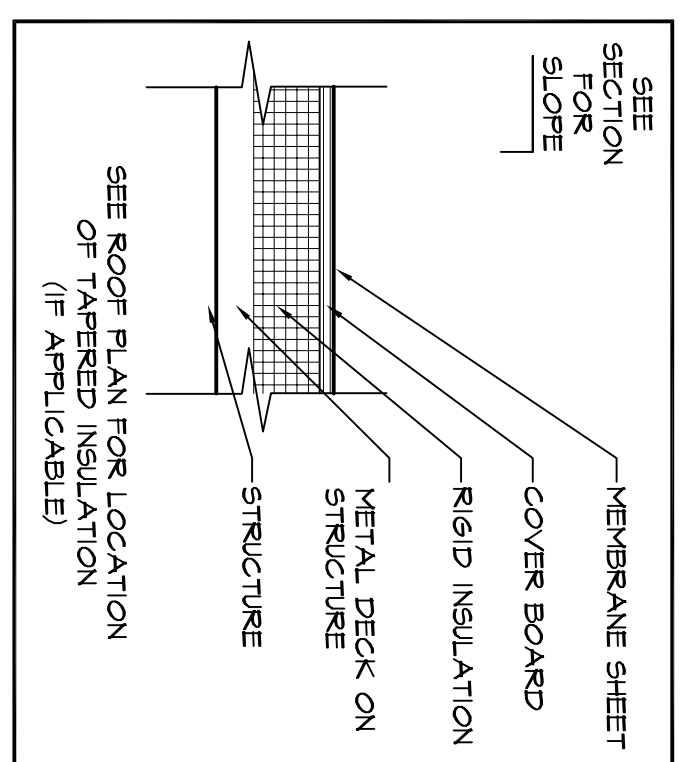
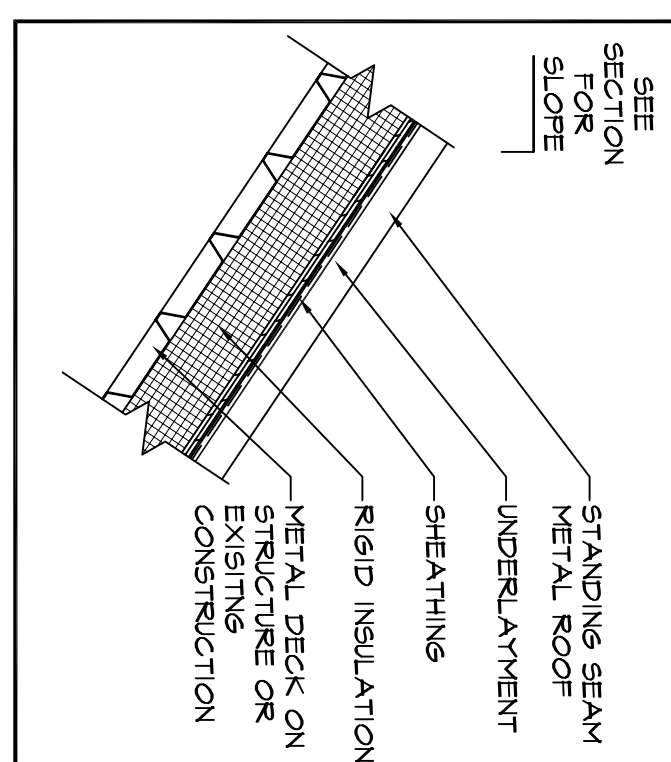


