

REV	DATE	DESCRIPTION
1	4/6/97	ALPHA UPDATES PER CITY
2	4/6/97	ALPHA UPDATES PER CITY
3	4/6/97	ALPHA UPDATES PER CITY
4	4/6/97	ALPHA UPDATES PER CITY
5	4/6/97	ALPHA UPDATES PER CITY
6	4/6/97	ALPHA UPDATES PER CITY
7	4/6/97	ALPHA UPDATES PER CITY
8	4/6/97	ALPHA UPDATES PER CITY
9	4/6/97	ALPHA UPDATES PER CITY
10	4/6/97	ALPHA UPDATES PER CITY
11	4/6/97	ALPHA UPDATES PER CITY
12	4/6/97	ALPHA UPDATES PER CITY
13	4/6/97	ALPHA UPDATES PER CITY
14	4/6/97	ALPHA UPDATES PER CITY
15	4/6/97	ALPHA UPDATES PER CITY
16	4/6/97	ALPHA UPDATES PER CITY
17	4/6/97	ALPHA UPDATES PER CITY
18	4/6/97	ALPHA UPDATES PER CITY
19	4/6/97	ALPHA UPDATES PER CITY
20	4/6/97	ALPHA UPDATES PER CITY
21	4/6/97	ALPHA UPDATES PER CITY
22	4/6/97	ALPHA UPDATES PER CITY
23	4/6/97	ALPHA UPDATES PER CITY
24	4/6/97	ALPHA UPDATES PER CITY
25	4/6/97	ALPHA UPDATES PER CITY
26	4/6/97	ALPHA UPDATES PER CITY
27	4/6/97	ALPHA UPDATES PER CITY
28	4/6/97	ALPHA UPDATES PER CITY
29	4/6/97	ALPHA UPDATES PER CITY
30	4/6/97	ALPHA UPDATES PER CITY
31	4/6/97	ALPHA UPDATES PER CITY
32	4/6/97	ALPHA UPDATES PER CITY
33	4/6/97	ALPHA UPDATES PER CITY
34	4/6/97	ALPHA UPDATES PER CITY
35	4/6/97	ALPHA UPDATES PER CITY
36	4/6/97	ALPHA UPDATES PER CITY
37	4/6/97	ALPHA UPDATES PER CITY
38	4/6/97	ALPHA UPDATES PER CITY
39	4/6/97	ALPHA UPDATES PER CITY
40	4/6/97	ALPHA UPDATES PER CITY
41	4/6/97	ALPHA UPDATES PER CITY
42	4/6/97	ALPHA UPDATES PER CITY
43	4/6/97	ALPHA UPDATES PER CITY
44	4/6/97	ALPHA UPDATES PER CITY
45	4/6/97	ALPHA UPDATES PER CITY
46	4/6/97	ALPHA UPDATES PER CITY
47	4/6/97	ALPHA UPDATES PER CITY
48	4/6/97	ALPHA UPDATES PER CITY
49	4/6/97	ALPHA UPDATES PER CITY
50	4/6/97	ALPHA UPDATES PER CITY
51	4/6/97	ALPHA UPDATES PER CITY
52	4/6/97	ALPHA UPDATES PER CITY
53	4/6/97	ALPHA UPDATES PER CITY
54	4/6/97	ALPHA UPDATES PER CITY
55	4/6/97	ALPHA UPDATES PER CITY
56	4/6/97	ALPHA UPDATES PER CITY
57	4/6/97	ALPHA UPDATES PER CITY
58	4/6/97	ALPHA UPDATES PER CITY
59	4/6/97	ALPHA UPDATES PER CITY
60	4/6/97	ALPHA UPDATES PER CITY
61	4/6/97	ALPHA UPDATES PER CITY
62	4/6/97	ALPHA UPDATES PER CITY
63	4/6/97	ALPHA UPDATES PER CITY
64	4/6/97	ALPHA UPDATES PER CITY
65	4/6/97	ALPHA UPDATES PER CITY
66	4/6/97	ALPHA UPDATES PER CITY
67	4/6/97	ALPHA UPDATES PER CITY
68	4/6/97	ALPHA UPDATES PER CITY
69	4/6/97	ALPHA UPDATES PER CITY
70	4/6/97	ALPHA UPDATES PER CITY
71	4/6/97	ALPHA UPDATES PER CITY
72	4/6/97	ALPHA UPDATES PER CITY
73	4/6/97	ALPHA UPDATES PER CITY
74	4/6/97	ALPHA UPDATES PER CITY
75	4/6/97	ALPHA UPDATES PER CITY
76	4/6/97	ALPHA UPDATES PER CITY
77	4/6/97	ALPHA UPDATES PER CITY
78	4/6/97	ALPHA UPDATES PER CITY
79	4/6/97	ALPHA UPDATES PER CITY
80	4/6/97	ALPHA UPDATES PER CITY
81	4/6/97	ALPHA UPDATES PER CITY
82	4/6/97	ALPHA UPDATES PER CITY
83	4/6/97	ALPHA UPDATES PER CITY
84	4/6/97	ALPHA UPDATES PER CITY
85	4/6/97	ALPHA UPDATES PER CITY
86	4/6/97	ALPHA UPDATES PER CITY
87	4/6/97	ALPHA UPDATES PER CITY
88	4/6/97	ALPHA UPDATES PER CITY
89	4/6/97	ALPHA UPDATES PER CITY
90	4/6/97	ALPHA UPDATES PER CITY
91	4/6/97	ALPHA UPDATES PER CITY
92	4/6/97	ALPHA UPDATES PER CITY
93	4/6/97	ALPHA UPDATES PER CITY
94	4/6/97	ALPHA UPDATES PER CITY
95	4/6/97	ALPHA UPDATES PER CITY
96	4/6/97	ALPHA UPDATES PER CITY
97	4/6/97	ALPHA UPDATES PER CITY
98	4/6/97	ALPHA UPDATES PER CITY
99	4/6/97	ALPHA UPDATES PER CITY
100	4/6/97	ALPHA UPDATES PER CITY

