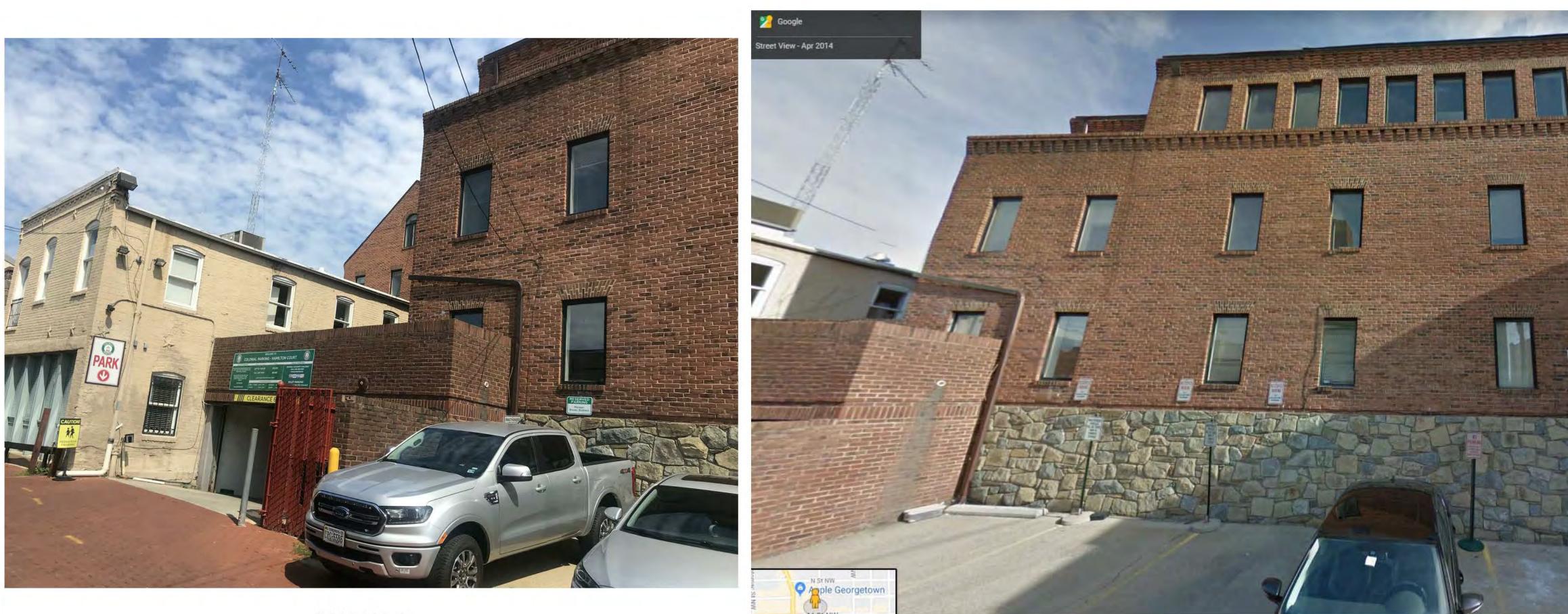


COPE OF WORK CREATE NEW 3 STORY REAR BUILDING. STING BUILDING TO REMAIN.		IARKUS ARCHITECTS I P STREET NW, 2ND FLR ASHINGTON DC 20007 2733 V 202.333.2779 FAX
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DRAWING INDEX ARCHITECTURE eet Number Sheet Name COVER PAGE EXISTING BUILDING PICTURES 1	