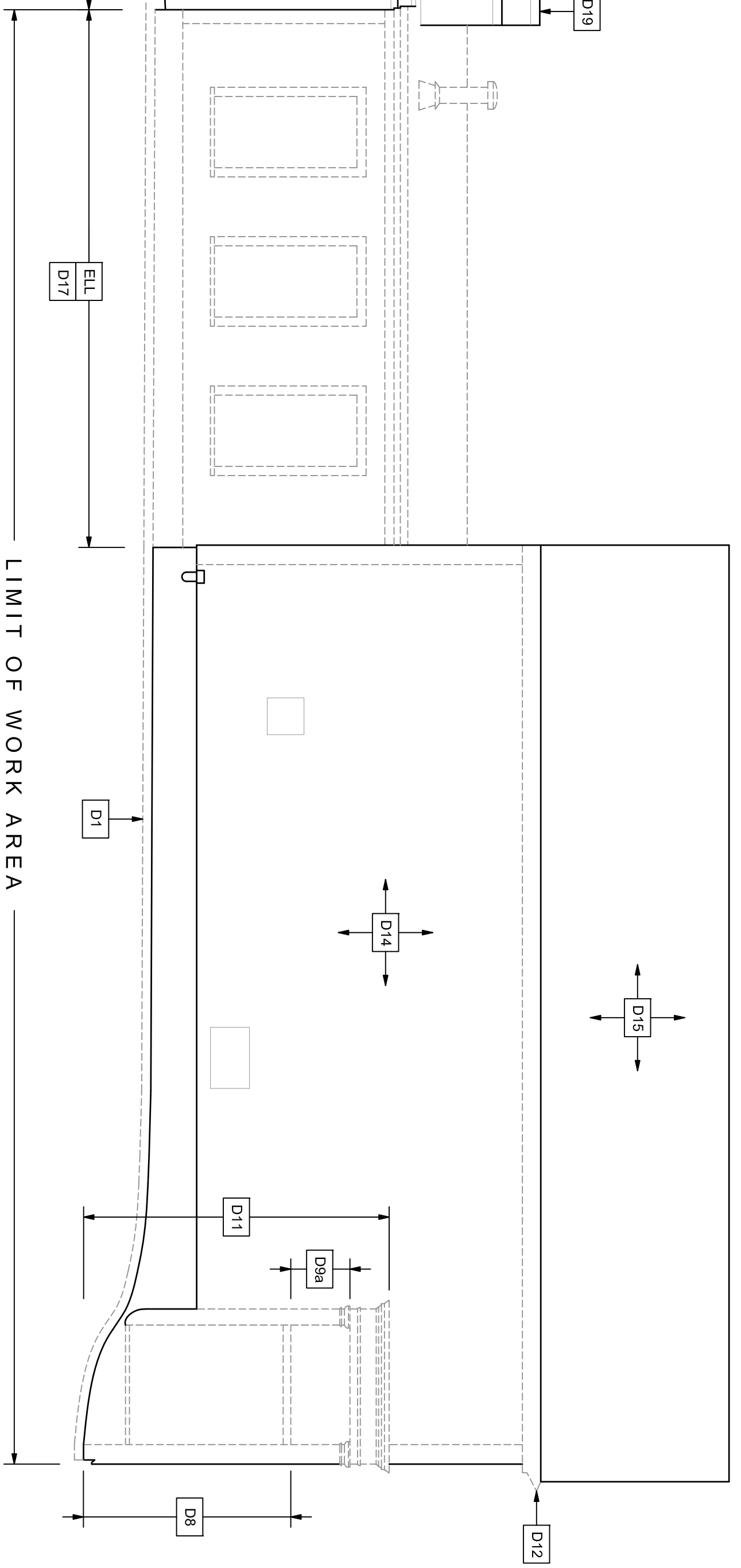
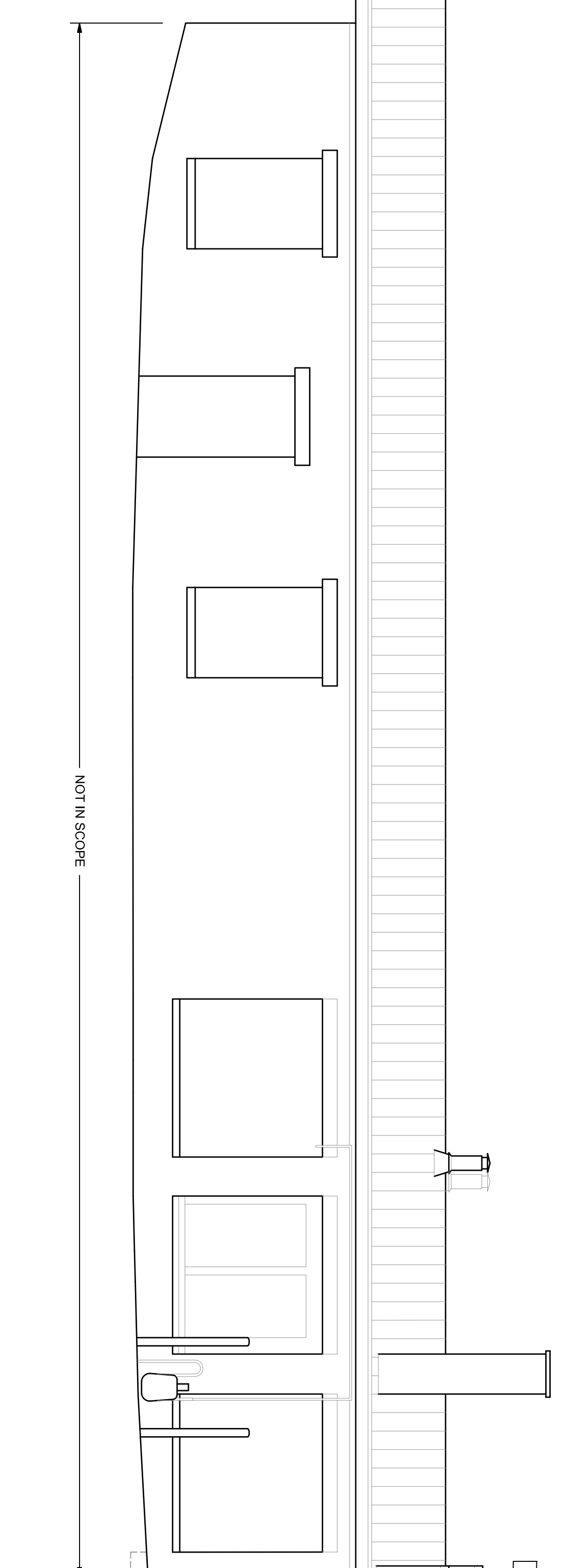
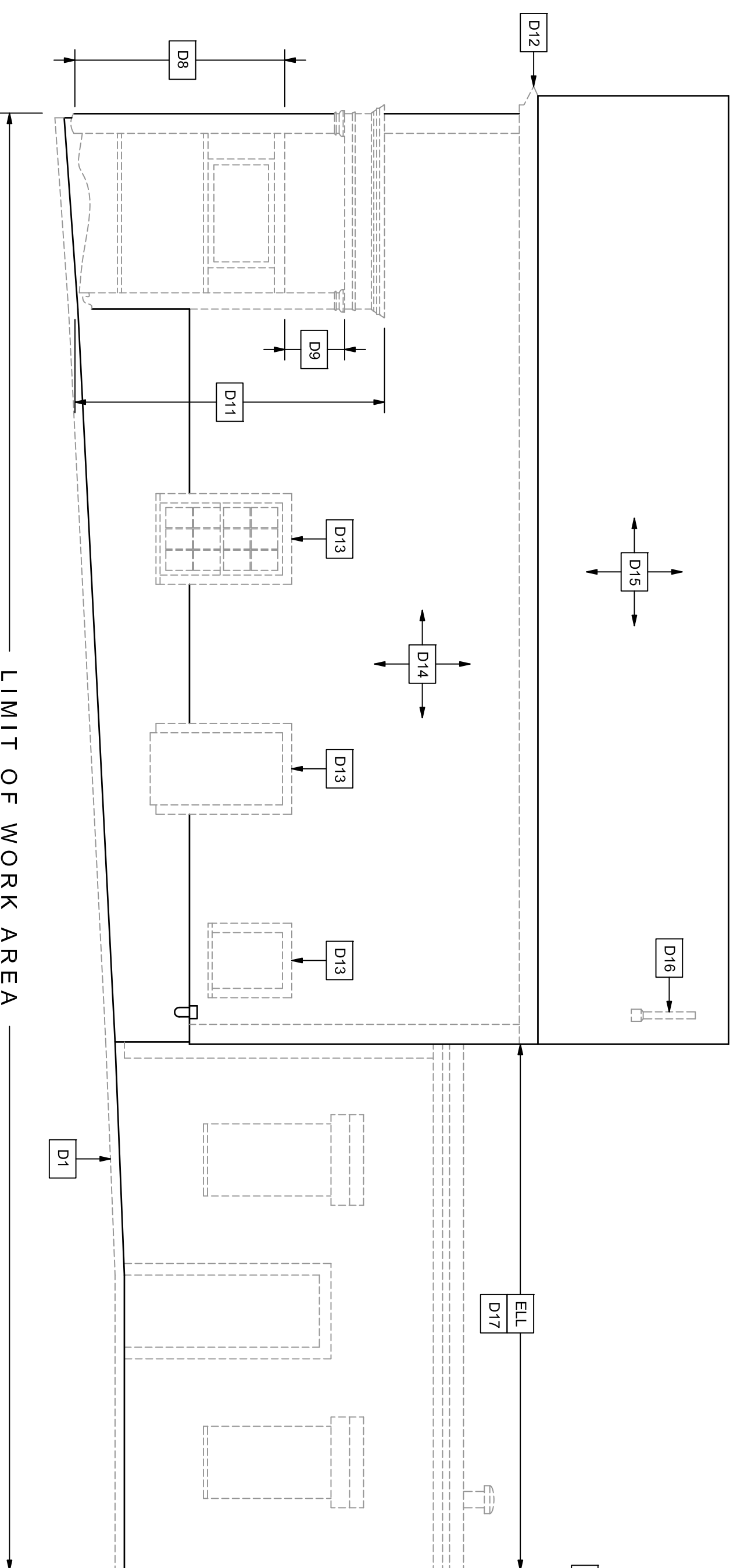


