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1 HEAD - TYPICAL WINDOW
0 4" SCALE: 3" = 1'-0"

5 HEAD - BALCONY DOOR
0 4" SCALE: 3" = 1'-0"

1 9 JAMB - FRONT SIDE LIGHTS
0 8" SCALE: 1-1/2" = 1'-0"

11 T.O. WALL @ STAIR SHAFT
0 8" SCALE: 1-1/2"" = 1'-0"

2 JAMB - TYPICAL WINDOW
0 4" SCALE: 3" = 1'-0"

6 SILL - BALCONY DOOR
0 4" SCALE: 1-1/2" = 1'-0"

1 10 SILL - FRONT SIDE LIGHTS
0 8" SCALE: 1-1/2" = 1'-0"

12 RATED WALL STAIR/UNIT
0 8" SCALE: 1-1/2" = 1'-0"

3 SILL - TYPICAL WINDOW
0 4" SCALE: 3" = 1'-0"

7 SILL - FRONT ENTRY DOOR
0 8" SCALE: 1-1/2" = 1'-0"

13 RATED WALL BETWEEN UNITS
0 8" SCALE: 1-1/2" = 1'-0"

4 JAMB - BAY WINDOW
0 8" SCALE: 1-1/2" = 1'-0"

8 SILL - ROOFTOP DOOR
0 8" SCALE: 1-1/2" = 1'-0"

14 T.O. PARTITION
0 8" SCALE: 1-1/2" = 1'-0"

CITY OF PORTLAND, MAINE — RESURGAM

Reviewed for Code Compliance
Inspections Division
Approved with Conditions

Date: 10/27/17

LICENSED ARCHITECT 2/24/17 EVAN A. CARROLL No. 3587 STATE OF MAINE

PROJECT NO. 16035
PROJECT NAME 7 CUMBERLAND PORTLAND, ME

REVISIONS
1 | 03-15-2017
2 -
3 -
4 -
5 -

PERMIT SET
NOT FOR CONSTRUCTION

DRAWN BY EMW
SHEET TITLE DETAILS

ISSUE DATE 2/24/17
SHEET SCALE 1/4" = 1'-0"

A
3.3