ROOF SYSTEMS



SINGLE-PLY MEMBRANE ROOFING

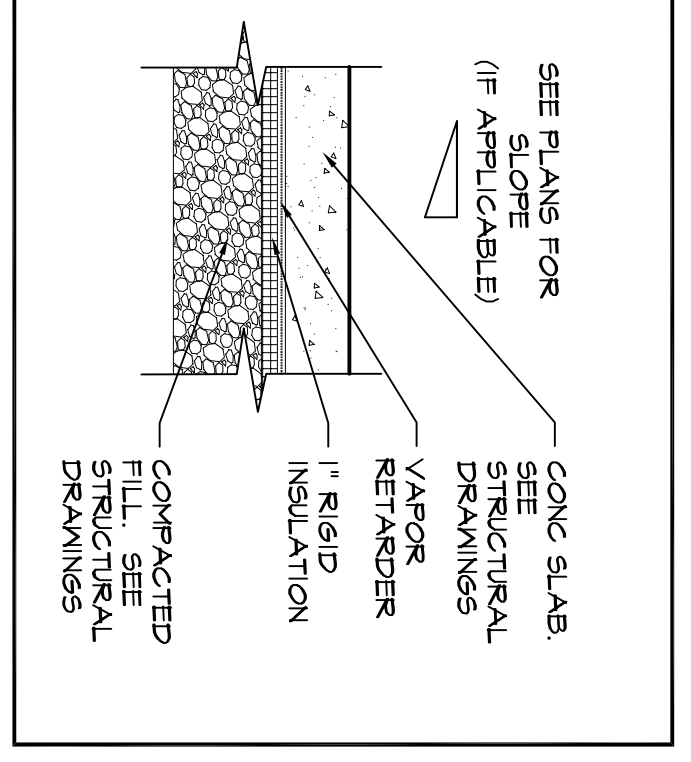
R1



STANDING SEAM METAL ROOF

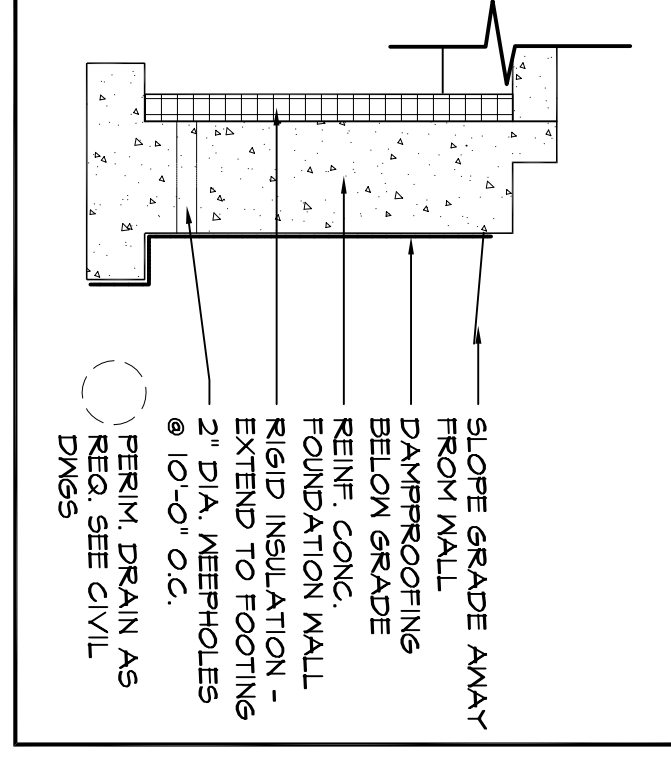
R4

FOUNDATION & FLOOR SYSTEMS



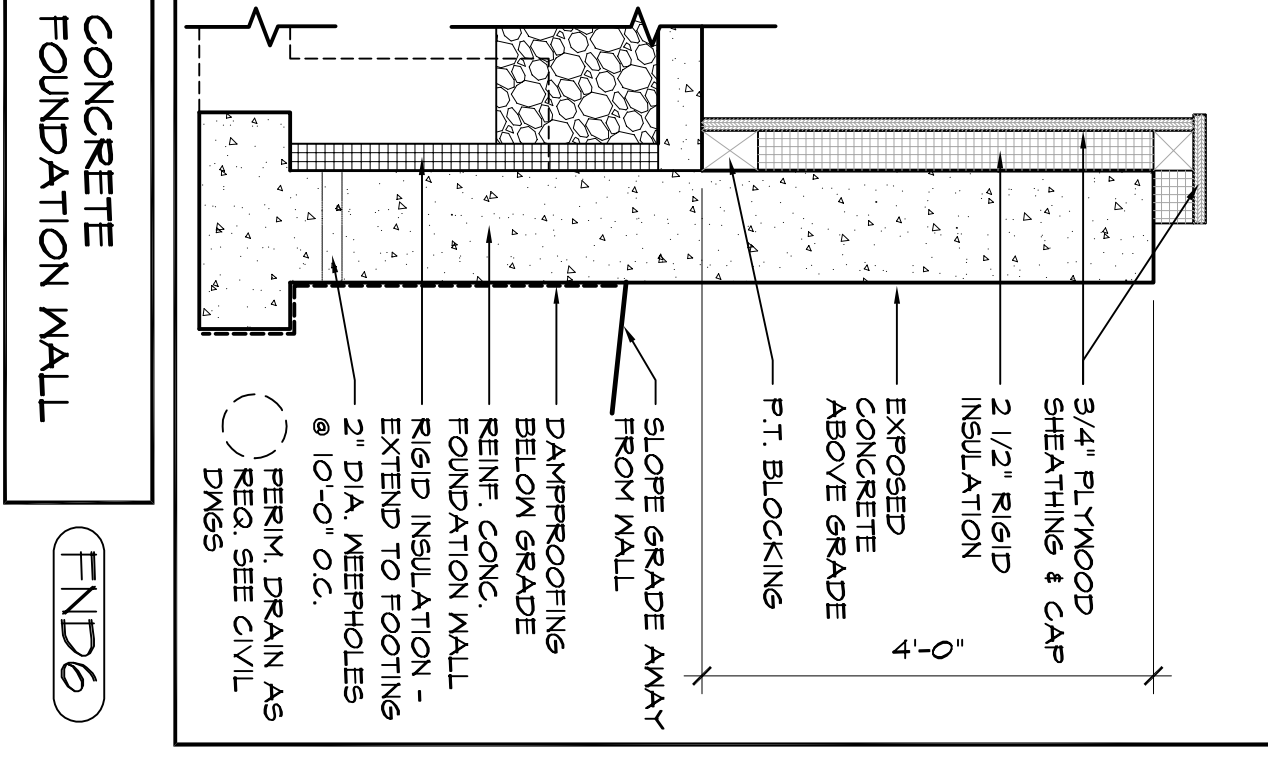
CONCRETE SLAB ON GRADE - INSULATED

F2



TYP. CONCRETE FOUNDATION WALL

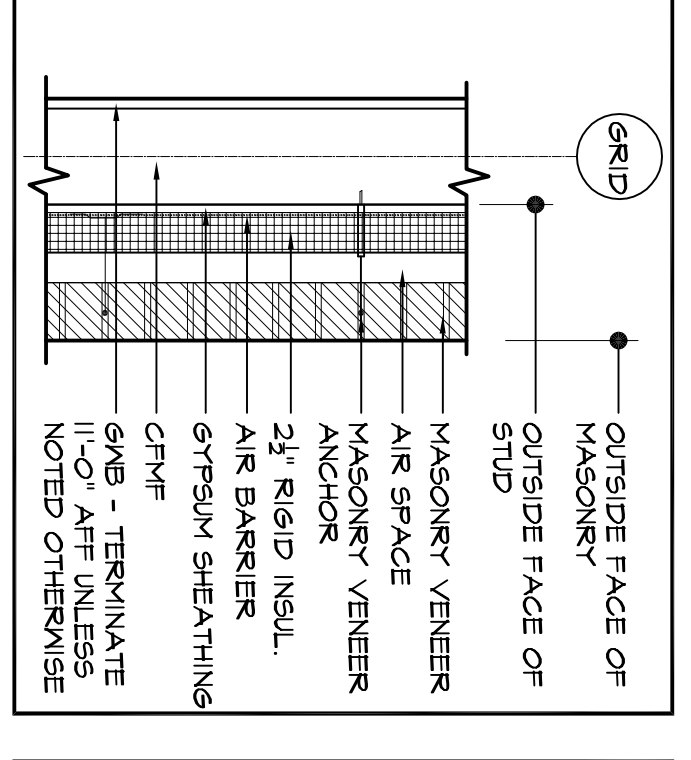
FND1



CONCRETE FOUNDATION WALL

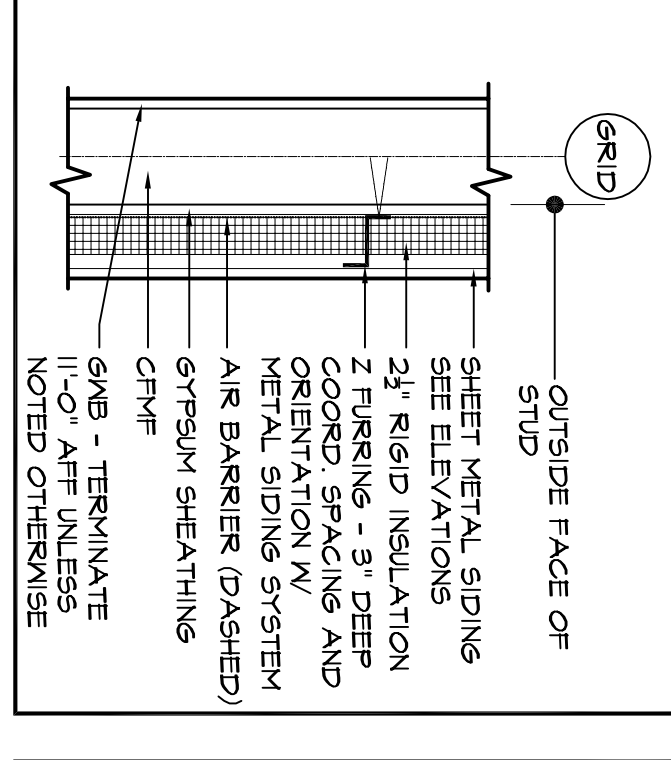
FND6

EXTERIOR WALL SYSTEMS



