

How is the number of intermediate connectors calculated in AISC 360-C, Table 4-8 for the design of double-angle compression members? Using the "75% rule" found in AISC 360 Chapter E, my results do not always match those shown in the table.

AISC Section E6.2 requires that the slenderness of the individual components of the built-up member must not exceed three-quarters of the controlling slenderness of the overall built-up member. I believe this is what you are referring to as the "75% rule." This criterion is used in Table 4-8 in the AISC Manual. However, as a practical matter aimed at the efficient use of materials, the AISC Committee on Manuals chooses to use an additional criterion in the creation of this table.

The tabulated values for axial strength and corresponding number of intermediate connectors given in the table are such that the available compression buckling strength about the Y-Y axis is equal to or greater than 90% of that for compression buckling of the two angles as a unit. In many cases, using only the "75% rule" in AISC Section E6.2 would require fewer connectors than the number tabulated in the table. However, if the available strength is less than 90% of the strength of the two angles as a unit, the number of connectors is increased to the next higher integer.

steel interchange

Do AISC specifications or codes contain requirements for how beam erection marks are placed?

The system used for erection marks is a contractual matter and is not specifically addressed in the AISC *C* *P* . However, typical industry practice related to erection marks is discussed in the 3rd Edition of AISC's *D* *C* . The section on "Locating Marks" in Chapter 6 describes common practice as follows:

"The shop places erection marks on the left end of pieces detailed in horizontal or diagonal positions and at the bottom of pieces detailed in the vertical position. Therefore, placement of these marks on the erection drawings must follow the same system. This marking system, along with the fact that the marks