DESIGN: RLF	CHECK: DN
ISSUE DATE: 04-05-99	ISSUE EDITOR: PLOT TIME: 15:52:47

G. C. WALLACE, INC.
Engineering/Architecture
1555 SOUTH RAINBOW BLVD./LAS VEGAS, NEVADA 89102
TELEPHONE: (702) 363-1200 • FAX: (702) 363-8979
F: 1-844-930-1200 • WWW.GCWALLACE.COM

LEWIS HOMES OF NEVADA

SUMMERLIN PARCEL "MM" UNIT1

QUANTITIES

QUANTITY ESTIMATES

SEWER (PUBLIC)	UNIT	QUANTITY
4" PVC SEWER LAT.	LF	1,543
8" PVC SEWER (PUBLIC)	LF	2,617
48" DIA. SEWER MANHOLE (PUBLIC)	LF	14
BACKWATER VALVE	EA	26

WATER (PUBLIC)	UNIT	QUANTITY
6" PVC WATER MAIN	LF	377
8" PVC WATER MAIN	LF	2,651
8" GATE VALVE	EA	10
8" TEE	EA	6
8" 45° ELBOW	EA	4
8" CAP W/ 2" BLOW-OFF	EA	3
6" CAP W/ 2" BLOW-OFF	EA	2
1" SERVICE LAT. W/ 3/4" METER & BOX	EA	60 (UDACS PLT. 1B)
1" SERVICE LAT. W/ 1" IRRIGATION METER & BOX	EA	1 (UDACS PLT. 1D)
FIRE HYDRANT ASSEMBLY (INCL. 8"x6" TEE, 6" G.V., 6" LAT.)	EA	7
1" RPPA	EA	1
1" SERVICE LAT. W/1" METER & BOX	EA	3
8"x6" REDUCER 8" DUCTILE IRON PIPE 8"x8" M.S. TAPPING SLEEVE & VALVE	EA	2 2 1
DRAINAGE (PUBLIC)	UNIT	QUANTITY
MOD. TYPE "C" DROP INLET (PUBLIC) (L = 17.5')	EA	1
MOD. TYPE "C" DROP INLET (PUBLIC) (L = 11.5')	EA	1
MOD. TYPE "C" DROP INLET (PUBLIC) (L = 5.5')	EA	1
TYPE "A" DROP INLET	EA	2
18" STORM DRAIN (PUBLIC)	LF	115
24" STORM DRAIN (PUBLIC)	LF	216
30" STORM DRAIN (PUBLIC)	LF	124
60" DIA. STORM DRAIN MANHOLE PER SD-1 (PUBLIC)	EA	3

STREET LIGHTS (PUBLIC)	UNIT	QUANTITY
1-1/4" STREET LIGHT CONDUIT	LF	2,705
3 1/2 PULL BOX	EA	4
SERVICE POINT	EA	1
100 WATT HPS	EA	17
6" D-3's (STREET NAME SIGN)	EA	6

PUBLIC STREETS (PUBLIC)	UNIT	QUANTITY
30" ROLL TYPE CURB & GUTTER	LF	5,844
VALLEY GUTTER	SF	3,350
SIDEWALK	SF	11,688
HANDICAP RAMP	EA	6
TYPE I AGG. BASE	CY	1,970
TYPE II AGG. BASE	CY	1,373
2" A.C. PAVE.	SY	1313
EXCAVATION & EMBANKMENT	CY	437

Avoid cutting underground utility lines. It's costly.

Call before you Dig.
1-800-227-2600
UNDERGROUND SERVICE (USA)

Avoid hitting overhead power lines. It's costly.

