Appendix D - Response Times.

Asset Class	Hierarchy	Defect	Response Times	
			Reactive	Programmed
Sealed Roads	All	Cracking (high)	- 3 months	
		Cracking (med)	- 6 months	
		Cracking (low)	- LIMITED*	
				1
Sealed Roads	Arterial	Pavement failures (urgent)	- 5 days	- 10 days
		Pavement failures (non-urgent)	- 30 days	- 45 days
		Potholes (urgent)	- 2 days	- 5 days
		Potholes (high)	- 10 days	- 10 days
		Potholes (med/low)	- 20 days	- 20 days
		Edge drop off (high)	- 30 days	- 30 days
		Edge drop off (med/low)	- 90 days	- 90 days
		All other defects (non-urgent)	- 30 days	- 30 days
Sealed Roads	Collector	Pavement failures (urgent)	- 10 days	- 20 days
		Pavement failures (non-urgent)	- 60 days	- 60 days
		Potholes (urgent)	- 5 days	- 10 days
		Potholes (high)	- 20 days	- 20 days
		Potholes (med/low)	- 90 days	- 90 days
		Edge drop off (high)	- 60 days	- 60 days
		Edge drop off (med/low)	- LIMITED*	- LIMITED*
		All other defects (non-urgent)	- 30 days	- 30 days
Sealed Roads	Access	Pavement failures (urgent)	- 20 days	- 30 days
Sealed Moads	Access	Pavement failures (non-urgent)	- 90 days	- 90 days
		Potholes (urgent)	- 10 days	- 20 days
		Potholes (high)	- 30 days	- 30 days
		Potholes (med/low)	- 120 days	- 120 days
		Edge drop off (high)	- 90 days	- 90 days
		Edge drop off (med/low)	- LIMITED*	- LIMITED*
		All other defects (non-urgent)	- 30 days	- 30 days
1		All other defects (non-digent)	- 30 days	- 30 days
Roadside Assets	All	Fences/guardrails/etc (urgent)	- 2 weeks	
		Bus shelter maintenance (urgent)	- 2 days	
		Graffiti	- 2 days	
		Vandalism (urgent)	- 2 days	
		All other defects	- Programmed	
Roadside Assets	Arterial	Vandalism (non-urgent)		- 2 weeks
		All other defects (urgent/high)		- 1 week
		All other defects (medium)		- 1 month
		All other defects (low)		- 2 months

Asset Class	Hierarchy	Defect	Response Times	
			Reactive	Programmed
Roadside Assets	Collector	Vandalism (non-urgent) All other defects (urgent/high) All other defects (medium) All other defects (low)		- 4 weeks - 2 weeks - 8 weeks - LIMTIED*
Roadside Assets	Access	Vandalism (non-urgent) All other defects (urgent/high) All other defects (medium) All other defects (low)		- 4 weeks - 4 weeks - 12 weeks - LIMTIED*
Lines and Signs	All	Regulatory sign replacement	- 24 hours	
Lines and Signs	Arterial	Sign replacement (urgent) Sign replacement (high) Sign replacement (med/low) Linemarking (urgent) Linemarking (non-urgent) Road pavement markers All other defects	- 2 weeks - 2 weeks - 2 weeks - 1 weeks - 4 weeks - 4 weeks - 4 weeks	- 1 weeks - 3 weeks - 4 weeks - 1 week - 2 weeks - 4 weeks - 4 weeks
Lines and Signs	Collector	Sign replacement (urgent) Sign replacement (high) Sign replacement (med/low) Linemarking (urgent) Linemarking (non-urgent) Road pavement markers All other defects	- 4 weeks - 3 weeks - 4 weeks - 2 weeks - 3 months - 8 weeks - 3 months	- 2 weeks - 3 weeks - 4 weeks - 2 week - 4 weeks - 8 weeks - 3 months
Lines and Signs	Access	Sign replacement (urgent) Sign replacement (high) Sign replacement (med/low) Linemarking (urgent) Linemarking (non-urgent) Road pavement markers All other defects	- 4 weeks - 4 weeks - 4 weeks - 1 week - 12 weeks - 8 weeks - 6 months	- 4 weeks - 6 weeks - 8 weeks - 4 week - 12 weeks - 8 weeks - 6 months
Car parks	Precinct	Potholes Bollards /wheel stops All other defects	- 2 weeks - 2 months - 2 months	- 2 months - 3 months - 2 months
Car parks	Strategic	Potholes Bollards /wheel stops All other defects	- 4 weeks - 3 months - 3 months	- 3 months - 6 months - 3 months
Car parks	Local	Potholes Bollards /wheel stops All other defects	- 3 months - 6 months - 6 months	- 6 months - 12 months - 6 months

