



ELEVATOR ROOF PART PLAN
SCALE: 1/8"=1'-0"
NOTES:
1. SEE SHEET S-1.0 FOR GENERAL STRUCTURAL NOTES
2. T.O. STL. HOIST BEAM ELEV = [XX'-XX"], COORDINATE WITH ELEVATOR MANUF.
3. ALL ELEVATIONS LISTED BASED OFF REFERENCE ELEVATION 100'-0"

ROOF FRAMING PLAN
SCALE: 1/8"=1'-0"
NOTES:
1. SEE SHEET S-1.0 FOR GENERAL STRUCTURAL NOTES
2. ALL WOOD COLUMNS IN 2x6 WALLS SHALL BE 3-2x6 AND IN 2x4 WALLS SHALL BE 3-2x4 UNLESS NOTED OTHERWISE ON PLANS
3. ALL BEAMS ARE FLUSH UNO
4. ALL HEADERS IN INTERIOR 2x BEARING WALLS ARE 2-2x8, UNO
5. ALL HEADERS IN EXTERIOR 2x BEARING WALLS ARE 3-2x8, UNO
6. ALL ROOF JOISTS TO BE 14" DEEP P.E. ROOF TRUSSES @ 16" -TYP UNO
7. FLOOR SHEATHING TO BE 3/4" T+G, SEE GENERAL NOTES FOR ADDITIONAL INFORMATION -TYP
8. LAYOUT FLOOR TRUSSES TO AVOID PLUMBING PENETRATIONS ETC. -TYP
9. T.O. STL. BEAM ELEV = [99'-7 1/2"] -TYP UNO THIS LEVEL
10. ALL ELEVATIONS LISTED BASED OFF REFERENCE ELEVATION 100'-0" EQUAL TO USGS 118'-0"
11. COORDINATE ALL BASEMENT & GARAGE TOP OF SLAB/GRADING ELEVATIONS GRADING WITH CIVIL.

FRAMING PLAN SYMBOLS KEY

■	WOOD POST
□	2x4 WALL
□	2x6 WALL
□	2x8 WALL
□	2x10 WALL
□	2x12 WALL
□	2x14 WALL
□	2x16 WALL
□	2x18 WALL
□	2x20 WALL
□	2x22 WALL
□	2x24 WALL
□	2x26 WALL
□	2x28 WALL
□	2x30 WALL
□	2x32 WALL
□	2x34 WALL
□	2x36 WALL
□	2x38 WALL
□	2x40 WALL
□	2x42 WALL
□	2x44 WALL
□	2x46 WALL
□	2x48 WALL
□	2x50 WALL
□	2x52 WALL
□	2x54 WALL
□	2x56 WALL
□	2x58 WALL
□	2x60 WALL
□	2x62 WALL
□	2x64 WALL
□	2x66 WALL
□	2x68 WALL
□	2x70 WALL
□	2x72 WALL
□	2x74 WALL
□	2x76 WALL
□	2x78 WALL
□	2x80 WALL
□	2x82 WALL
□	2x84 WALL
□	2x86 WALL
□	2x88 WALL
□	2x90 WALL
□	2x92 WALL
□	2x94 WALL
□	2x96 WALL
□	2x98 WALL
□	2x100 WALL

FRAMING KEY

---	INDICATES DROPPED BEAM -TYP UNO
---	INDICATES FLUSH TOP BEAM -TYP UNO
---	INDICATES DIAGONAL STL BRACE BELOW
---	INDICATES W14x53 DRAG STRUT W/ 3/4"Ø x 3 1/2" H.A.S. @ 12" O.C. -TYP UNO
---	INDICATES BEAM END W/ MOMENT CONN.
---	INDICATES COL. CONT. (SPICES, SEE COL.SCHD.)
---	INDICATES COL. ABOVE, SEE COL.SCHD.
---	INDICATES COL. BELOW
---	INDICATES DECKING SPAN -TYP

