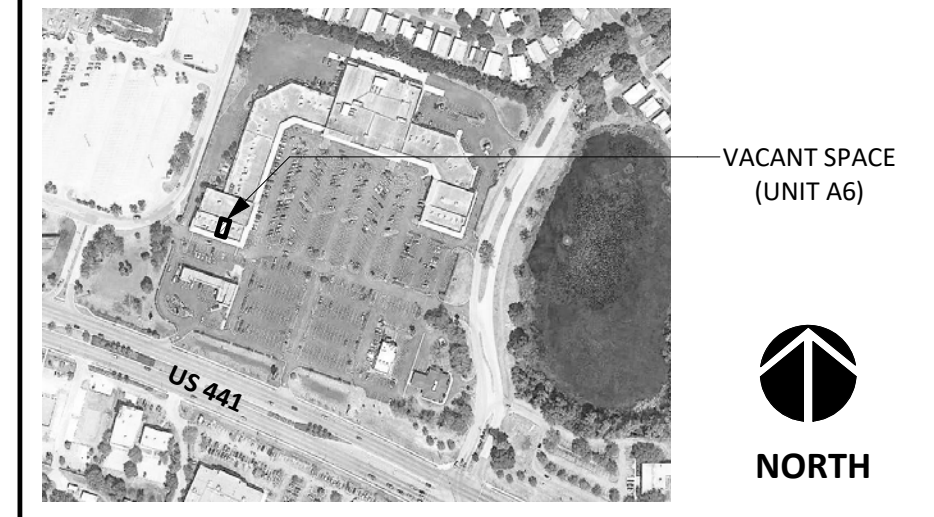


VICINITY MAP



DISCLAIMER:
THESE DOCUMENTS HAVE BEEN PREPARED FOR INFORMATION ONLY AND ARE NOT PROVIDED FOR CONSTRUCTION. ALL DIMENSIONS AND EXISTING CONDITIONS MUST BE FIELD VERIFIED PRIOR TO ANY CONSTRUCTION.
FIELD MEASUREMENTS ARE RECORDED TO THE NEAREST 1/32" AS DOCUMENTED IN THE FINAL CAD (DWG) DOCUMENT. DIMENSIONS SHOWN ARE ROUNDED TO THE NEAREST 1" FOR CLARITY.

GENERAL INFORMATION:

NO. OF LEVELS: 1

BUILDING HEIGHT: +/- 20'-0" (TOP OF PARAPET)

