**Material List**

<table>
<thead>
<tr>
<th>#</th>
<th>DESCRIPTION</th>
<th>PART No:</th>
<th>GT</th>
<th>Q'T</th>
</tr>
</thead>
<tbody>
<tr>
<td>1</td>
<td>ARMOR-TILE</td>
<td>ADA-C-2436**</td>
<td>1</td>
<td></td>
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</tbody>
</table>

**Color Code**
- Yellow (YW), Red (RD), Black (BK), Dark Grey (DG), Light Grey (LG), White (WH), Ocre Yellow (OC), Blue (BL), Colonial Red (CR)
- Custom colors available

**Notes:**
- Field level micro-texture
- 41 points per square inch
- 90' points

**Detail 1 (Full)**
- 0.09375" dia., 0.09375" high micro-texture underside of tile
- Sound amplifying plate added by manufacturer

**Project Information**
- **Project:** Armor-Tile ADA-2436
- **Material:** Vitrified polymer composite
- **Type:** Detectable/Tactile Warning Surface Tile
- **Dimension:** 24" x 36" cast in place inline dome tactile tile
- **Date:** 08/90
- **Signed by:** K.S.
- **Appr. by:** D.R.

**Specifications**
- Internal embedment flange, 11 per tile
- 0.625" dia. holes through embedment flanges as shown in reflected plan centered typ.
- 0.625" dia. vent hole (one per cell each side)
- 0.1875" dia. x 0.0625" high micro-texture underside of tile
- 12 spaces out to out @ 3.00" o/c
- 3.00" TYP.
- 0.625" TYP.