CALL BEFORE YOU DO OVERHEAD
1-702-593-6111

APPROVALS

4/07/97



1. PROJECT NO. _____
 2. SHEET NO. _____
 3. DATE _____
 4. CITY OF LOS ANGELES
 5. DEPARTMENT OF PUBLIC WORKS
 6. DIVISION OF STREET LIGHTS
 7. PROJECT NAME _____
 8. PROJECT LOCATION _____
 9. PROJECT DESCRIPTION _____
 10. PROJECT ESTIMATE _____
 11. PROJECT STATUS _____
 12. PROJECT COMMENTS _____
 13. PROJECT APPROVAL _____
 14. PROJECT SIGNATURE _____
 15. PROJECT DATE _____

QUANTITY ESTIMATES

ITEM	QUANTITY	UNIT	QUANTITY
1. CEMENT	1.00	CU YD	1.00
2. SAND	1.00	CU YD	1.00
3. GRAVEL	1.00	CU YD	1.00
4. ASPHALT	1.00	CU YD	1.00

ITEM	QUANTITY	UNIT	QUANTITY
1. WATER	1.00	CU YD	1.00
2. SINK	1.00	CU YD	1.00
3. TUB	1.00	CU YD	1.00
4. SHOWER	1.00	CU YD	1.00
5. BATH	1.00	CU YD	1.00
6. KITCHEN	1.00	CU YD	1.00
7. HALL	1.00	CU YD	1.00
8. BEDROOM	1.00	CU YD	1.00
9. LIVING ROOM	1.00	CU YD	1.00
10. PORCH	1.00	CU YD	1.00

ITEM	QUANTITY	UNIT	QUANTITY
1. ROOF	1.00	CU YD	1.00
2. FLOOR	1.00	CU YD	1.00
3. WALL	1.00	CU YD	1.00
4. CEILING	1.00	CU YD	1.00
5. DOOR	1.00	CU YD	1.00
6. WINDOW	1.00	CU YD	1.00
7. STAIR	1.00	CU YD	1.00
8. PORCH	1.00	CU YD	1.00
9. DRIVEWAY	1.00	CU YD	1.00
10. GARAGE	1.00	CU YD	1.00

ITEM	QUANTITY	UNIT	QUANTITY
1. ROOF	1.00	CU YD	1.00
2. FLOOR	1.00	CU YD	1.00
3. WALL	1.00	CU YD	1.00
4. CEILING	1.00	CU YD	1.00
5. DOOR	1.00	CU YD	1.00
6. WINDOW	1.00	CU YD	1.00
7. STAIR	1.00	CU YD	1.00
8. PORCH	1.00	CU YD	1.00
9. DRIVEWAY	1.00	CU YD	1.00
10. GARAGE	1.00	CU YD	1.00

ITEM	QUANTITY	UNIT	QUANTITY
1. ROOF	1.00	CU YD	1.00
2. FLOOR	1.00	CU YD	1.00
3. WALL	1.00	CU YD	1.00
4. CEILING	1.00	CU YD	1.00
5. DOOR	1.00	CU YD	1.00
6. WINDOW	1.00	CU YD	1.00
7. STAIR	1.00	CU YD	1.00
8. PORCH	1.00	CU YD	1.00
9. DRIVEWAY	1.00	CU YD	1.00
10. GARAGE	1.00	CU YD	1.00

ITEM	QUANTITY	UNIT	QUANTITY
1. ROOF	1.00	CU YD	1.00
2. FLOOR	1.00	CU YD	1.00
3. WALL	1.00	CU YD	1.00
4. CEILING	1.00	CU YD	1.00
5. DOOR	1.00	CU YD	1.00
6. WINDOW	1.00	CU YD	1.00
7. STAIR	1.00	CU YD	1.00
8. PORCH	1.00	CU YD	1.00
9. DRIVEWAY	1.00	CU YD	1.00
10. GARAGE	1.00	CU YD	1.00

ITEM	QUANTITY	UNIT	QUANTITY
1. ROOF	1.00	CU YD	1.00
2. FLOOR	1.00	CU YD	1.00
3. WALL	1.00	CU YD	1.00
4. CEILING	1.00	CU YD	1.00
5. DOOR	1.00	CU YD	1.00
6. WINDOW	1.00	CU YD	1.00
7. STAIR	1.00	CU YD	1.00
8. PORCH	1.00	CU YD	1.00
9. DRIVEWAY	1.00	CU YD	1.00
10. GARAGE	1.00	CU YD	1.00

ITEM	QUANTITY	UNIT	QUANTITY
1. ROOF	1.00	CU YD	1.00
2. FLOOR	1.00	CU YD	1.00
3. WALL	1.00	CU YD	1.00
4. CEILING	1.00	CU YD	1.00
5. DOOR	1.00	CU YD	1.00
6. WINDOW	1.00	CU YD	1.00
7. STAIR	1.00	CU YD	1.00
8. PORCH	1.00	CU YD	1.00
9. DRIVEWAY	1.00	CU YD	1.00
10. GARAGE	1.00	CU YD	1.00

ITEM	QUANTITY	UNIT	QUANTITY
1. ROOF	1.00	CU YD	1.00
2. FLOOR	1.00	CU YD	1.00
3. WALL	1.00	CU YD	1.00
4. CEILING	1.00	CU YD	1.00
5. DOOR	1.00	CU YD	1.00
6. WINDOW	1.00	CU YD	1.00
7. STAIR	1.00	CU YD	1.00
8. PORCH	1.00	CU YD	1.00
9. DRIVEWAY	1.00	CU YD	1.00
10. GARAGE	1.00	CU YD	1.00



APPROVALS

APPROVED: _____
 DATE: 4/1/92
 FOR THE CITY OF LOS ANGELES