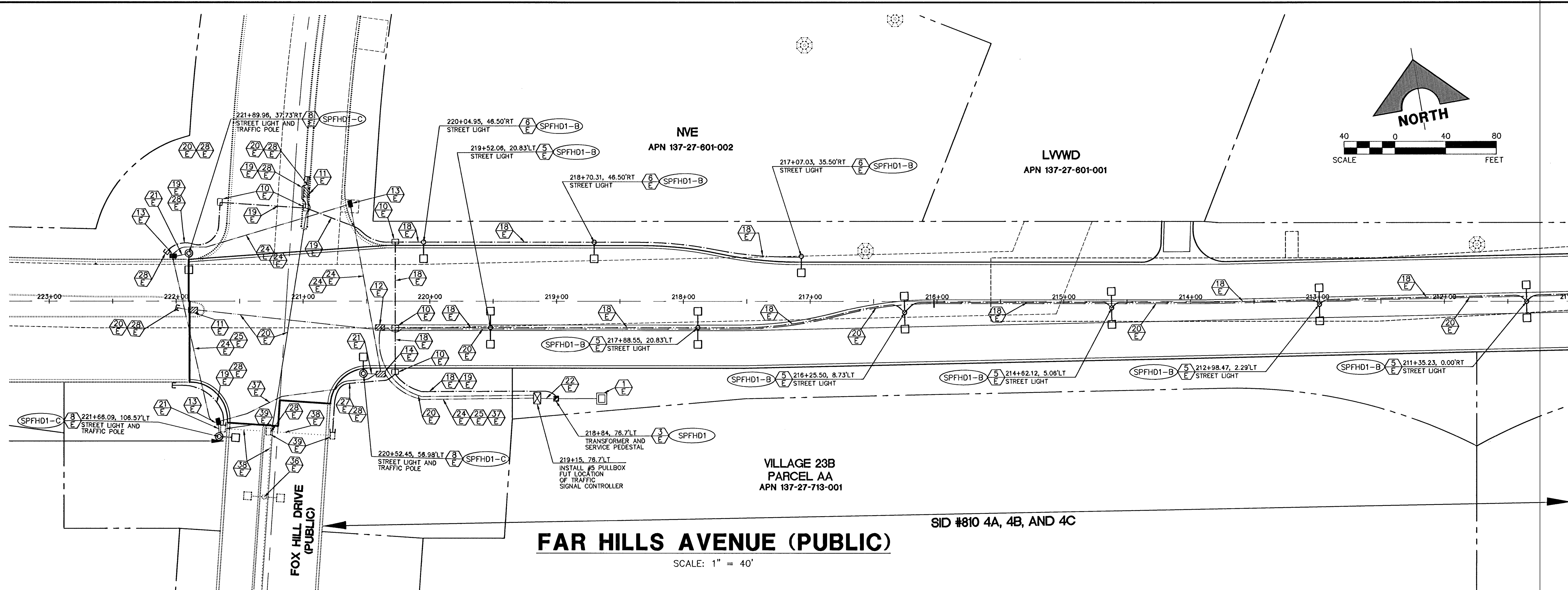




FAR HILLS AVENUE (PUBLIC)

