

Required Frequency of QC Tests, as per QCR-1:

Item of Work & Type if any	Name of the test	Required Frequency (With reference to Stage of Construction)		
		Prior	During	Post
Earth Work / Sub Grade	Particle Size Distribution	1 / Source / Km		
	CBR (Soaked)	1/Source/Km		
	Atterberg Limits	1 / Source / Km		
	MDD/OMC	1 / Source / Km		
	FDD		3/Day	2/Km
	Thickness		Regularly	
Granular Sub- Base	CBR (Soaked)	1 / km		
	Gradation	3/Source	1/Day	1/Km
	Atterberg Limits	3/Source	1/Day	
	MDD/OMC	1/Source		
	AIV	1/Source		
	FDD		3/Day	2/Km
Granular Base Course	Thickness		Regularly	
	MDD/OMC	2/Source		
	CBR (Soaked)	1/Source		
	Aggregate Impact Value (AIV) of Coarse Aggregate	2/Source	Random/Day	
	Flakiness Index (FI) of Coarse Aggregate	2/Source	Random/Day	
	Gradation	2/Source	1/Day	1/Km
Shoulders	Atterberg Limits	2/Source		
	MDD/OMC	2/Source		
	CBR(Soaked)	1/Km		
	FDD		3/Day	2/Km
	Thickness		Regularly	
	Aggregate Impact Value of Coarse Aggregate (AIV)	1/Source	1/Km	
Bituminous Base Course	Gradation of Coarse Aggregate	1/Source	1/Day	
	Flakiness Index (FI) of Coarse Aggregate	1/Source		
	Binder Content		2/Day	2/Km
	Laying Temperature		Regularly	
	Compaction (for Design Mixes)		1/Day	2/Km
	Thickness		Regularly	
Bituminous Surface Course	Gradation	1/Source	2/Day	
	Flakiness Index (FI) of CA	1/Source		
	Aggregate Impact Value (AIV) of CA	1/Source	1/Km	
	Binder Content		2/Day	2/Km
	Laying Temperature		Regularly	
	Thickness		Regularly	
Rigid/ Semi rigid pavement	Compaction (for Design Mixes)		3/Day	2/Km
	Gradation of A g g r e g a t e	1/Lot		
	Flakiness Index (FI) of Coarse Aggregate	1/Source		
	Aggregate Impact Value (AIV) of Coarse Aggregate	1/Source		
	Compressive Strength		6 cubes/Day	
	Slump		Regularly	
Concrete for Structures	Dimensions & Workmanship			Regularly
	Gradation of Aggregates of CA	3/Source		
	Flakiness Index (FI) of Coarse Aggregate	3/Source		
	Aggregate Impact Value (AIV) of CA	1/Source		
	Gradation/Zone of FA	3/Source		
	Mix Design	1/Work		
	Slump		2/Day	
	Cube Strength		6/Day	Random
	Dimensions & Workmanship			Random