Section 2: Particle Size, Shape and Texture







Particle Shape and Surface Texture

Flat, thin, long, needle-shaped particles break easily

 Want cubical or sphere-shaped particles instead

Rough and fractured faces allow a better bond with asphalt and cements than rounded, smooth faces

- More friction against sliding particles
- Better interlocking of particles to create a strong framework to resist loads

Particle Shape and Surface Texture

Specifications

• Are necessary to:

Define the desired properties that are important to the finished product and Set limits or tolerances to account for production variability

- Restrict the percentage of long or thin particles
- Require that a percentage of particles have at least one fractured surface.





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