COVERING CODE 2012 INTERNATIONAL BUILDING CODE 2012 INTERNATIONAL EXISTING CODE 301.1.2. WORK AREA COMPLIANCE METHOD 2013 DISTRICT OF COLUMBIA MUNICIPAL REGULATIONS	1218 31 WASHINGT
EXISTING BUILDING PICTURES 2 EXISTING SITE PLAN FIRST FLOOR PLAN SECOND FLOOR PLAN THIRD FLOOR PLAN ROOF PLAN PROPOSED SITE PLAN EAST ELEVATION SOUTH ELEVATION WEST ELEVATION	 2013 DISTRICT OF COLUMBIA BUILDING CODE 2013 DISTRICT OF COLUMBIA PROPERTY MAINTENANCE CODE 2013 DISTRICT OF COLUMBIA GREEN CONSTRUCTION CODE 2013 DISTRICT OF COLUMBIA FIRE CODE 2013 DISTRICT OF COLUMBIA MECHANICAL CODE 2013 DISTRICT OF COLUMBIA PLUMBING CODE 2012 INTERNATIONAL FUEL GAS CODE 2011 NATIONAL ELECTRICAL SAFETY CODE 2010 ADA STANDARDS 	/ER PAGE
PROPED 3D 3D STREET VIEW PROPOSED 3D WITH GOOGLE EARTH VIEW INTERIOR DESIGN IMAGERY	GENERAL NOTES / BUILDING CODE ANALYSISGENERAL INFORMATIONEXISTINGPROPOSED BUILDINGUSE GROUP-A2 ASSEMBLYTYPE OF CONSTRUCTION-VBFULLY SUPPRESSED (SPRINKLED)-YES NFPA 13BUILDING FOOTPRINT599 SF1,280 SFBUILDING HEIGHT23'/2 