

QUALITY IN THE ASPHALT PAVING PROCESS

OVERVIEW

FHWA-HIF-24-078

The FHWA is offering a free 2-day workshop to State highway agencies, contractors, and other stakeholders. The workshop will cover the methods, practices, and potential benefits of a quality-focused asphalt paving program; all of which increase the longevity of asphalt pavements. This interactive workshop presents a practical overview and quantification of what leads to increased quality in the asphalt paving process with real-world examples and data from the Mobile Asphalt Technology Center (MATC) site visits. The workshop is intended to provide a platform for the exchange of information and experiences. Participants will observe the impact of applying practices that can aid in resolving State-specific issues and concerns with asphalt materials and construction.

Who Should Attend

- DOT Construction Staff
- DOT Materials Staff
- Contractor Superintendents
- Contractor Quality Control Managers
- FHWA Division Office Staff

A variety of attendee backgrounds is helpful for discussion and can enhance the workshop experience.

WHAT WILL YOU DISCUSS?

The workshop includes Quality Assurance (QA) concepts and practices to improve quality throughout the entire asphalt paving process. The workshop is focused on discussion on how to improve programs to achieve enhanced quality in the following phases of asphalt paving.

Topics of discussion include:

- Materials and Mix Design
- Production and Placement
- Balanced Mix Design
- Sustainability

HOW DO I LEARN MORE?

Contact FHWA-MATC@dot.gov to learn more about scheduling a workshop. The workshop can be held as a stand-alone workshop without a site visit if desired.



The workshop presentations do not have the force and effect of law and are not meant to bind the public in any way. They are intended only to provide information to the public regarding existing requirements under the law or agency policies.



U.S. Department of Transportation
Federal Highway Administration

MATC
MOBILE ASPHALT
TECHNOLOGY CENTER