

- 1

NOT USED
- 2

NOT USED
- 3

NOT USED
- 4

NOT USED
- 5

NOT USED
- 6

NOT USED
- 7

INTERIOR NON-BEARING WOOD STUD FRAMED WALLS / PARTITIONS TO BE DEMOLISHED (TYP. THROUGHOUT, U.N.O.)
- 8

INTERIOR PARTIAL-HEIGHT WOOD STUD FRAMED WALLS / PARTITIONS TO BE DEMOLISHED (TYP. THROUGHOUT, U.N.O.)
- 9

INTERIOR DOOR TO BE DEMOLISHED / REMOVED (TYP. THROUGHOUT, U.N.O.)
- 10

INTERIOR WOOD STUD FRAMED WALL FURRING (@ C.M.U. WALL) TO BE DEMOLISHED
- 11

NOT USED
- 12

NOT USED
- 13

NOT USED
- 14

NOT USED
- 15

EXISTING C.M.U. WALL TO REMAIN
- 16

EXISTING STUD FRAMED WALL TO REMAIN
- 17

EXISTING EXTERIOR DOOR(S) TO REMAIN
- 18

EXISTING EXTERIOR GLAZING / STOREFRONT TO REMAIN
- 19

EXISTING EXTERIOR PORTICO COLUMN (AND COLUMN FURRING) TO REMAIN
- 20

(LINE OF) EXISTING EXTERIOR SOFFIT / ROOF ABOVE TO REMAIN
- 21

EXISTING STRUCTURAL STL. COLUMN TO REMAIN (TYP. THROUGHOUT, U.N.O.)

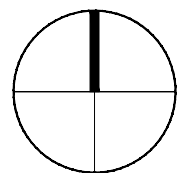
KEYNOTES

1. ALL DIMENSIONS ARE TO FACE OF STUD OR FACE OF STRUCTURAL MEMBER, UNLESS NOTED OTHERWISE.
2. DO NOT SCALE FROM DRAWINGS.
3. FIELD VERIFY EXISTING CONDITIONS PRIOR TO CONSTRUCTION. IMMEDIATELY NOTIFY ARCHITECT OF ANY PLAN DISCREPANCIES OR EXISTING AS-BUILT CONDITION CONFLICTING INFORMATION.
4. DEMOLISH ALL INTERIOR FINISHES TO INCLUDE DRYWALL, DOORS, FLOORING & INSULATION.
5. LEAVE IN PLACE ALL STRUCTURAL AND LOAD BEARING ELEMENTS WITHIN THE BUILDING ENVELOPE.
6. ALL EXTERIOR DEMOLITION TO BE SEPARATELY PERMITTED.

DEMOLITION NOTES

- EXISTING C.M.U. WALL TO REMAIN
- EXISTING WOOD STUD WALL / PARTITION TO REMAIN
- =====

EXISTING WOOD STUD WALL / PARTITION TO BE DEMOLISHED



INTERIOR NON-STRUCTURAL  
DEMOLITION FLOOR PLAN - SECOND FLOOR

Revision	Date	No.	Drawing Title

CLEMENTE CECILIA  
REGISTERED  
No. 7374  
ARCHITECT  
STATE OF CALIFORNIA

Issue

DEMOLITION PERMIT

Project Number

arch074

Date

2021.01.26

Sheet No.

DEMOLITION FLOOR PLAN - SECOND FLOOR  
3/32" = 1'-0"

1

WALL LEGEND

AD2.2

WHITE CROSS MARKET  
1700 S. LAS VEGAS BLVD.  
LAS VEGAS, NV 89104  
APN: 162-03-302-009

Consultant

Project Title

Architect

PUNCH ARCHITECTURE

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