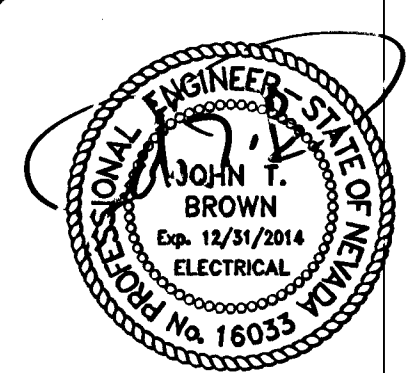
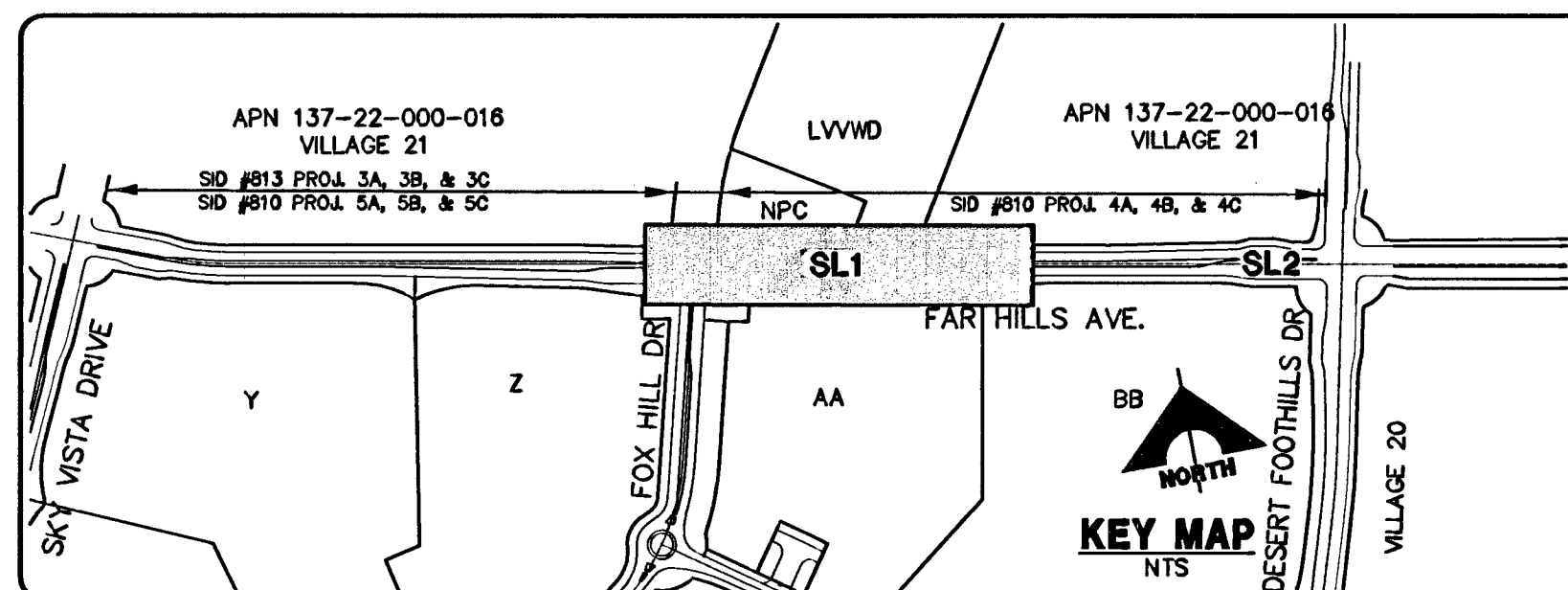
SCALE: 1" = 40'

ELECTRICAL CONSTRUCTION NOTES

1. PROPOSED NV ENERGY TRANSFORMER.
2. SPFD1: EXISTING SERVICE PESTAL. REFER TO ELECTRICAL SERVICE NOTES.
3. SPFD1: PROPOSED SERVICE PESTAL. REFER TO ELECTRICAL SERVICE NOTES AND DETAIL 2 / DWG SL3.
4. ADD 2#4, 1#8 GND TO EXISTING CONDUIT ONLY.
5. SUMMERLIN TYPE 2B TWIN STREETLIGHT PER SIS E-1 (150W).
6. SUMMERLIN TYPE 2B SINGLE STREETLIGHT PER SIS E-1 (150W).
7. SUMMERLIN TYPE 2A SINGLE STREETLIGHT PER SIS E-1 (250W).
8. SUMMERLIN TYPE 2A MOD1 PER SSD E-1, WITH PROVISION FOR FUTURE TRAFFIC SIGNAL MAST ARM (250W).
9. EXISTING STREETLIGHT. REFER TO SUMMERLIN VILLAGE 23A DESERT FOOTHILLS DRIVE IMPROVEMENTS OR TO SUMMERLIN VILLAGE 23A/23B ALTA DRIVE IMPROVEMENTS OR TO SUMMERLIN VILLAGE 20 UNIT 3 IMPROVEMENTS.
10. PROPOSED NO. 3-1/2 PULLBOX PER USD 326.
11. PROPOSED P30 PULLBOX PER USD 404.132.
12. PROPOSED TYPE 200 PULLBOX PER USD 404.133.
13. PROPOSED NO. 5 PULLBOX PER USD 326.
14. PROPOSED NO. 7 PULLBOX PER USD 326.
15. EXISTING NO. 5 PULLBOX.
16. EXISTING NO. 3-1/2 PULLBOX.
17. EXISTING P30 PULLBOX.
18. PROPOSED 1-1/4" CONDUIT CONTAINING 2#4, 1#8 GND [STREETLIGHTING CONDUIT].
19. PROPOSED 1-1/4" CONDUIT W/PULLSTRING
20. PROPOSED 4" CONDUIT W/PULLSTRING [FUTURE TRAFFIC SIGNAL INTERCONNECT WITH 2" RADIUS BENDS].
21. PROPOSED 2" CONDUIT CONTAINING 2#10, 1#8 GND [INTERSECTION LUMINAIRE] AND 2" CONDUIT W/PULLSTRING [FUTURE TRAFFIC SIGNAL].
22. PROPOSED 2" CONDUIT CONTAINING 2#4, 1#8 GND [TRAFFIC SIGNAL CONTROLLER CABINET].
23. PROPOSED 2" CONDUIT CONTAINING 2#10, 1#8 GND [INTERSECTION LUMINAIRE & FUTURE TRAFFIC SIGNAL].
24. PROPOSED 3" CONDUIT W/PULLSTRING [INTERSECTION LUMINAIRE AND FUTURE TRAFFIC SIGNAL].
25. PROPOSED 3" CONDUIT CONTAINING 2#10, 1#8 GND [INTERSECTION LUMINAIRE AND FUTURE TRAFFIC SIGNAL].
26. EXISTING 1-1/4" CONDUIT CONTAINING 2#4, 1#8 GND.
27. EXISTING 1-1/4" CONDUIT ONLY.
28. STUB AND CAP 5' MIN BEYOND EDGE OF CONSTRUCTION OR PULLBOX.
29. PROPOSED TRAFFIC CONTROL CABINET. REFER TO DETAIL 1 / SHEET 26.
30. EXISTING TRAFFIC CONTROL CABINET.
31. CONNECT TO EXISTING CONDUIT STUB.
32. EXISTING 4" CONDUIT ONLY [FUTURE TRAFFIC SIGNAL INTERCONNECT WITH 2" RADIUS BENDS].
33. EXISTING 2" CONDUIT ONLY
34. EXISTING 3" CONDUITS.
35. EXISTING TRAFFIC SIGNAL POLE WITH LIGHT
36. FUTURE STREETLIGHTING AND/OR TRAFFIC CONTROL INFRASTRUCTURE.
37. PROPOSED (2) 3" CONDUIT CONTAINING 2#10, 1#8 GND [INTERSECTION LUMINAIRE AND FUTURE TRAFFIC SIGNAL].
38. FUTURE CONDUIT
39. FUTURE PULLBOX

