## Asphalt BINDER Performance Grade Table Section 7 – Mix Design Variables and Effects

Mix Design Variables and Their Effects	r 
> Variables	
► Aggregates	
▶ Asphalts	
▶ Density	
	Section 7 - 2

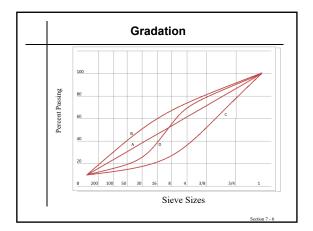
 Aggregates	
> Gradation	
≻VMA	
➤ Crushed Faces	
	Section 7 - 3

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## Gradation > 0.45 Power Chart > Max. Nominal Size > Max. Size > Max. Density Line

### Gradation (continued) > Interpreting 0.45 Chart > Dense Gradation > Coarse Gradation > Fine Gradation > Gap Gradation (limestone mixes) > VMA vs. Gradation

Section 7 - 5



▶ Excess Fines

VMA	
>vs. Gradation	
≻ vs. Crushed Faces	
≻vs. Angularity	
≻vs. Absorption	
≻ vs. Asphalt Content	
Section 7 - 7	<u> </u>
	1
Crushed Faces	
≻Vs. Stability/Durability	
> Minimum requirements	
► Table 803.5.5-2	
Section 7 - 8	
Summary	
Coarse Gradation +	
High VMA + High Crushed Faces =	
Better Pavement	

# Adverse Effects Coarse Gradation Decreased Workability Decreased Compactibility Segregation Raveling High VMA Special Attention to AC Content Sensitivity to AC Content High Crushed Faces Decreased Workability Decreased Compatibility Section 7- 10

Asphalt	
	▶ Asphalt Content
	► Temperature / Viscosity
	Asphalt Content
	◆Vs. Gradation
	◆Total vs. Effective
	•Excessive / Insufficient

Excess Asph	nalt
≻Flushing / Bleeding	
≻Tenderness	
➤ Low Skid Resistance	
➤ Rutting / Shoving	
➤ Shearing When Hot	
	Section 7 - 12

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### **Insufficient Asphalt** > Inadequate Coating **≻ Low Film Thickness** ➤ Difficult Compaction ▶ Raveling > Stripping ➤ Segregation ➤ Shearing When Cool Temp. / Visc. ➤ Mixing Temperature – high enough to coat without draindown ➤ Compaction Temperature – high enough for workability without bleeding High Temp. ➤ Blue Smoke ➤ Drain Down ≻ Fat Spots **≻Low Film Thickness** ➤ Non-Uniform Density

#### Low Temp. ➤ Poor Coating / Mixing ➤ Poor Workability ➤ Difficult Compaction ➤ Checking / Shearing > Raveling Density > Proper density - 92% to 97% of Voidless >WYDOT - Q A Spec. **≻Low Density** ▶ High Air Voids ► Low Stability ► Rapid Aging ▶ Poor Moisture Resistance ▶ Poor Fatigue Resistance ► Rutting / Shoving **Density (continued)** ≻ High Density ▶ Flushing / Bleeding ▶ Poor Skid Resistance ▶ Poor Flexibility