aggregate/Oil Compatibility





#### **Delamination**



- Dirty surface
- Spilled aggregate
- Wet surface
- Early standing traffic
- Fresh traffic



### Delamination

#### **Structural Deficiencies**









# Segregation

- Lack of cement
- Excess water
- Incompatibility





### Washboarding



- Rough, rippled texture,
   perpendicular to travel
- Low application rate
- Stiff strike-off
- Stiff mix



#### **Bad Joints**

- Excess additive
- No paper
- Unbalanced mix



#### Tire Marks



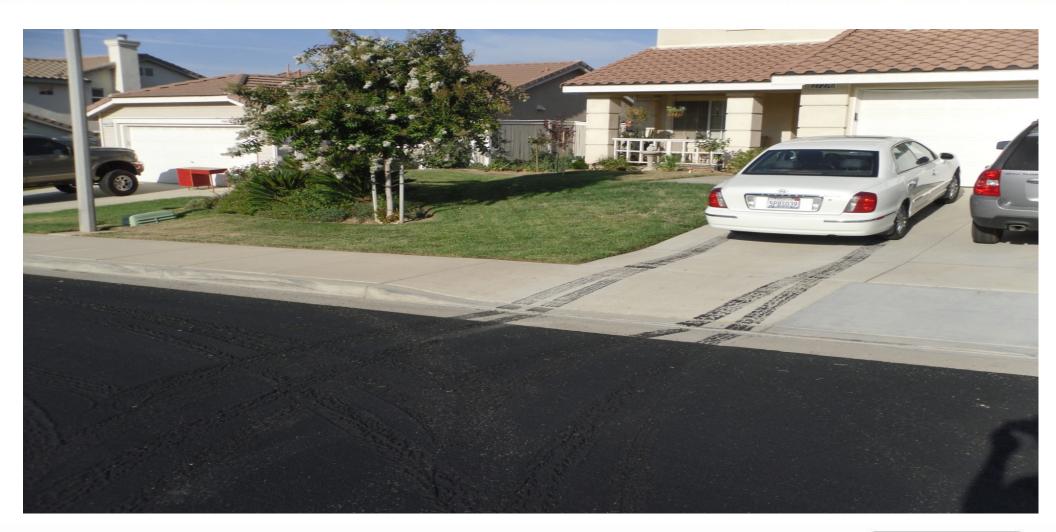




## Tire Marks



### Tire Marks





### **Wheel Path Consolidation**



## **Breaking In Box**

- Unstable emulsion
- Hot emulsion
- High fines
- Excess cement
- Inadequate additive





#### **Excess Water**







## **Uncoated Surface Aggregate**



- Not necessarily a sign of failure
- False slurry
- Tender mix
- Incompatibility



#### Water Shedding

- Water squeezed out of mix
- May be greyish, white or clear
- Not usually a sign of a problem





## Oil Shedding



- Excess oil in mix
- Emulsion too stable
- Lack of aggregate
- Mix may be ok, cure time likely long.



#### **Summary**

- Inputs
  - Materials
  - Weather
  - Mix Design
  - Pavement Condition
- Mixing & Laying
- Breaking & Curing





#### **WWW.SLURRY.COM**

Mike Heath
Technical Representative
VSS International, Inc.
530.510.0530
mike.heath@slurry.com