LEGEND

- STREET LIGHT CONDUIT (1) 1-1/4" C, 2#4, 1#8 GND. THW. UNLESS OTHERWISE NOTED
- TRAFFIC INTERCONNECT CONDUIT (1) 4" CONDUIT W/ 2' RADIUS SWEEPS INTO PULLBOXES FOR FUTURE FIBER OPTIC.
- TRAFFIC SIGNAL CONDUIT (1) 3" C, 4#10, 2#8 GND. THW. (1) 3" CONDUIT ONLY, WITH PULLSTRING, UNLESS OTHERWISE NOTED
- ⊙ □ TRAFFIC SIGNAL POLE WITH STREET LIGHT
- □ STREET LIGHT
- □ FUTURE STREET LIGHT
- □ EXISTING STREET LIGHT
- METER SERVICE PESTAL
- ⊠ CONTROL CABINET FOR FUTURE TRAFFIC SIGNALS
- 200A SERVICE PESTAL AND N.P.CO. TRANSFORMER
- CIRCUIT DESIGNATION: (CONTAINED WITHIN BOUNDARY)
N = SERVICE PESTAL
X = CIRCUIT
- #3-1/2 PULLBOX, MARKED "STREET LIGHTING" UNLESS OTHERWISE NOTED.
- #5 PULLBOX, MARKED "TRAFFIC SIGNAL" UNLESS OTHERWISE NOTED.
- ▨ P30 PULLBOX, MARKED "TRAFFIC SIGNAL" UNLESS OTHERWISE NOTED.
- ⊠ NEVADA POWER TRANSFORMER AND METER SERVICE PESTAL



DATE: 9/17/13

FOR ELECTRICAL COMPONENTS ONLY

NOTES:
REFER TO DWG SL3 FOR ELECTRICAL NOTES AND DETAILS.
REFER TO DWG G3 FOR CITY OF LAS VEGAS STREETLIGHT NOTES.

H# 50132 1074 6128

		PROJECT NO. 62023B-205	DESIGN: DFK DRAWN: HUF CHECK: JJJ PLOT DATE: 09-17-13 PLOT TIME: 11:57:03
G.C. WALLACE COMPANIES ENGINEERS PLANNERS SURVEYORS 1535 S. RAINBOW BOULEVARD - LAS VEGAS, NV 89146 T: 702.804.2000 - F: 702.804.2299 - G: WALLACE@GCMALLACE.COM LAS VEGAS, NEVADA		PROJECT NO. 62023B-205	
THE HOWARD HUGHES COMPANY, LLC VILLAGE 23B FAR HILLS AVENUE IMPROVEMENTS - PHASE 1 DESERT FOOTHILLS DRIVE TO FOX HILL DRIVE		DRAWING SL1	
STREETLIGHT, CONDUIT AND ELECTRICAL PLAN 1		27 OF 29 SHTS	