DISPLAY THIS CARD ON PRINCIPAL FRONTAGE OF WORK



This is to certify that

TOPSPIN LLC

Located at

299 PRESUMPSCOT ST

PERMIT ID: 2014-02379

ISSUE DATE: 11/04/2014

420 A003001 CBL:

has permission to Change of use and alterations which include the renovation of the large open, vacant space into 31 individual rehearsal spaces (Grime Studios).

provided that the person or persons, firm or corporation accepting this permit shall comply with all of the provisions of the Statues of Maine and of the Ordinances of the City of Portland regulating the construction, maintenance and use of the buildings and structures, and of the application on file in the department.

Notification of inspection and written permission procured before this building or part thereof is lathed or otherwise clsoed-in. 48 HOUR NOTICE IS REQUIRED.

A final inspection must be completed by owner before this building or part thereof is occupied. If a certificate of occupancy is required, it must be procured prior to occupancy.

Fire Department

/s/ Craig Messinger

/s/ Laurie Leader

Fire Official

Building Official

THIS CARD MUST BE POSTED ON THE STREET SIDE OF THE PROPERTY THERE IS A PENALTY FOR REMOVING THIS CARD

Approved Property Use - Zoning

Warehouse & Musician rehersal space (grime Studios under permit @2014-02379 **Building Inspections**

Type: 2B

Business (music studios) Occupancy load = 82

Building is sprinkled - NFPA 13

North side of building

MUBEC/IBC 2009

Use Group: B

Located at: 299 PRESUMPSCOT ST **PERMIT ID:** 2014-02379 CBL: 420 A003001

BUILDING PERMIT INSPECTION PROCEDURES Please call 874-8703 (ONLY)

or email: buildinginspections@portlandmaine.gov

Check the Status or Schedule an Inspection On-Line at http://www.portlandmaine.gov/planning/permitstatus.asp

With the issuance of this permit, the owner, builder or their designee is required to provide adequate notice to the city of Portland Inspections Services for the following inspections. Appointments must be requested 48 to 72 hours in advance of the required inspection. The inspection date will need to be confirmed by this office.

- Please read the conditions of approval that is attached to this permit!! Contact this office if you have any questions.
- Permits expire in 6 months. If the project is not started or ceases for 6 months.
- If the inspection requirements are not followed as stated below additional fees may be incurred due to the issuance of a "Stop Work Order" and subsequent release to continue.
- Per Section 107.3.1 of the Maine Uniform Building and Energy Code (MUBEC). One set of printed approved stamped construction documents shall be kept at the site of work and shall be open to inspection by building officials.

REQUIRED INSPECTIONS:

Final - Electric

Close-in Plumbing/Framing w/Fire & Draft Stopping Electrical Close-in Certificate of Occupancy/Final Final - Fire

The project cannot move to the next phase prior to the required inspection and approval to continue, REGARDLESS OF THE NOTICE OF CIRCUMSTANCES.

IF THE PERMIT REQUIRES A CERTIFICATE OF OCCUPANCY, IT MUST BE PAID FOR AND ISSUED TO THE OWNER OR DESIGNEE BEFORE THE SPACE MAY BE OCCUPIED.

City of Portland, Maine - Building or Use Permit

389 Congress Street, 04101 Tel: (207) 874-8703, Fax: (207) 874-8716

Permit No: Date Applied For: CBL: 10/14/2014 2014-02379

420 A003001

Proposed Use:

Change of use to Musician Rehearsal Spaces from a warehouse use in the far right hand side of building as looking at the Key plan - rest of bldg is warehousing

Proposed Project Description:

Change of use and alterations which include the renovation of the large open, vacant space into 31 individual rehearsal spaces (Grime Studios).

Dept: Zoning Status: Approved w/Conditions Reviewer: Marge Schmuckal

Approval Date: 10/29/2014

Ok to Issue:

Conditions:

Note:

- 1) If the current pavement is proposed to be expanded, then the expansion would require a site plan review.
- 2) This permit is only allowing practice space and not concert or recitals which invite the general public or others.
- 3) The maximum allowed sound requirements must be met att all times. The City investigates noise violations and strictly enforces violations.
- 4) Separate permits shall be required for any new signage.

Reviewer: Laurie Leader Dept: Building **Status:** Approved w/Conditions **Approval Date:** 10/31/2014 Ok to Issue: Note:

Conditions:

- 1) Separate permits are required for any electrical, plumbing, sprinkler, fire alarm, HVAC systems, heating appliances, including pellet/wood stoves, commercial hood exhaust systems and fuel tanks. Separate plans may need to be submitted for approval as a part of this process.
- 2) This permit is approved based upon information provided by the applicant or design professional. Any deviation from the final approved plans requires separate review and approval prior to work.

Dept: Fire **Status:** Approved w/Conditions Reviewer: Craig Messinger 11/04/2014 **Approval Date:** Note: Ok to Issue:

Conditions:

- 1) Life Safety Code, and NFPA 72, National Fire Alarm and Signaling Code. Sprinkler supervisory systems shall monitor for water flow and sprinkler supervisory signals via an approved fire alarm panel to central station
- 2) Fire extinguishers are required per NFPA 1.
- 3) The entire sprinkler system shall be maintained in accordance with NFPA 25, Standard for Inspection, Testing and Maintenance of Water-Based Fire Protection Systems, 2008 edition.
- 4) A separate Suppression System Permit is required for all new suppression systems, including standpipe systems, and sprinkler work effecting more than 20 heads. This review does not include approval of system design or installation.
- 5) Emergency lights and exit signs are required. Emergency lights and exit signs are required to be labeled in relation to the panel and circuit and on the same circuit as the lighting for the area they serve.
- 6) Shall comply with NFPA 101, Chapter 38, New Business Occupancies.
- 7) All construction shall comply with City Code Chapter 10.

Located at: 299 PRESUMPSCOT ST CBL: 420 A003001 **PERMIT ID:** 2014-02379