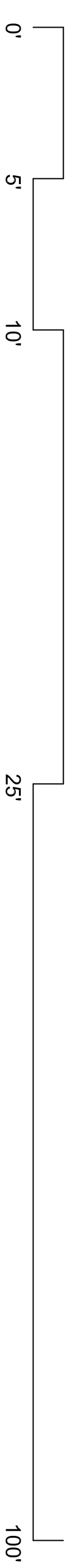
- DEMOLITION KEY NOTES**
- D1 REMOVE 1'-0" WIDTH OF BITUMINOUS PAVING ALONG FOUNDATION TO ALLOW FOR REPOINT.
 - D2 REMOVE CONCRETE SLAB AT RECESSED ENTRY. PREP FOR NEW.
 - D3 REMOVE HALF WALL FRAMING ALONG FOUNDATION AT INTERIOR.
 - D4 REMOVE FIRST FLOOR FRAMING AND HER SYSTEM WITHIN CRAWL SPACE.
 - D5 REMOVE DEBRIS AND LOOSE SOIL FROM CRAWL SPACE. PREP FOR NEW COMPACTED FILL.
 - D6 REMOVE EXISTING STAIR FRAMING.
 - D7 REMOVE SECOND FLOOR FRAMING. STABILIZE AS REQUIRED AND PREP FOR NEW LOWER SECOND FLOOR.
 - D8 REMOVE EXISTING STOREFRONT SYSTEM. PREP FOR NEW STOREFRONT SYSTEM.
 - D9 REMOVE, PROTECT AND RESTORE EXISTING FLUTED GLASS TRANSOMS. PREP FOR REINSTALLATION.
 - D9a REMOVE EXISTING ENTRY DOOR. PREP FOR NEW ENTRY DOOR.
 - D10 REMOVE, TRANSDOM INFILL PANEL. PREP FOR INSTALLATION OF REPLICA FLUTED GLASS TRANSOM.
 - D11 REMOVE EXISTING BUILT-UP TRIM AT STOREFRONT. USE AS TEMPLATES FOR NEW REPLICA TRIM.
 - D12 REMOVE EXISTING TRIM AT RAKE AND EAVE RETURNS. USE EAVE RETURNS AS TEMPLATE FOR NEW.
 - D13 REMOVE EXISTING WINDOW AND CASING. SEE REMODEL PLANS FOR NEW INFILL.
 - D14 REMOVE EXISTING CLAPBOARD SIDING. PREP FOR NEW PLYWOOD SHEATHING OVERLAY.
 - D15 REMOVE EXISTING ASPHALT SHINGLES. BOARD SHEATHING AND ROOF FRAMING. SHORE AS REQUIRED.
 - D16 REMOVE EXISTING PLUMBING EXHAUST VENT.
 - D17 REMOVE WOOD FRAMED ELL AND MASONRY FOUNDATION TO 2'-0" BELOW GRADE.
 - D18 REMOVE INFILL PARTITION AND STEEL UNITEL BETWEEN ELL AND STUDIO. SHORE AS REQUIRED.
 - D19 REMOVE METAL CAP AT MASONRY PARAPET. PREP FOR NEW METAL CAP.



