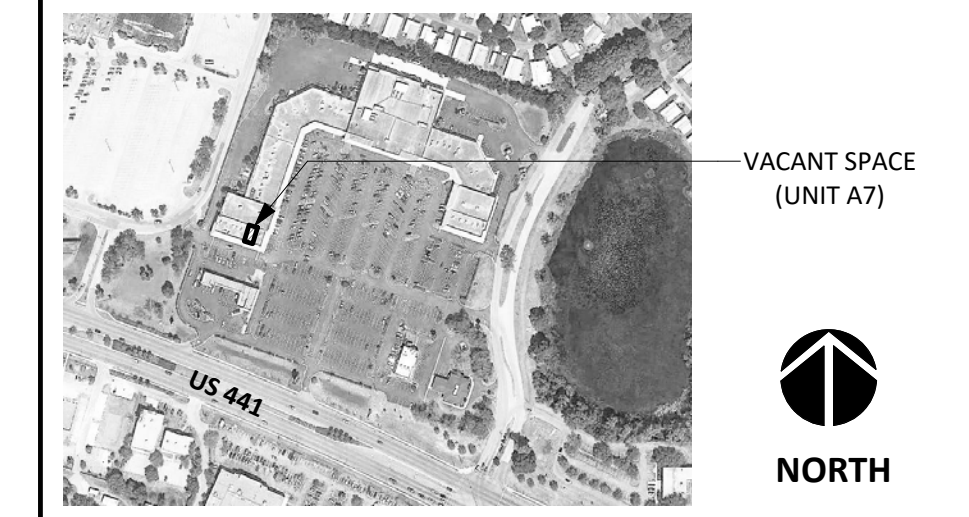


**VICINITY MAP**



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**

SH/HD=4'-0" = SILL/HEAD HEIGHT

6" OH = DOOR WIDTH/TYPE

SPOT ELEVATION

FE = FIRE EXTINGUISHER

STUB FOR PLUMBING

FA = FIRE ALARM (PULL STATION)

FS = FIRE STROBE

CF = CEILING FAN

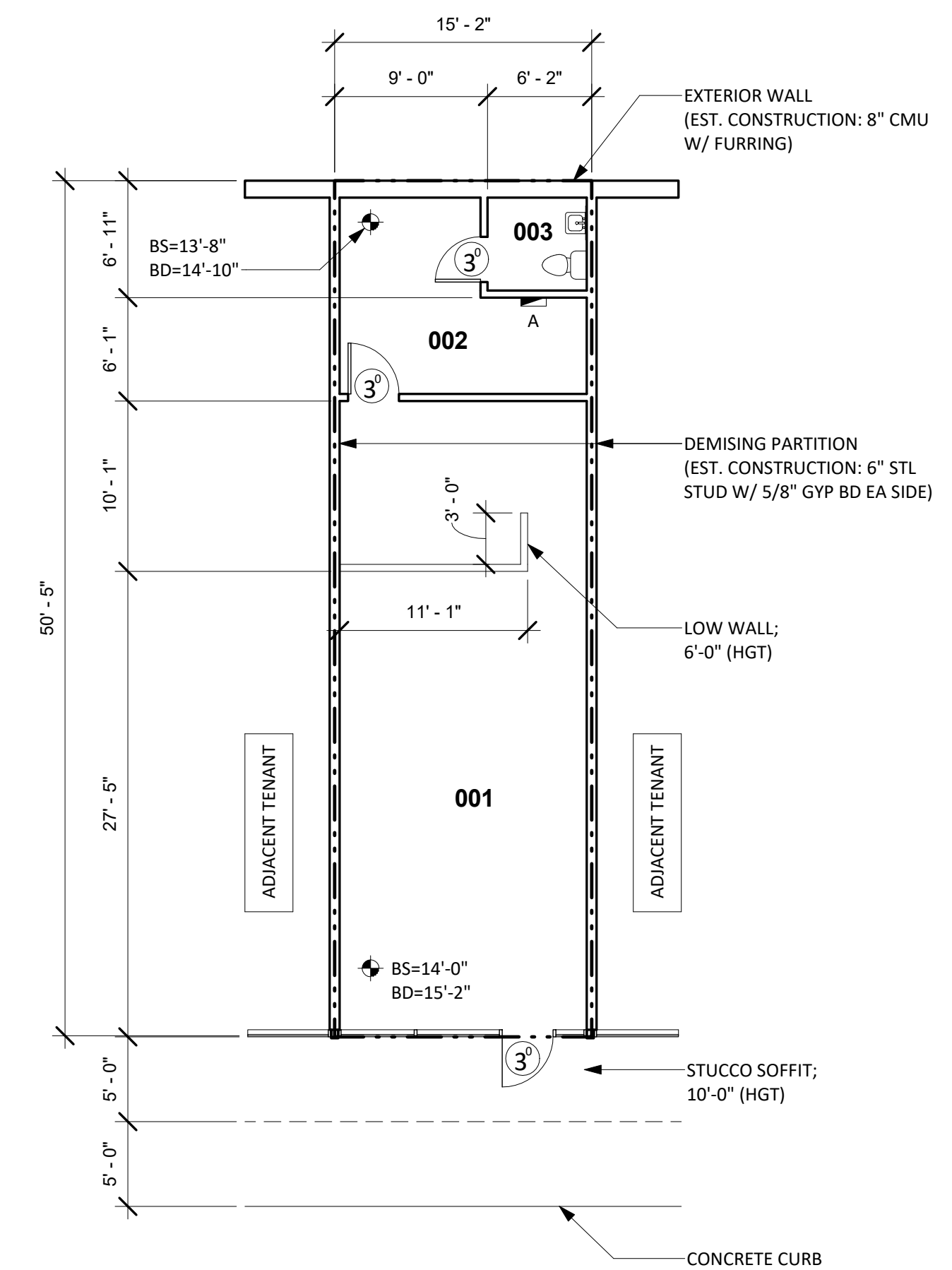
RD = ROOF DRAIN (INTERNAL)