STORIES23'-0"GROSS FLOOR AREA (GFA)1,094. SF2,563.0 SFNUMBER OF EXITS34	Ø
		REVISIONS
	COLUMNS AND GIRDERS NONE EXTERIOR BARING WALL NONE FLOOR / CEILING CONSTRUCTION NONE ROOF CONSTRUCTION NONE TENANT SEPARATION 1 HR GENERAL NOTES / ZONING CODE ANALYSIS 1218 31st St NW, WASHINGTON DC, 20007 ZONING DISTRICT MU-4 TOTAL LOT AREA 1,280.0 SF TOTAL LOT WIDTH 96'-0"	ALCHARDJ MARACINABIA SOD * CICENSED * CICENSED * CICENSED * CICENSED * CICENSED *
	LOT 0808 SQUARE 3390 REQUIREMENT EXISTING LOT OCCUPANCY 43% (547 SF) LOT OCCUPANCY 43% (547 SF) HEIGHT 23' - 0" 2 STORIES F.A.R. 0.9 GROSS FLOOR AREA 0 SIDE YARD WIDTH 0 REAR YARD SETBACK 0 PARKING 0 O 0	SCALE ISSUE SCALE
	PARKING 0 0 FRONT YARD 0 - GAR - -	A000 DRAWING NUMBER

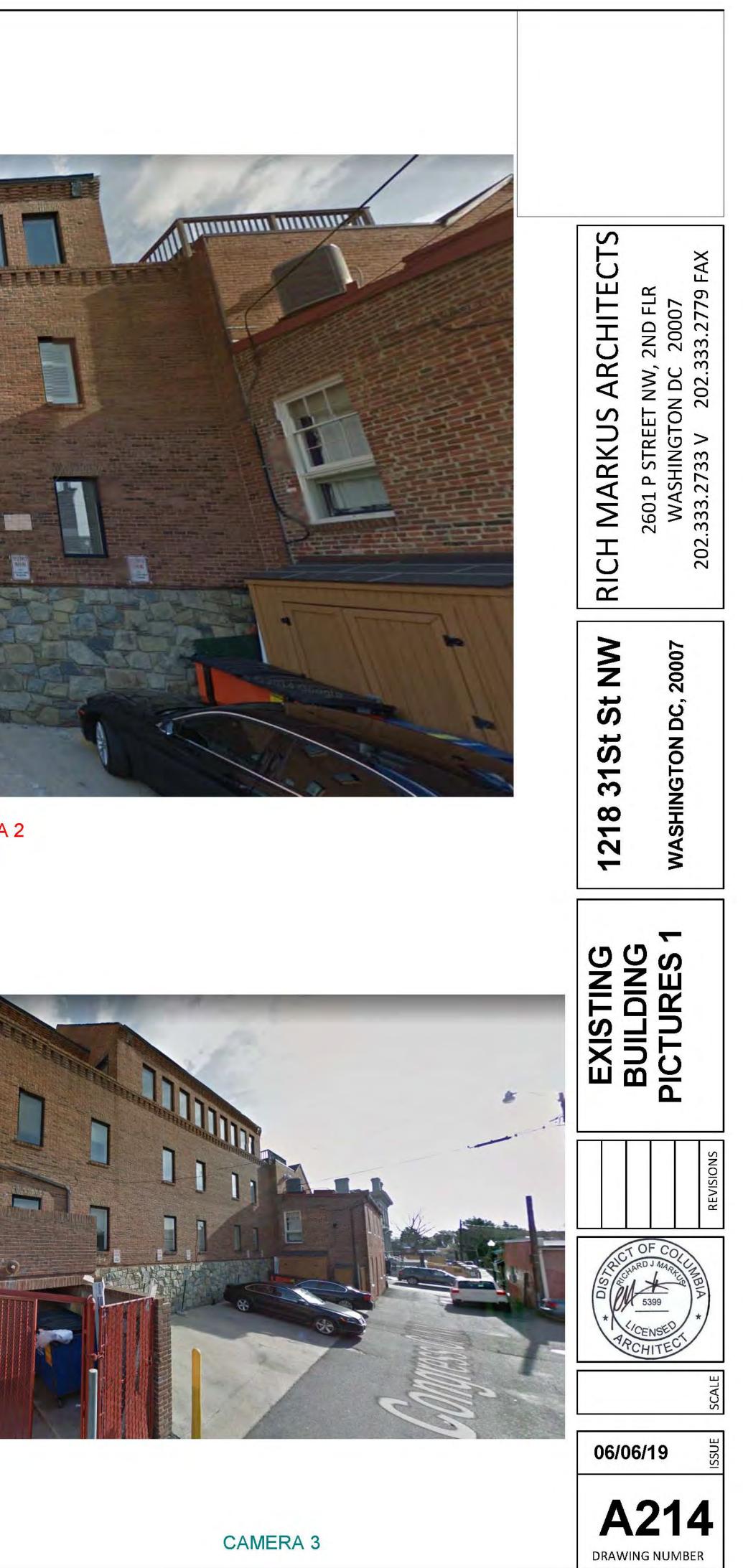


CAMERA 1

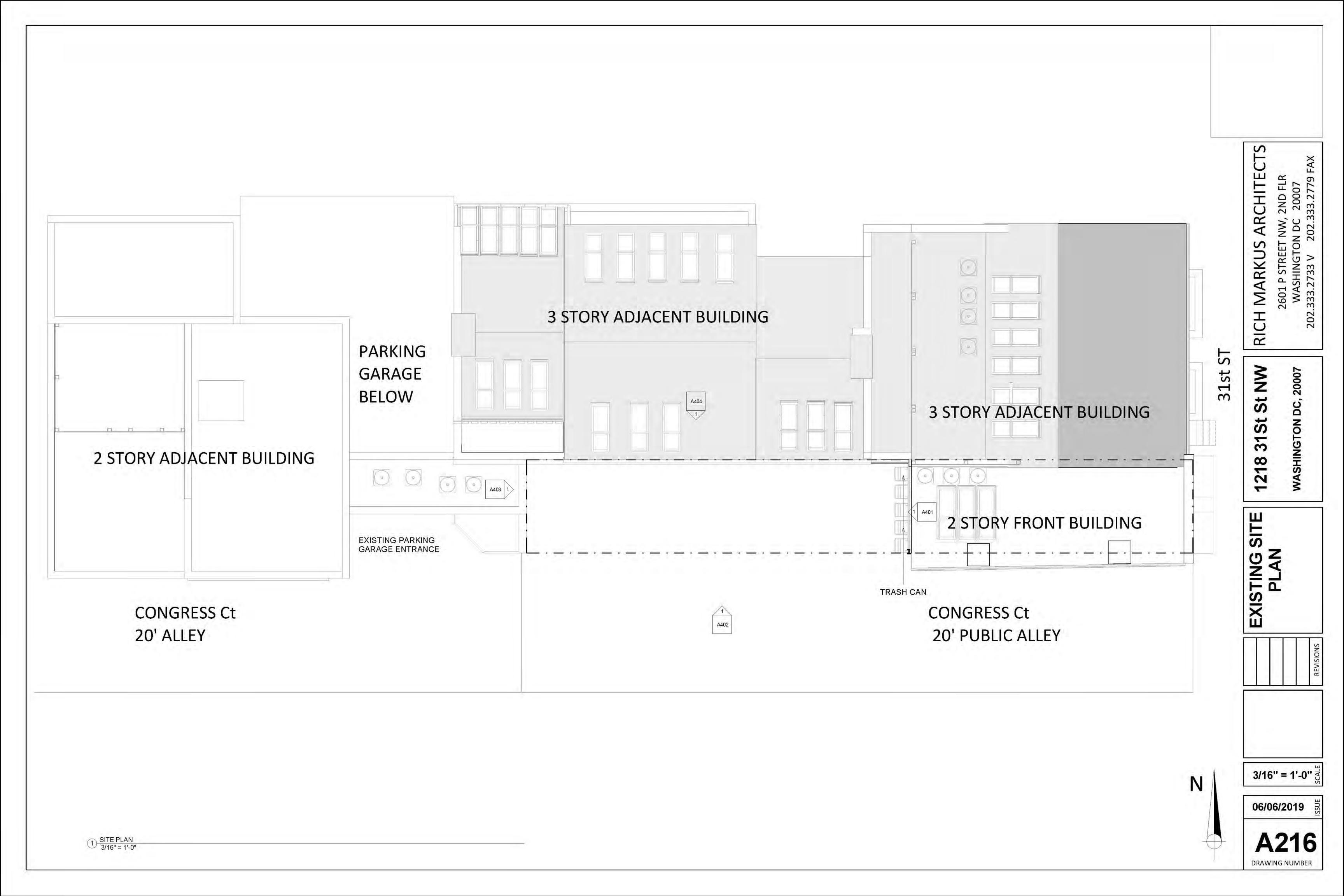


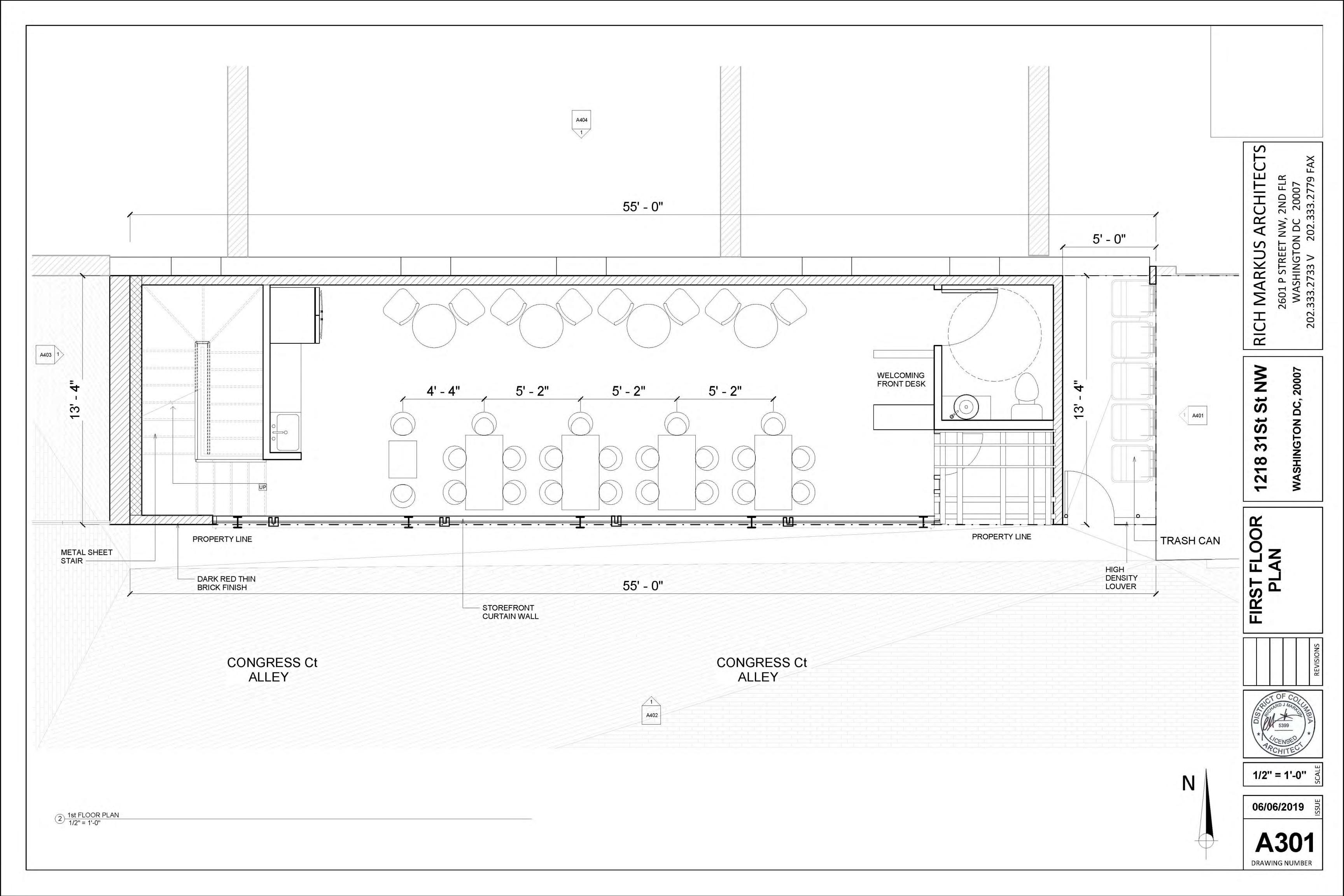
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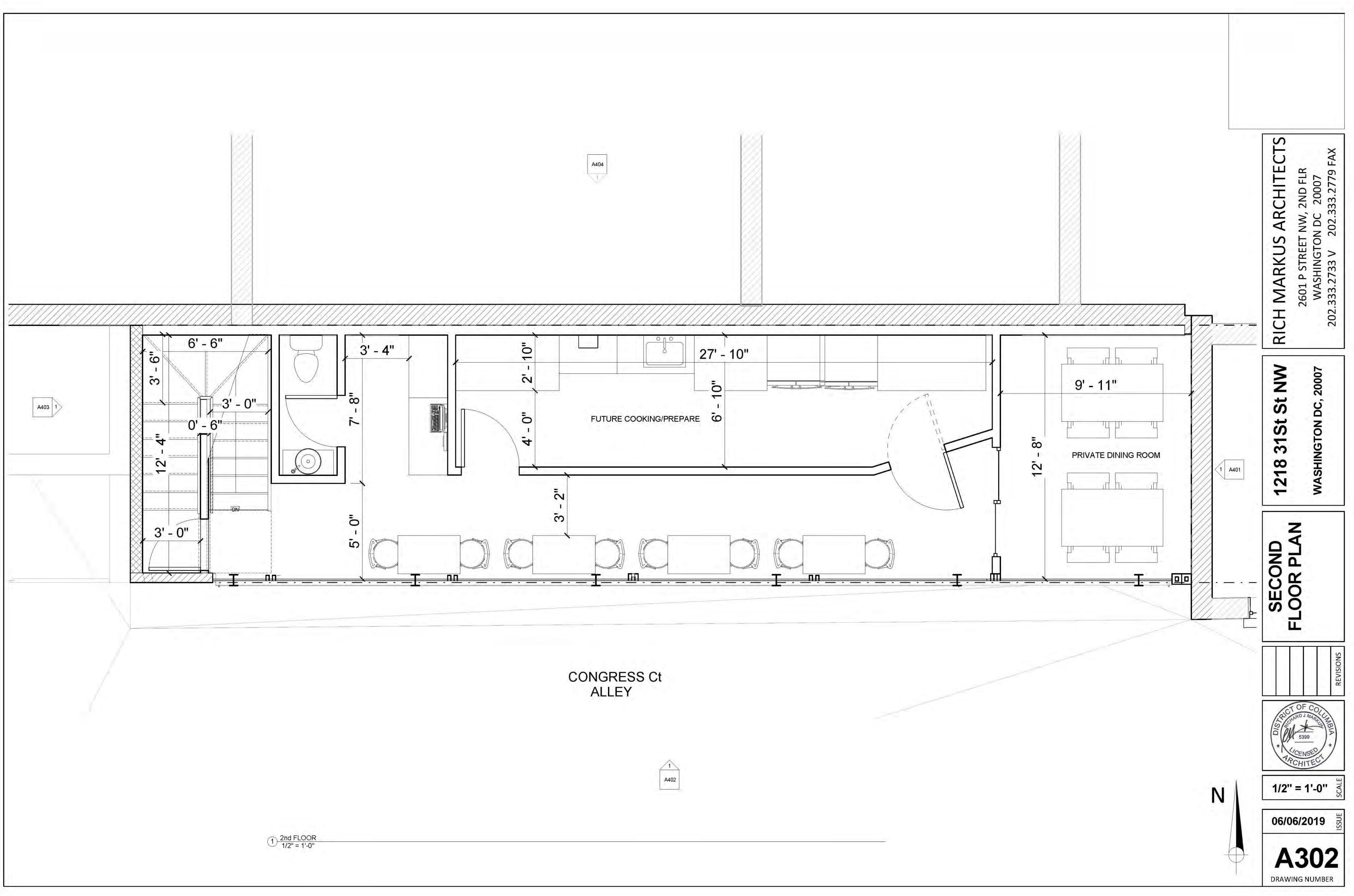
CAMERA 4

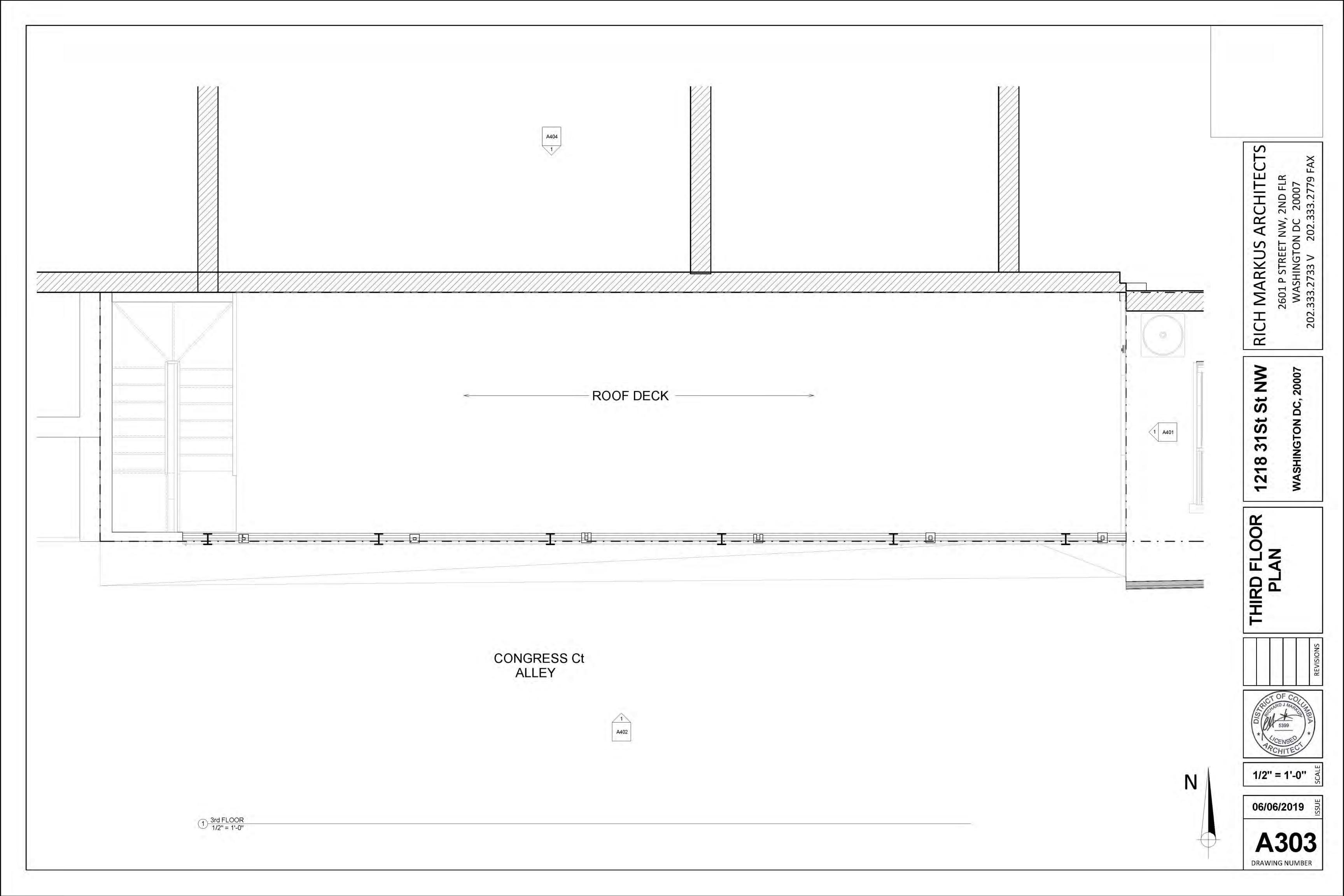


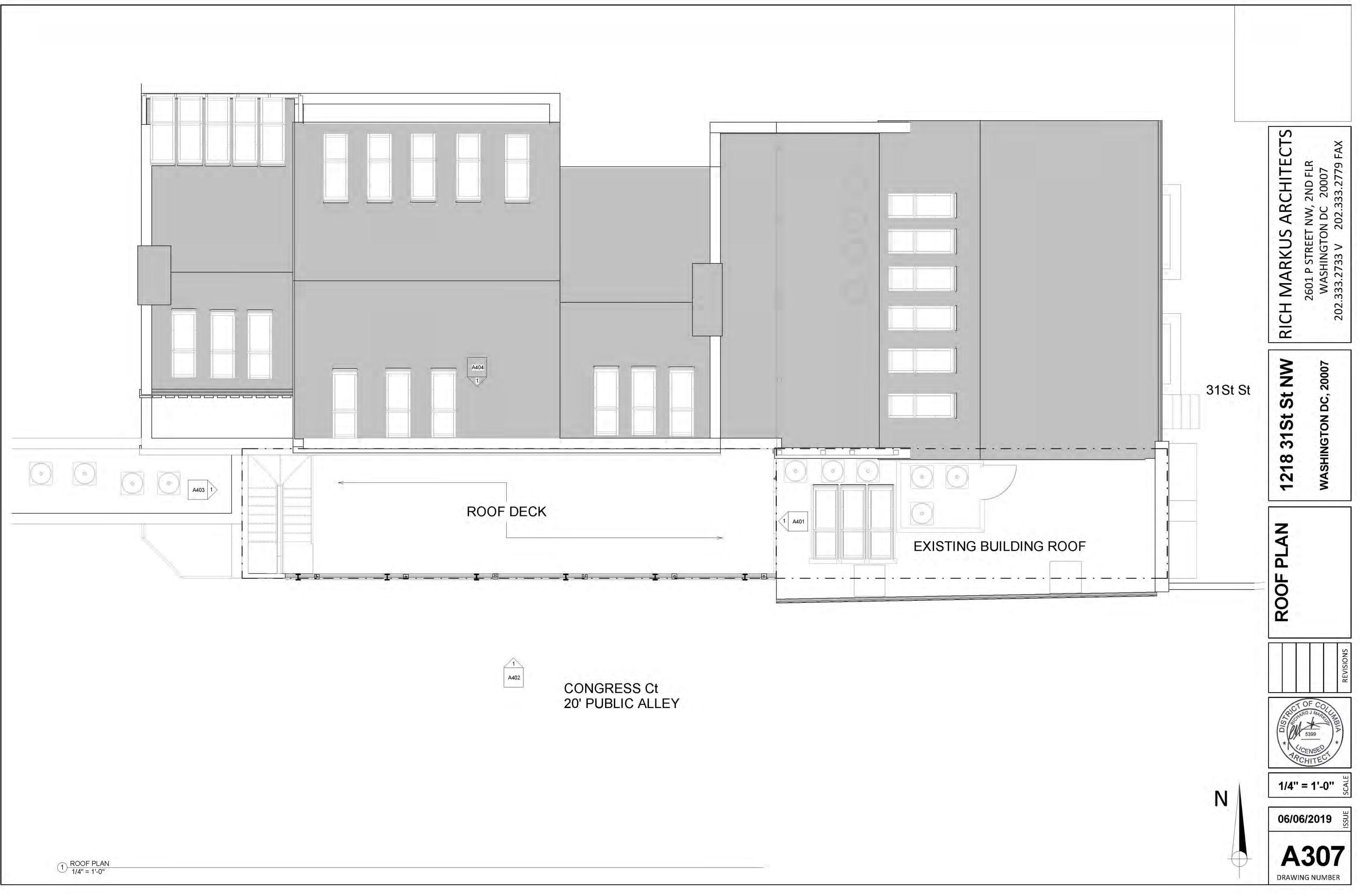