MASONRY VENEER AT 6" CHMF

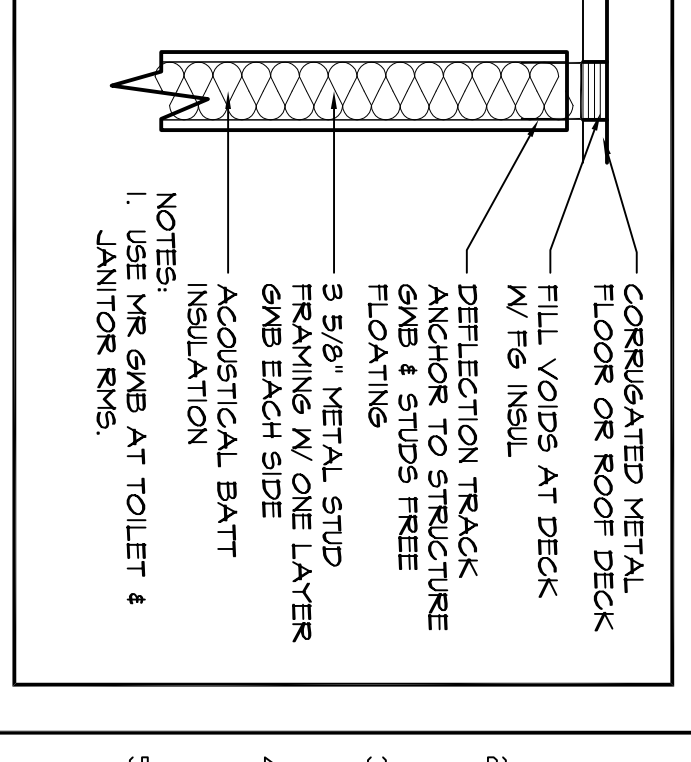
E2A6



SHEET METAL SIDING AT 6" CHMF

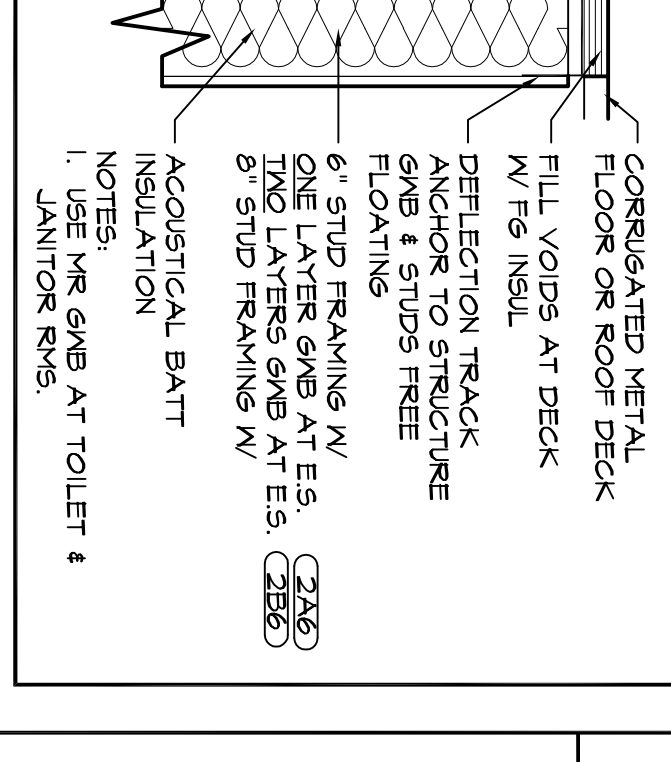
E2B6

INTERIOR WALL SYSTEMS



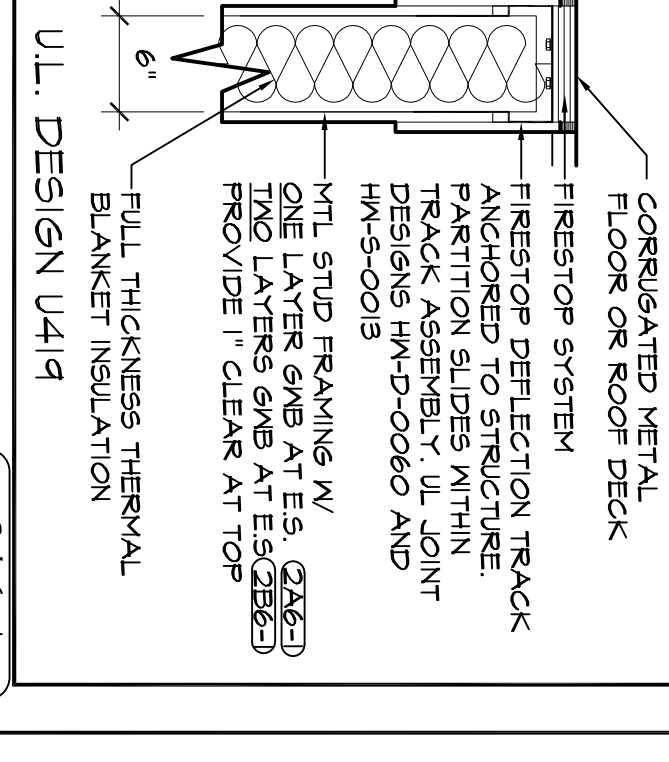
3 5/8" METAL STUD FULL HEIGHT

2A3



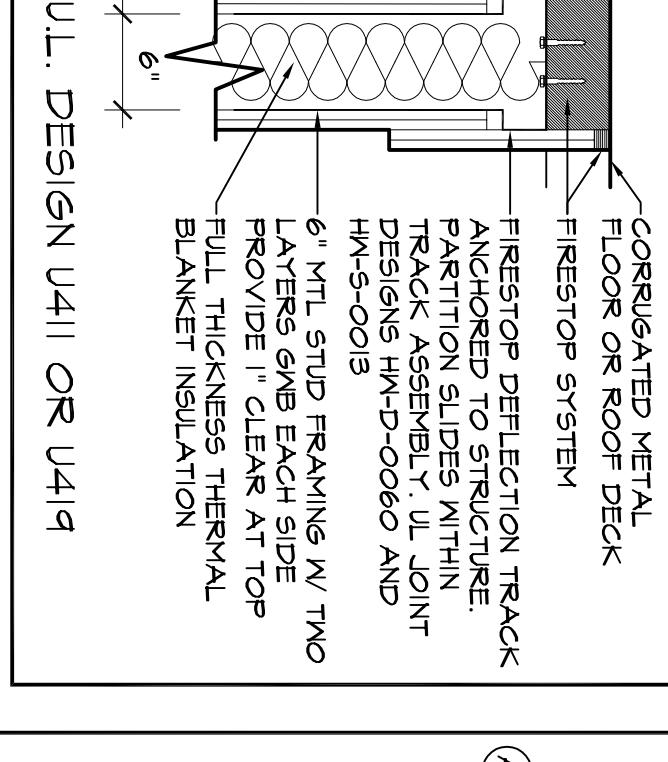
METAL STUD PARTITION FULL HEIGHT

2A6



METAL STUD FULL HEIGHT 1-HOUR FIRE-RATED

2A6-1



METAL STUD FULL HEIGHT 2-HOUR FIRE-RATED

2A6-2

