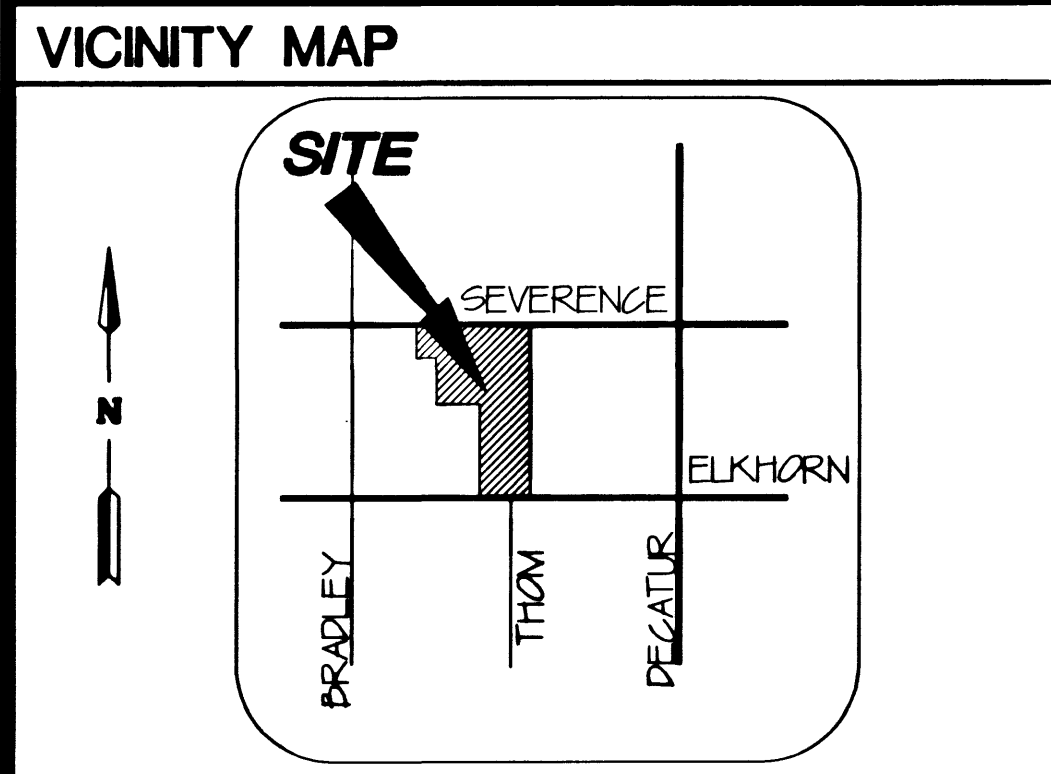




- GRADING NOTES
1. ALL GRADES SHOWN ARE 3 FEET BELOW ROUGH GRADE TO ALLOW FOR LANDSCAPING, EXCEPT TC, FL, AND FG, WHICH ARE TO FINISH GRADE. FINAL GRADES ADJACENT TO STRUCTURE AFTER LANDSCAPING SHALL BE 0.5 FEET BELOW FINISH FLOOR.
 2. THE QUANTITIES SHOWN ARE ESTIMATES ONLY AND ARE NOT TO BE USED FOR BIDDING PURPOSES.
 3. THE CONTRACTOR SHALL VERIFY ALL CONDITIONS AND DIMENSIONS AND REPORT ALL DISCREPANCIES TO THE ENGINEER BEFORE BEGINNING WORK.
 4. FINISH FLOOR ELEVATION IS TO BE 0.8 FOOT ABOVE PAD GRADE.
 5. ALL LOTS ARE TO BE F.H.A. TYPE "A" DRAINAGE UNLESS OTHERWISE NOTED.
 6. ALL IMPROVEMENTS TO BE PROTECTED FROM EROSION.
 7. ALL SLOPES ARE TO BE TWO FEET HORIZONTAL TO ONE FOOT VERTICAL UNLESS OTHERWISE NOTED.
 8. SEE FINAL MAP FOR EXACT BEARINGS AND DISTANCES.
 9. SEE PLAN AND PROFILE AND DETAIL SHEETS FOR STREET SECTIONS AND DETAILS.
 10. ALL WORK PERFORMED OUTSIDE OF THE PROJECT BOUNDARY AND ON PRIVATE PROPERTY SHALL NOT BE PERFORMED UNTIL WRITTEN PERMISSION AND EASEMENT HAVE BEEN OBTAINED FROM THE OFFSITE OWNER.
 11. ALL WORK PERFORMED OUTSIDE OF THE PROJECT BOUNDARY AND ON PRIVATE PROPERTY SHALL BE PERFORMED UNDER A SEPARATE ENCROACHMENT PERMIT ISSUED BY THE CONTROLLING AUTHORITY.
 12. FINISH GRADE CONTOURS ARE INDICATED WITH TEXT INTERIOR TO BROKEN LINE.

- CONSTRUCTION NOTES
- ① "L" TYPE CURB (UDS#216)
 - ② "A" TYPE ISLAND CURB (UDS#219)
 - ③ VALLEY GUTTER (UDS#228 AND #229)
 - ④ SIDEWALK UNDERDRAIN (UDS#236)
 - ⑤ SIDEWALK RAMP (UDS#235), A=8'; B=8'
 - ⑥ CONSTRUCT S/W PER UDS #234
- NOTE:
ALL PRIVATE STREETS ARE PUBLIC UTILITY EASEMENTS, PUBLIC SEWER EASEMENTS AND PUBLIC DRAINAGE EASEMENTS TO BE PRIVATELY MAINTAINED.

LEGEND

FUTURE IMPROVEMENTS	TOP OF RETAINING WALL	TR
EX. IMPROVEMENTS	TOP OF FOOTING	TF
BLOCK RETAINING WALL	FINISH GRADE	FG
BLOCK WALL	FLOW LINE	FL
INDEX CONTOUR	GRADE BREAK	GB
INTERMEDIATE CONTOUR	HIGH POINT	HP
A.C. SWALE	RIGHT OF WAY	R/W
SCARP (2:1 MAX)	SLOPE	0.50%
UNIT LINE	TOP OF CURB	TC
FINISH FLOOR	GRADE AT WALL	BW
PAD GRADE		

SEE GP2 FOR
CURVE & LINE DATA TABLE