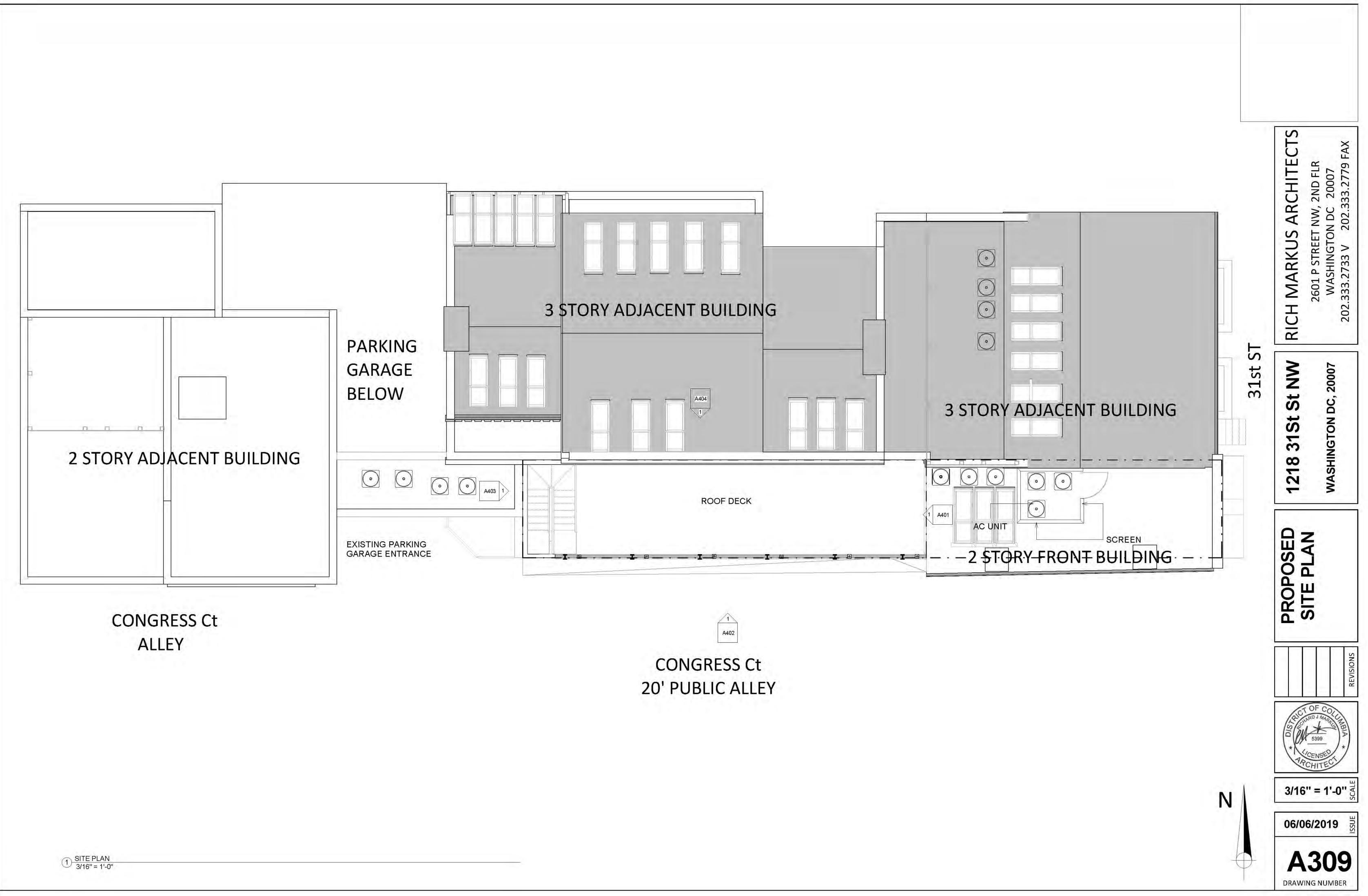


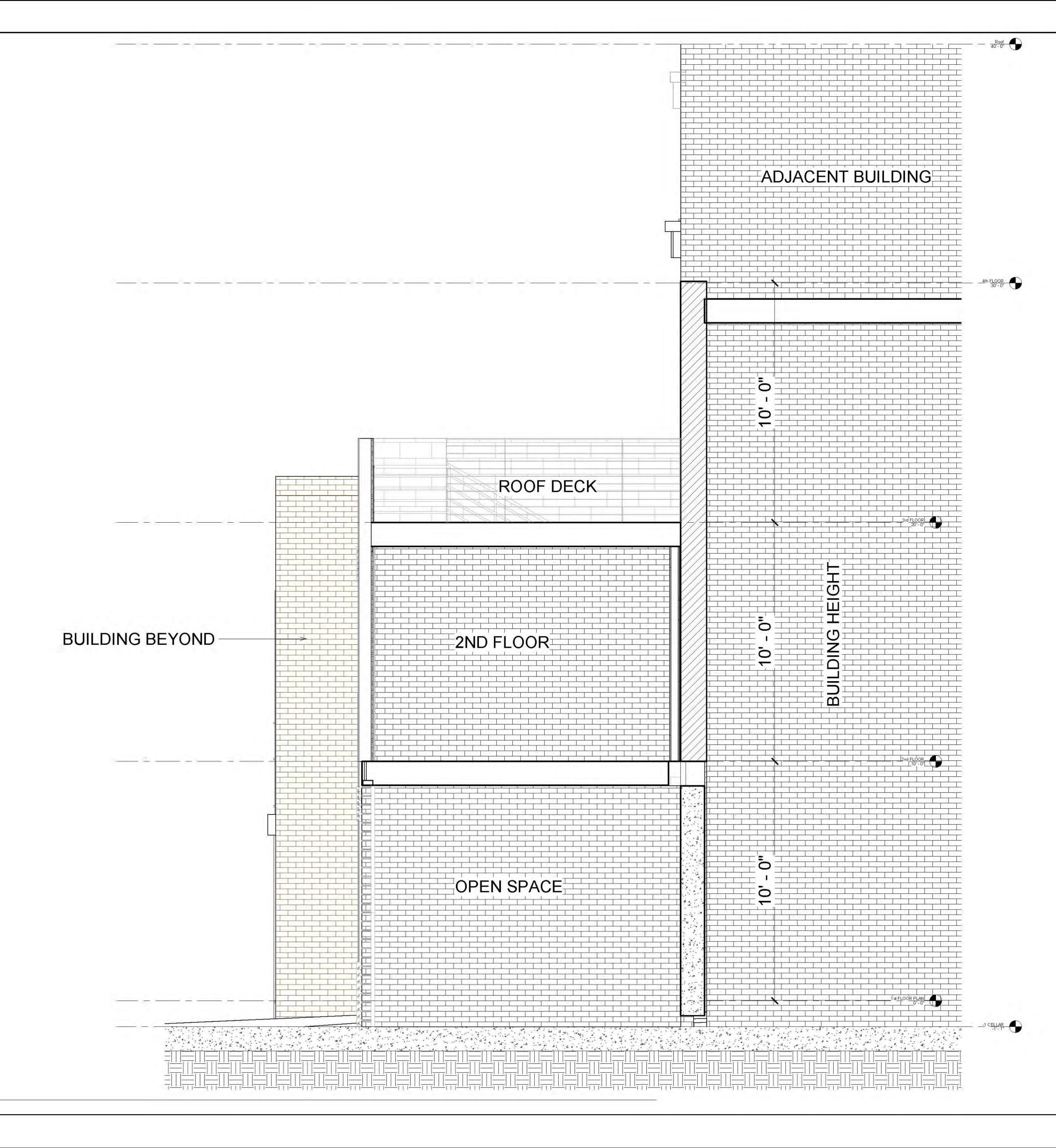


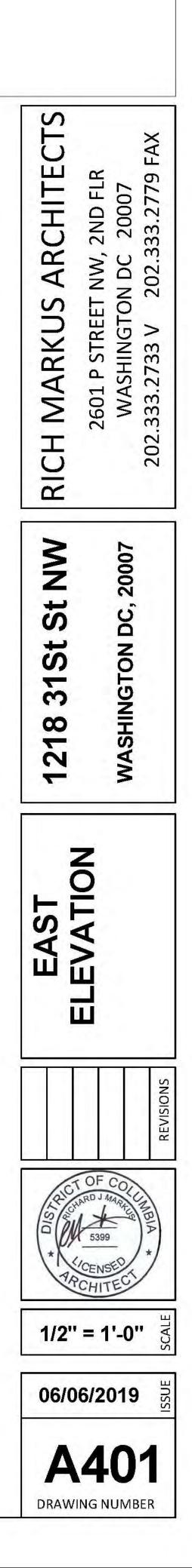




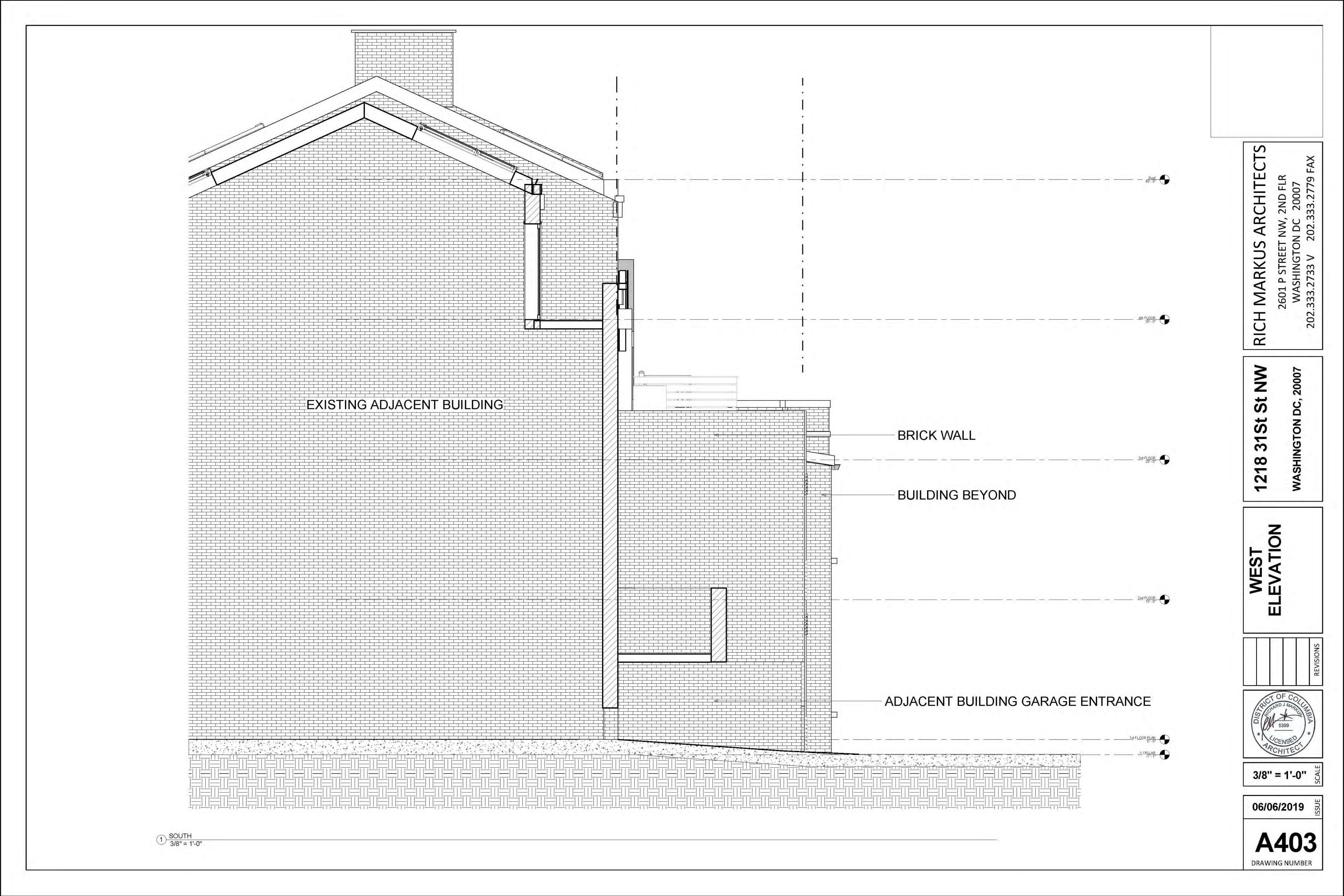












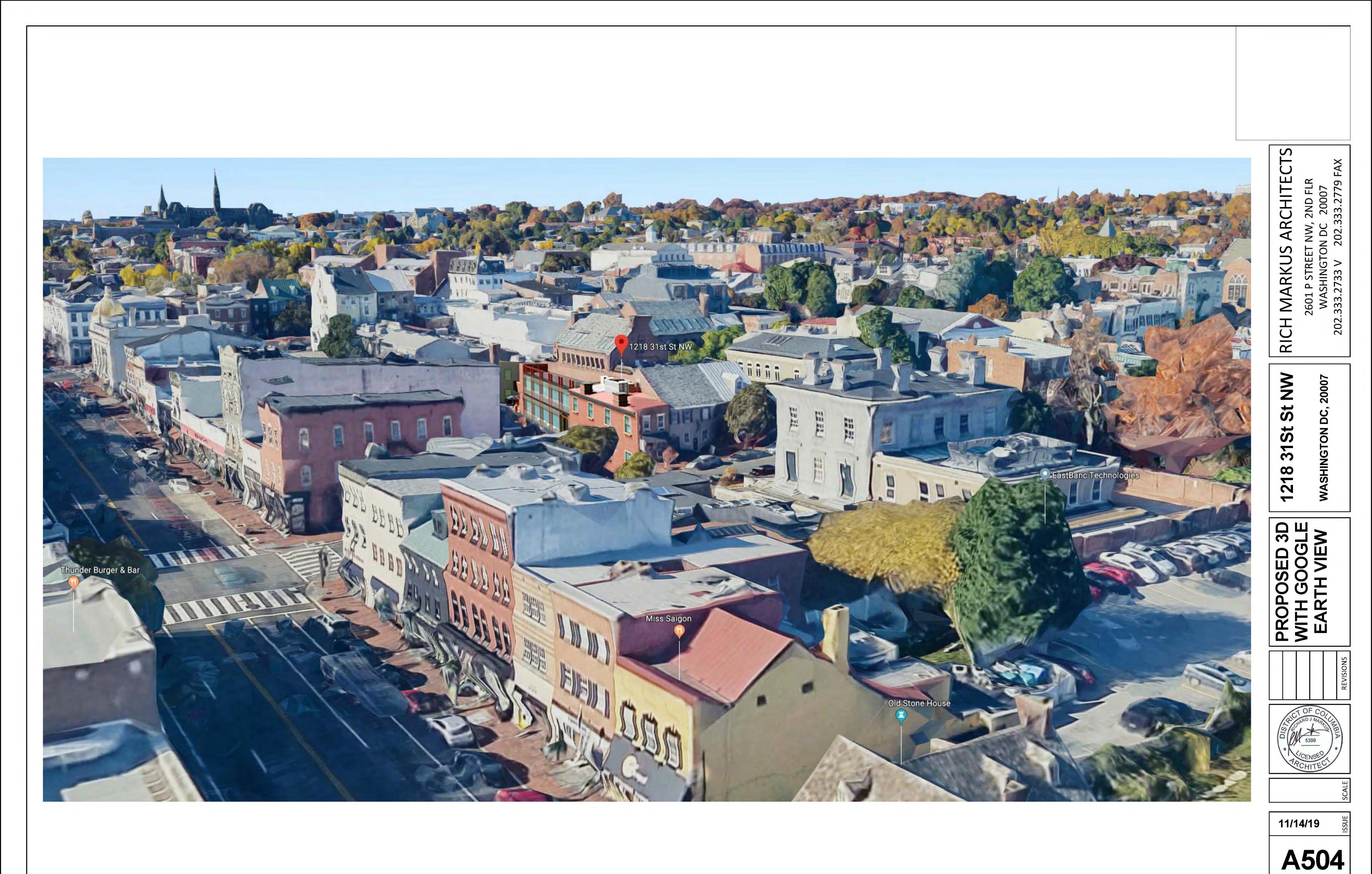




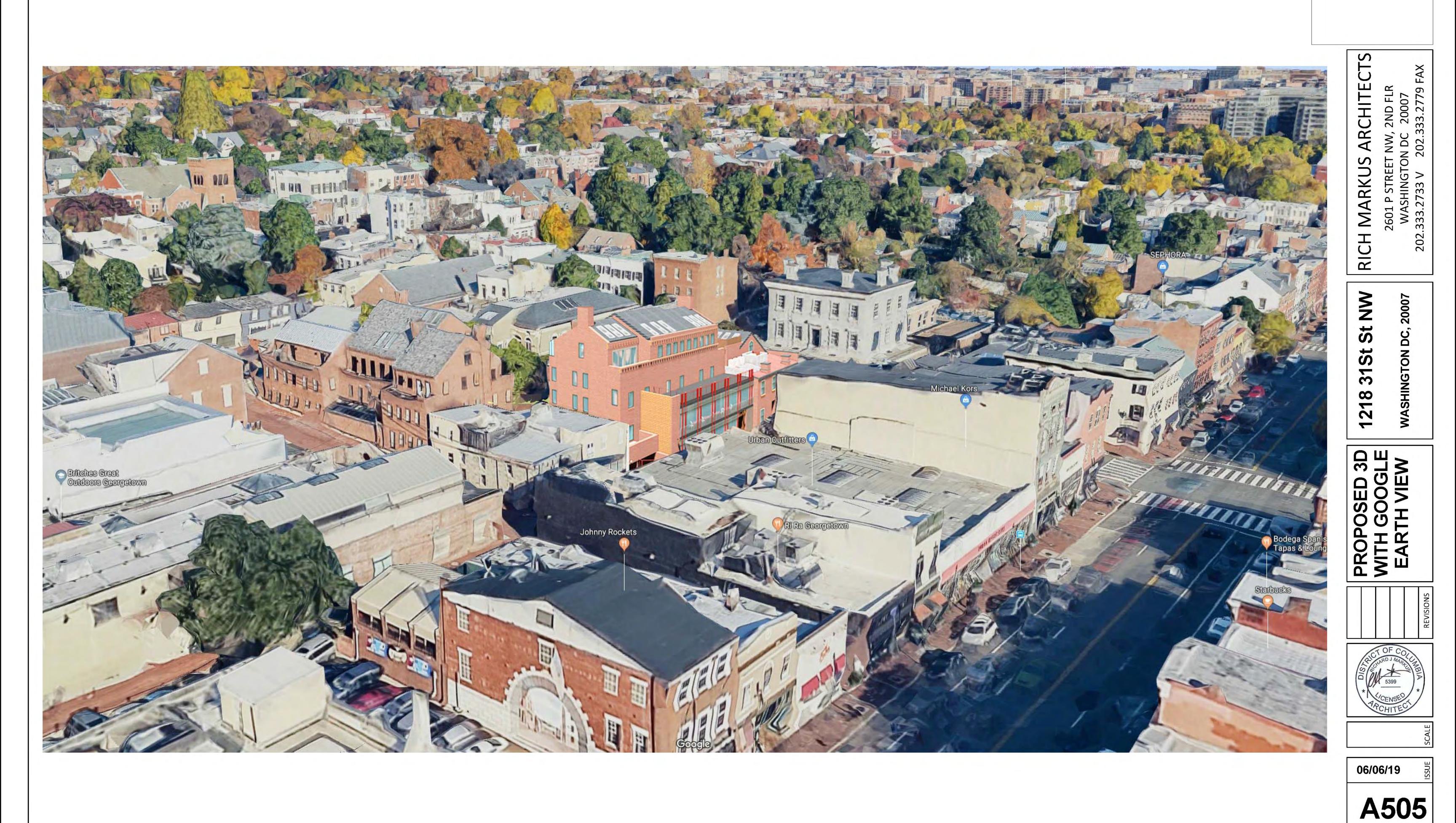




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