

Type and Rate of Parallel Slope	Face	40 MPH		50 MPH		60 MPH		70 MPH	
	Side	Range	Avg	Range	Avg	Range	Avg	Range	Avg
Both									
Foreslope									
10:1 Down	Face	0.2 -0.6	0.4	0.4 -1.0	0.7	0.6 -1.4	1.0	0.8 -1.8	1.3
6:1 Down	Face	0.4 -0.8	0.6	0.8 -1.4	1.1	1.2 -2.0	1.6	1.5 -2.5	2.0
4:1 Down	Face	1.0 -1.4	1.2	1.4 -2.0	1.7	2.0 -2.8	2.4	2.5 -3.5	3.0
3:1 Down	Face	1.6 -2.0	1.8	2.2 -2.8	2.5	2.8 -3.6	3.2	3.5 -4.5	4.0
2:1 Down	Face	2.4 -2.8	2.6	3.2 -3.8	3.5	4.0 -4.8	4.4	5.0 -6.0	5.5
Backslope									
4:1 Up	Face	0.6 -1.0	0.8	0.8 -1.4	1.1	1.2 -2.0	1.6	1.5 -2.5	2.0
3:1 Up	Face	1.0 -1.4	1.2	1.4 -2.0	1.7	2.0 -2.8	2.4	2.4 -3.4	2.9
2:1 Up	Face	1.8 -2.2	2.0	2.2 -2.8	2.5	3.0 -3.8	3.4	3.6 -4.6	4.1
Vertical Rock Cut									
Smooth	Face	2.4 -2.8	2.6	2.8 -3.4	3.1	3.2 -4.0	3.6	4.0 -4.6	4.3
Rough	Face	2.8 -3.2	3.0	3.4 -4.0	3.7	4.0 -5.0	4.5	4.6 -6.0	5.3

FACTORS THAT AFFECT SEVERITY RANGE:

Low Range: Low fill or cut height (0' to 4'), no objects on slope, traversable (smooth texture such as cut turf or soil), no erosion to trip vehicle, recoverable area within clear zone, rounded hinge points.

Mid Range: Medium fill or cut height (4' to 8'), objects on slope with less severity (high range) than slope, minor irregular texture (such as uncut or bush-type vegetation, poorly graded soil), minor erosion, recoverable area within clear zone (may be slightly less if consistent through corridor), hinge point with minimum rounding.

High Range: Fill or cut height greater than 8', objects with approximately same severity within clear zone, rough texture (e.g., rip rap, etc.) hinge point not rounded.

**SEVERITY INDICES
(Parallel Slopes)
Figure 49-10K**