

Economic Advantages of Asphalt vs. Concrete

Cost-Effective

Asphalt is generally less expensive to install and maintain than concrete.

Durability

Asphalt is a flexible material that can withstand seasonal temperature changes, making it less likely to crack under pressure or due to temperature fluctuations.

Ease of Maintenance

If an asphalt parking lot does get damaged, the repair process is typically quicker, easier, and less expensive than for concrete. Asphalt can also be resurfaced more easily, which extends the pavement's lifespan.

Faster = Less Cost to Install

Asphalt pavements take less time to construct, which is a critical requirement when rehabilitating parking lots.

Reduced Disruption

Because asphalt cools and solidifies quickly, asphalt parking lots can be opened to traffic sooner after installation or repairs, causing less disruption to businesses and users.

Safety

Asphalt's dark color provides superior visibility of pavement markings, making it safer for drivers and pedestrians. It also provides better skid resistance.

Recyclable

Asphalt is 100% recyclable. Old asphalt pavement can be ground up and reused in new asphalt mixes. Smooth and Quiet Ride: Asphalt pavements are smoother and quieter than concrete, which can improve the experience for drivers and reduce noise in the surrounding area.

Economic Efficiency and Longevity

Our core objective is to deliver the economic efficiencies of aramid fiber asphalt, which outshines concrete by requiring less maintenance and showcasing superior longevity. This commitment to durable and less frequent repairs translates to substantial cost savings over the life cycle of your parking lot.

ACE XP™

Use To:

Gain:

Achieve:

Improve Crack Resistance by 30-50%

Reduced Crack Filling Cost

Long Life Performance Pavement

Improve Rut Resistance by 10-15%

Reduced Pot Hole Filling Cost

Reduced Maintenance

Reduce Amount of Materials

Reduced Overlay Cost

Fewer Truckloads, Fewer Emissions

Install Less Material

Quicker Execution of Repair

Reduced Downtime