Accet Class	Hisasasala	Defeat	Response Times	
Asset Class	Hierarchy	Defect	Reactive	Programmed
Pathways	Precinct	Trip hazard (urgent)	- 24 hours	- 24 hours
,		Trip hazard (high)	- 1 week	- 2 weeks
		Trip hazard (low)	- 1 week	- 4 weeks
		Slippery surface	- 24 hours	- 48 hours
		Surface defects	- 1 week	- 2 weeks
		Uneven/broken (urgent)	- 24 hours	- 1 week
		Uneven/broken (non-urgent)	- 1 week	- 4 weeks
Pathways	Strategic	Trip hazard (urgent)	- 48 hours	- 48 hours
		Trip hazard (high)	- 4 week	- 4 weeks
		Trip hazard (low)	- 8 week	- 8 weeks
		Slippery surface	- 48 hours	- 4 weeks
		Surface defects	- 4 weeks	- 4 weeks
		Uneven/broken (urgent)	- 48 hours	- 4 weeks
		Uneven/broken (non-urgent)	- 8 weeks	- 8 weeks
Pathways	Local	Trip hazard (urgent)	- 48 hours	- 48 hours
		Trip hazard (high)	- 4 weeks	- 4 weeks
		Trip hazard (low)	- LIMITED*	- LIMITED*
		Slippery surface	- 1 week	- 8 weeks
		Surface defects	- 3 months	- 3 months
		Uneven/broken (urgent)	- 1 week	- 2 months
		Uneven/broken (non-urgent)	- 6 months	- 6 months
Gravel Roads	Trunk	Road Formation (urgent)	- 2 weeks	- 3 weeks
		Potholes (urgent)	- 2 weeks	- 2 weeks
		Potholes (non urgent)	- 1 month	- 1 month
		Table drains	- 6 months	- 6 months
Gravel Roads	Collector	Road Formation (urgent)	- 3 weeks	- 4 weeks
		Potholes (urgent)	- 3 weeks	- 4 weeks
		Potholes (non urgent)	- 4 weeks	- 2 months
		Table drains	- annual	- annual
Gravel Roads	Access	Road Formation (urgent)	- 3 weeks	- 6 months
		Potholes (urgent)	- 3 weeks	- 3 months
		Potholes (non urgent)	- 2 months	- 2 months
		Table drains	- annual	- annual
Gravel Roads	Formed	Road Formation (urgent)	- 6 months	- 6 months
		Potholes (urgent)	- 3 months	- 3 months
		Potholes (non urgent)	- 6 months	- 6 months
		Table drains	- annual	- annual
Vegetation Control	Arterial	Slashing/flailing (urgent)	- 2 weeks	- 2 weeks
		Slashing/flailing (non-urgent)	- 4 weeks	- 4 weeks
		Herbicide spraying	- 4 weeks	- 2 weeks
		Visibility clearing	- 2 weeks	- 2 weeks

Asset Class	Hierarchy	Defect	Response Times	
			Reactive	Programmed
Vegetation Control	Collector	Slashing/flailing (urgent)	- 2 weeks	- 2 weeks
		Slashing/flailing (non-urgent)	- 2 months	- 2 months
		Herbicide spraying	- 2 months	- 1 month
		Visibility clearing	- 3 weeks	- 3 weeks
Vegetation Control	Access	Slashing/flailing (urgent)	- 2 weeks	- 2 weeks
		Slashing/flailing (non-urgent)	- 2 months	- 3months
		Herbicide spraying	- 2 months	- 3 months
		Visibility clearing	- 3 weeks	- 3 weeks
Bridges	All	Vegetation clearing	- 12 weeks	- 12 weeks
		Signage, markers, delineators	- 4 weeks	- 4 weeks
		Cleaning	- 6 months	- 6 months
		Clearing flood debris	- 1 week	- NA
		Structural defects (urgent)	- 2 months	- 2 months
		Potholes at approaches	- 1 week	- 1 week
		Relieving slab subsidence	- 1 month	- 1 month
Drainage	Major	Urgent defects	- 24 hours	- 1 week
		Table drains	- annual	- annual
		Kerb and channel (non urgent)	- 6 months	- 6 months
		Other	- 3 months	- 3 months
Drainage	Minor	Urgent defects	- 24 hours	- 1 week
		Table drains	- biannual	- biannual
		Kerb and channel (non urgent)	- 12 months	- 12 months
		Other	- LIMITED*	- LIMITED*
Drainage	Other	Urgent defects	- 5 days	- LIMITED*

Note: LIMITED* - means this will be done only as time and budget constraints allow.