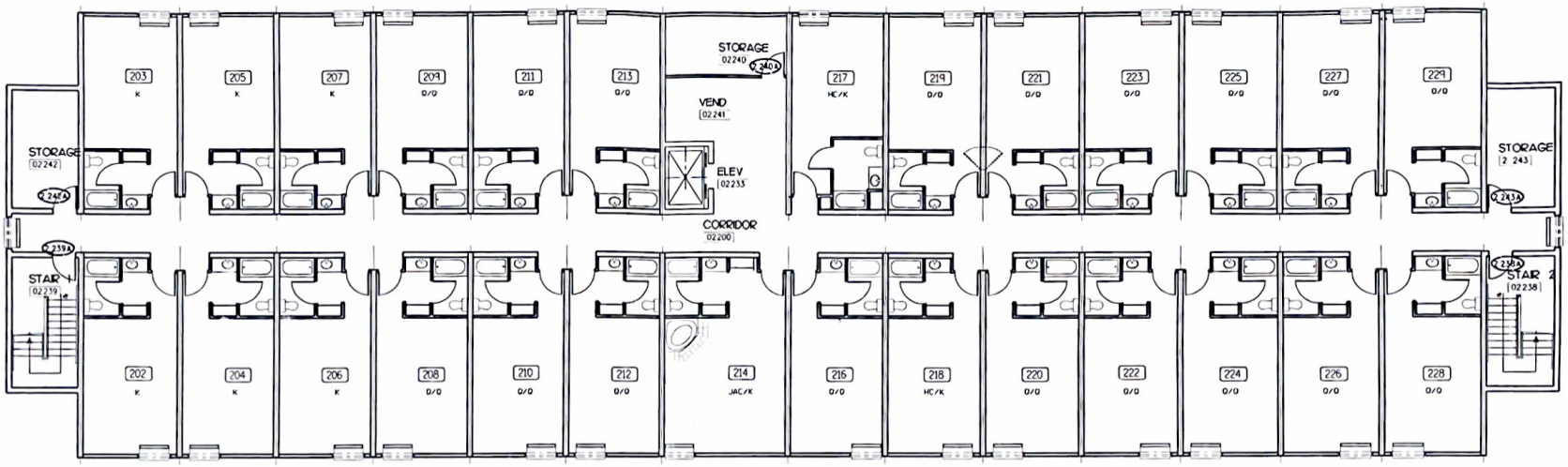

DOOR SCHEDULE

FLR LEVEL & DOOR NUMBER	SIZE WIDTH	SIZE HEIGHT	SIZE THK	TYPE	MATER	FRAME	FIRE	DETAIL	HDWR	GLASS	LOUVER	REMARKS
1 238A	3-0	7-0	1 3/4	RP	HM	HM	-	-	-	-	-	-
1 239A	3-0	7-0	1 3/4	RP	HM	HM	-	-	-	-	-	-
1 240A	3-0	7-0	1 3/4	RP	HM	HM	B	-	-	-	-	-
1 242A	3-0	7-0	1 3/4	RP	HM	HM	B	-	-	-	-	-
1 243A	3-0	7-0	1 3/4	RP	HM	HM	B	-	-	-	-	-

DOOR LEGEND

WD = WOOD
GL = GLASS
INS = INSULTATED
HM = HOLLOW METAL
HC = HOLLOW METAL
M = METAL CLAD WOOD

F = FLUSH
FG = FLUSH W/GLASS
FHG = FLUSH W/HALF GLASS
ALUM = ALUMINUM STOREFRONT
RP = RAISED PANEL

OH = OVERHEAD
VL = VERTICAL LIFT
SL = SLIDING
RU = ROLL-UP
WG = WIRE GATE

FINISH SCHEDULE

FLR LEVEL & ROOM NUMBER	SPACE	FLOOR	BASE	WALLS NORTH	WALLS EAST	WALLS SOUTH	WALLS WEST	CEILING	REMARKS
02 200	CORRIDOR	CARP1	CARP1	GB-V1	GB-V1	GB-V1	GB-V1	ACT1	
02 238	STAIR 2	C T	C T	GB-P	GB-P	GB-P	GB-P	GB-P	
02 239	STAIR 1	C T	C T	GB-P	GB-P	GB-P	GB-P	GB-P	
02 240	STORAGE		CARP1	GB-P	GB-P	GB-P	GB-P	GB-P	
02 241	VEND	C T	C T	GB-P	GB-P	GB-P	GB-P	ACT1	
02 242	STOR		GB-P	GB-P	GB-P	GB-P	GB-P		
02 243	STOR.		GB-P	GB-P	GB-P	GB-P	GB-P		

LEGEND

FLOOR MATERIALS:
CONC = CONCRETE
WOOD = WOOD
CARP1 = CARPET TYPE 1
CARP2 = CARPET TYPE 2
CARP3 = CARPET TYPE 3
CT = CERAMIC TILE
QT = QUARRY TILE
STONE = STONE
VT = VINYL TILE OR SHEET
STL = STEEL PLATE

BASE
WOOD = WOOD
CT = CERAMIC TILE
QT = QUARRY TILE
V-S = VINYL STRAIGHT
V-C = VINYL COVED

WALL:
GB-P = GYPBOARD PAINTED
GB-PA = GYPBOARD PAINTED
GB-E = GYPBOARD PAINTED EPOXY
GB-V1 = GYPBOARD VINYL TYPE 1
GB-V2 = GYPBOARD VINYL TYPE 2
GB-CT = GYPBOARD CERAMIC TILE
CB-P = CONCRETE BLK PAINTED
CB-PA = CONCRETE BLK PAINTED
CB-E = CONCRETE BLK PAINTED EPOXY
PC-P = PRE CAST CONCRETE PAINTED
PC = PRE CAST CONCRETE

CEILING:
GB = GYPBOARD
WOOD = WOOD
ACT1 = ACOUSTICAL TYPE 1
ACT2 = ACOUSTIAL TYPE 2
ACT3 = ACOUSTICAL TYPE 3
EXP = EXPOSED
S-P = STEEL PAINTED

HENDERSONV

1/8" = 1
06/08/

A-10

REGISTERED ARCHITECT
MICHAEL A. JONES
STATE OF NORTH CAROLINA