GENERAL NOTES

1. PROVIDE 1" MIN. CLEAR WHERE STRUCTURAL, MECHANICAL OR ELECTRICAL ITEMS PENETRATE INTERIOR CMU WALLS. FILL VOIDS WITH FG BATT INSULATION AT NON-RATED WALLS AND FIRESTOPPING SYSTEM AT RATED WALLS.
2. USE PREFORMED COMPRESSED NEOPRENE FILLERS AT TOP OF WALL WHERE EXPOSED.
3. INTERIOR CMU PARTITIONS NOT OTHERWISE INDICATED ARE TYPE 1A&B.
4. INTERIOR METAL STUD PARTITIONS NOT OTHERWISE INDICATED ARE TYPE 2A&B.
5. SEE PLANS AND INTERIOR ELEVATIONS FOR LOCATIONS AND FIRE-RATINGS OF GROUND-FACE-CMU (GFB).

LEGEND

- MATERIALS**
- GRAVEL
 - CONCRETE MASONRY UNIT
 - BRICK
 - CONCRETE
 - SOIL
 - METAL STUD PARTITION
 - STEEL
 - WOOD FRAMING
 - WOOD BLOCKING
 - PLYWOOD
 - GYPSUM BOARD
 - SUSPENDED ACOUSTIC CEILING
 - BATT INSULATION
 - RIGID INSULATION
 - EXPANSION MATERIAL
 - FINISH WOOD
 - STONE
 - EXISTING CONSTRUCTION TO REMAIN
 - EXISTING WALL TO REMAIN
 - EXISTING WALL TO BE REMOVED

SYMBOLS

- PLUMBING FIXTURE
- BARRIER FREE FIXTURE
- ROOM NUMBER
- DOOR NUMBER
- WINDOW TYPE
- BORROWED LIGHT TYPE
- FLOOR LEVEL CHANGE AT WALL
- BUILDING SECTION
- MALL SECTION
- DETAIL ON DRAWINGS OR IN DETAIL BOOKS/VOLUME 5
- MALL OR ROOF TYPE
- INTERIOR ELEVATION
- EXTERIOR ELEVATION
- TOILET REFERENCE
- VERTICAL ELEVATION
- COLUMN CENTERLINE
- 2 HOUR RATED FIRE SEPARATION
- 1 HOUR RATED FIRE SEPARATION
- SMOKE PARTITION