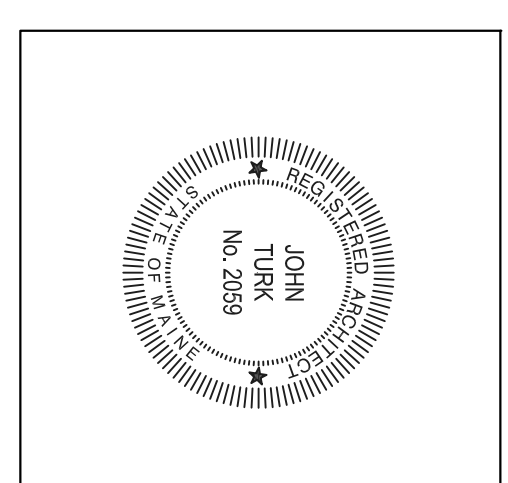
3 NORTH ELEVATION DEMO
D-2 1/4" = 1'-0"



4 SOUTH ELEVATION DEMO
D-2 1/4" = 1'-0"



Rehabilitation of the Main Block and Ell at
131 Washington Avenue
 Jonathan Edwards
 Portland, Maine



tl-architects, llc
 28 DANFORTH STREET
 PORTLAND, MAINE 04101
 TEL. 207.761.9692
 FAX. 207.761.9696

Date: 2 October 2015
 Scale: As Shown
 Revisions:

Title:
Existing Exterior Elevations
 Sheet No: **D-2**

PERMIT SET