

THE NEW ASPHALT ABSOLUTELY!

Uses of Salvaged Bituminous Material

The Minnesota Department of Transportation (MnDOT) has long recognized the benefit of reusing salvaged bituminous material, especially as a “black aggregate” in asphalt pavement. Many agencies have directed efforts toward the full optimization of potential cost savings and the highest return of a recycled product is through hot-mix recycling. Every project should be a unique package in itself to economize on dollars. To fully capitalize savings, permissible recycling – especially hot-mix recycling, should be included in all public and private contracts that require asphalt pavement mixtures. When MnDOT's 2360 Specification is used, recycled asphalt pavement (RAP) must meet the same rigorous criteria as virgin aggregate, thus the quality of the mix is not compromised. If it is not possible to recycle RAP into asphalt pavement, there are options available to permit recycled materials to the maximum extent possible, the following table contains options to the owner/specifier with prioritization guidance of use.

Recycle to:	Priority	Bituminous
Asphalt Pavement	H	X
Bituminous Cold Mix	L	X
Base Material – Shoulder	L	X
Base Material – Stabilized Aggregate	L	X
Base Material – Improved Subgrade	L	X
Maintenance Stockpile	L	X
Raise Grade	L	X
Widen Grade and Shoulder	L	X
Surfacing Aggregate – Shoulder	L	X
Surfacing Aggregate – Driveway	L	X
Surfacing Aggregate – Bike Path	L	X
Surfacing Aggregate – Trail	L	X
Surfacing Aggregate – DNR Boat Ramp	L	X
Surfacing Aggregate – Township Road	L	X
Surfacing Aggregate – Park and Ride Lot	L	X
Gravel Pit Reclamation	L	X

Legend: H = High Highly recommended use of recycled asphalt pavement.

L = Low Suggested use only after H above have been considered and stockpiling is not feasible.

X = The salvage material is appropriate for the suggested use.

Contact the Minnesota Asphalt Pavement Association with
any questions at (651) 636-4666.

May 21, 2008



Minnesota Asphalt
Pavement Association

www.asphaltisbest.com