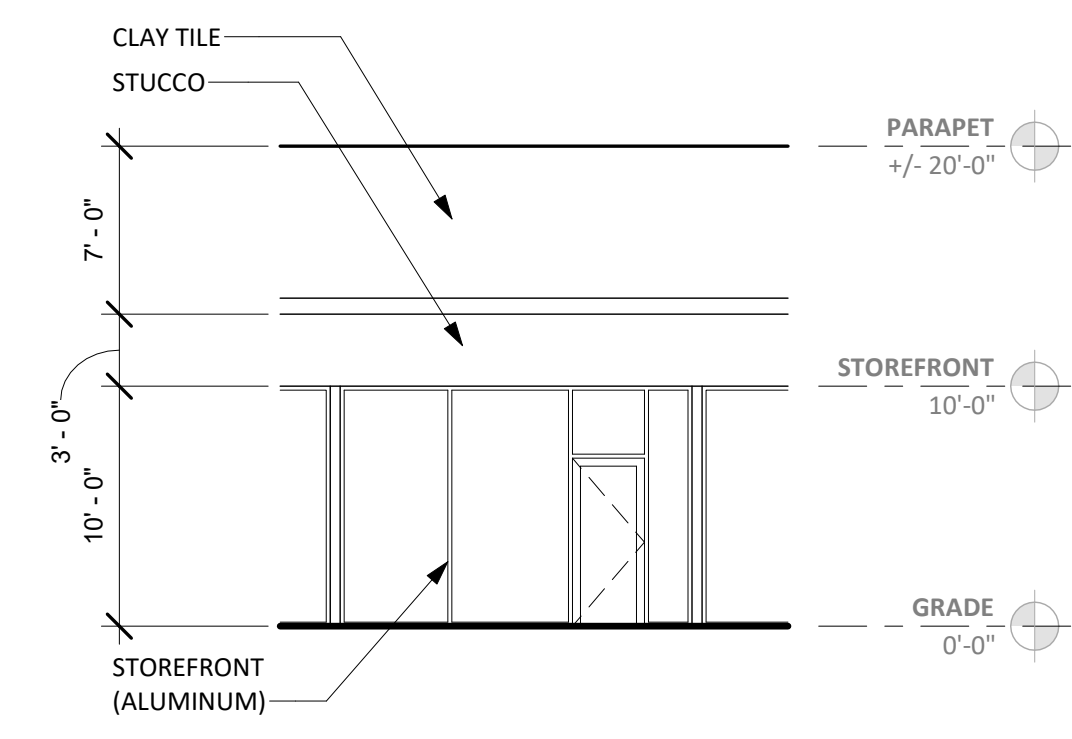
1 RESTROOM COMPLIANCE (PHOTOS)  
NOT TO SCALE



2 ELEVATION (PHOTO)  
NOT TO SCALE



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



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



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	13 USED	

**EXISTING FINISH/CONDITIONS SUMMARY (A7)**

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" RUBBER	GYP BD (PTD)	GOOD	ACT	10'-0"	GOOD	
002	VINYL	FAIR	4" RUBBER	GYP BD (PTD)	FAIR	ACT	10'-0"	GOOD	
003	VINYL	FAIR	--	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