



MINIMUM BOUNDARY SPLAY  
= 4m x 4m

ADJUST BOUNDARY SPLAY,  
STRUCTURES AND VEGETATION TO  
AVOID ENCROACHING ON SIGHT LINES.

**NOTES:**

1. MINIMUM BOUNDARY SPLAY SHALL BE 4m x 4m.
2. BOUNDARY SPLAY OR ANY PHYSICAL OBSTRUCTION OR VEGETATION SHALL NOT ENCROACH ON S.I.S.D. SIGHT LINES.
3. S.I.S.D. = SAFE INTERSECTION SIGHT DISTANCE.
4. S.I.S.D. IS THE MINIMUM SIGHT DISTANCE THAT SHOULD BE PROVIDED ON THE MAJOR ROAD, AT ANY INTERSECTION, OR AT THE INTERSECTION OF TWO MAJOR ROADS, OR THE INTERSECTION OF TWO MINOR ROADS.
5. S.I.S.D. CALCULATIONS MAY BE REFINED USING AUSTRROADS AGRD04-17 'GUIDE TO ROAD DESIGN PART 4A: UNSIGNALISED AND SIGNALISED INTERSECTIONS' AND RMS SUPPLEMENTS.
6. REACTION TIME SHALL BE MIN. 1.5 SECONDS.
7. DESIGN SPEED SHALL BE A MINIMUM 10km/h ABOVE THE SIGN POSTED SPEED ZONE.
8. ALLOW FOR GRADE CORRECTION WHEN CALCULATING S.I.S.D.

S.I.S.D. TABLE	
DESIGN SPEED (km/h) REFER NOTE 7	MINIMUM S.I.S.D. (m) BASED ON RT =1.5 sec REFER NOTE 5, 6 & 8
50	90 / 97
60	114 / 123
70	141 / 151
80	170 / 181
90	201 / 214
100	234 / 248

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NOT TO  
SCALE ..... SCALE  
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APPROVED  
*[Signature]*  
GROUP MANAGER  
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D.L.

WINGECARRIBEE SHIRE COUNCIL			
STANDARD DRAWING			
MINIMUM SPLAY CORNERS AND SIGHT LINES			
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