RESTROOM (ADA) COMPLIANCE: NON-COMPLIANT
**REFER TO LOD SUPPLEMENT*

STRUCTURAL SPOT ELEVATIONS
**REFER TO PLAN FOR LOCATIONS*

BS = BOTTOM OF STRUCT.
BD = BOTTOM OF DECKING

FIRE PROTECTION (SPRINKER): YES
FIRE ALARM: NO
WATER METER: N/A
WATER HEATER (WH1): N/A
GAS METER: N/A

LEGEND

SHHH=4'-0" = SILL/HEAD HEIGHT

6" ON = DOOR WIDTH/TYPE

SPOT ELEVATION

FE = FIRE EXTINGUISHER

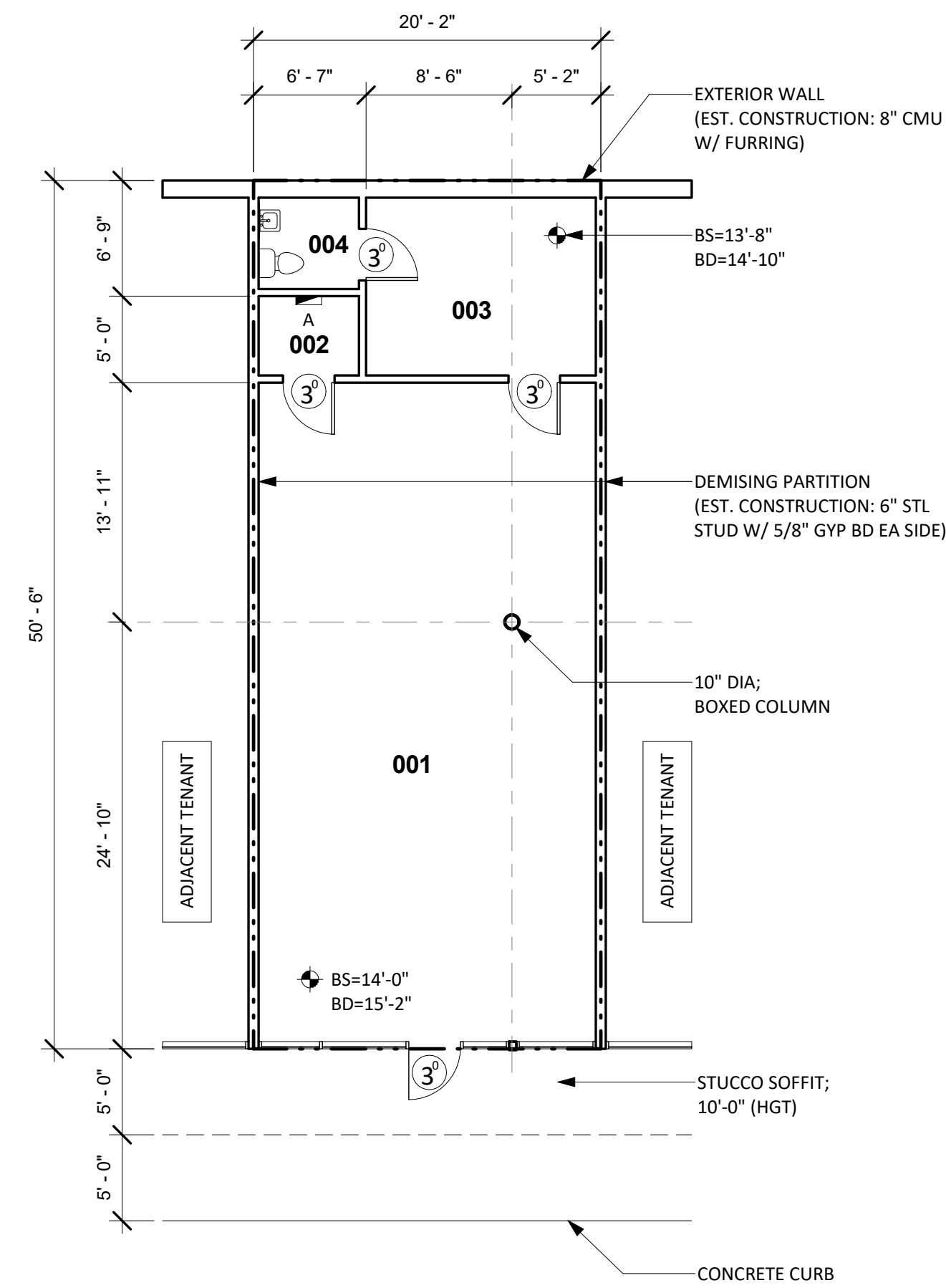
STUB FOR PLUMBING

FA = FIRE ALARM (PULL STATION)

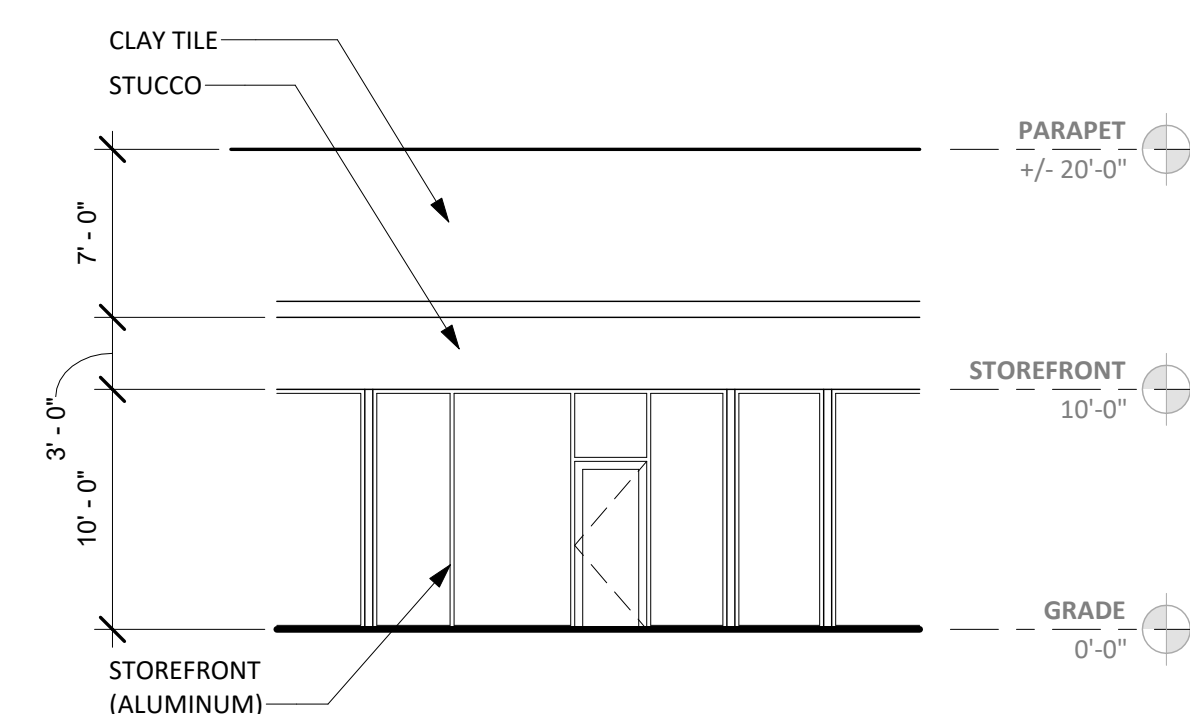
FS = FIRE STROBE

CF = CEILING FAN

RD = ROOF DRAIN (INTERNAL)



4 EXISTING FLOOR PLAN
1/8" = 1'-0"



3 FRONT ELEVATION
1/8" = 1'-0"



RESTROOM (004)

1 RESTROOM COMPLIANCE (PHOTOS)
NOT TO SCALE



2 ELEVATION (PHOTO)
NOT TO SCALE



PANEL A

EXISTING ELECTRICAL SUMMARY

COMPONENT	MANUFACTURE	CATALOG NO.	VOLTAGE	AMPS	PHASING	CIRCUITS	COMMENTS
PANEL A	SQUARE D	QOC430L	120/240	N/A	N/A	11 USED	

EXISTING FINISH/CONDITIONS SUMMARY (A6)

ROOM	FLR MAT'L	FLR COND.	BASE	WALL MAT'L	WALL COND.	CLG MAT'L	CLG HGT	CLG COND.	ADD'L COMMENTS
001	CARPET	GOOD	4" WOOD	GYP BD (PTD)	GOOD	ACT	10'-0"	GOOD	
002	CARPET	GOOD	4" WOOD	GYP BD (PTD)	GOOD	ACT	10'-0"	GOOD	
003	CARPET	GOOD	4" WOOD	GYP BD (PTD)	GOOD	ACT	10'-0"	GOOD	
004	CARPET	GOOD	4" RUBBER	GYP BD (PTD)	GOOD	ACT	7'-6"	GOOD	

NOTE
01) STOREFRONT: DARK BRONZE/GLASS (GOOD CONDITION)

CONDITION EVALUATION DEFINITION:
(GOOD) - AVERAGE/ABOVE AVERAGE CONDITION. NO REMEDIAL WORK IS RECOMMENDED OR REQUIRED.
(FAIR) - AVERAGE CONDITION. SOME WORK IS RECOMMENDED TO RETURN TO GOOD CONDITION
(POOR) - BELOW AVERAGE CONDITION. SIGNIFICANT WORK SHOULD BE ANTICIPATED TO RESTORE