

**Legend**

PAS Note: need door locals for rms A002D, A002E, A11A

room number clarification

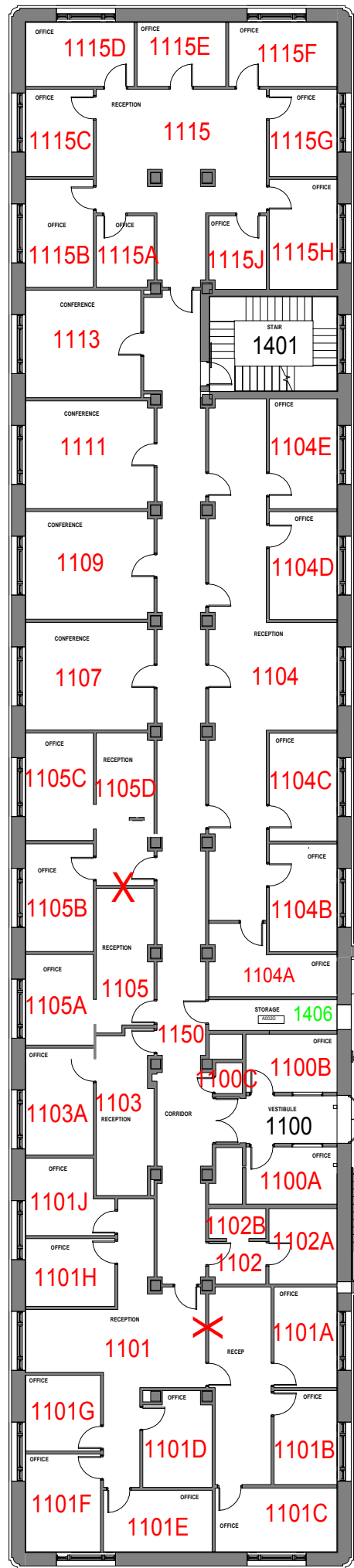
Original room number unchanged

**DRAWING LEGEND**

NO ARCHITECTURAL WORK DURING PHASES 2A, 2B, 2C, OR 4D

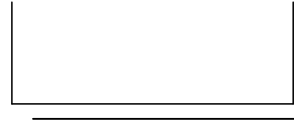
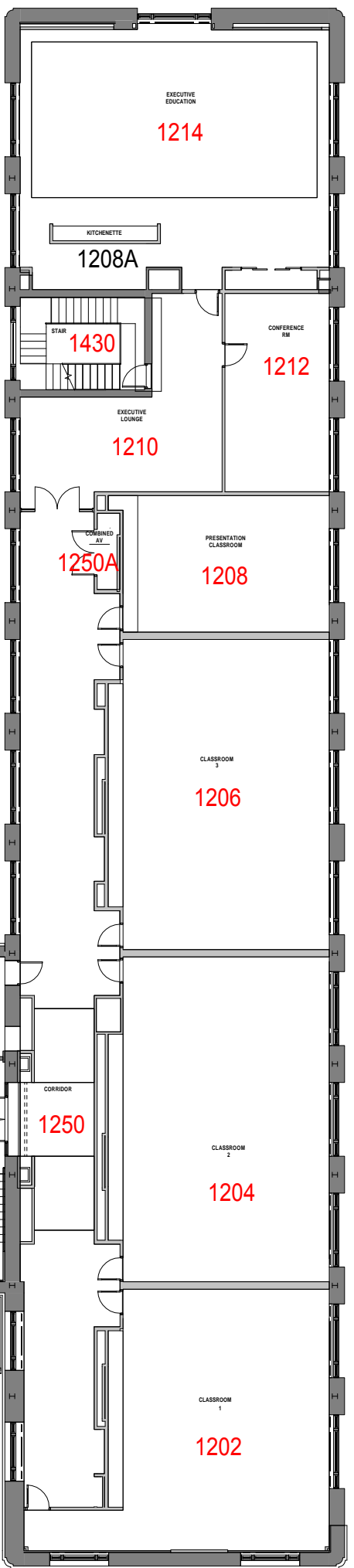
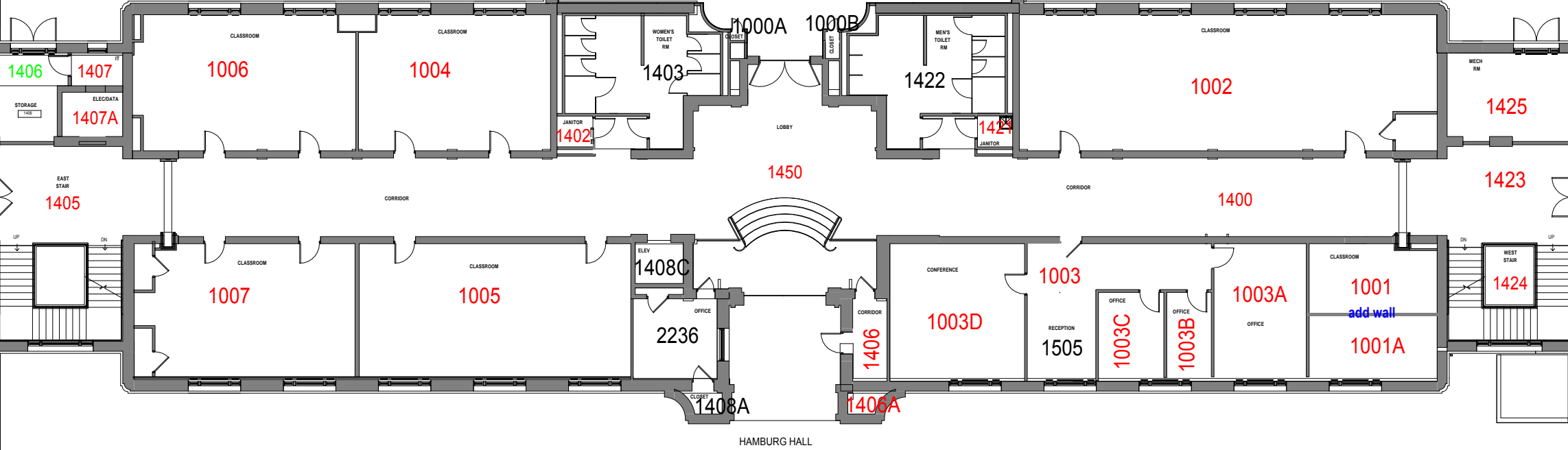
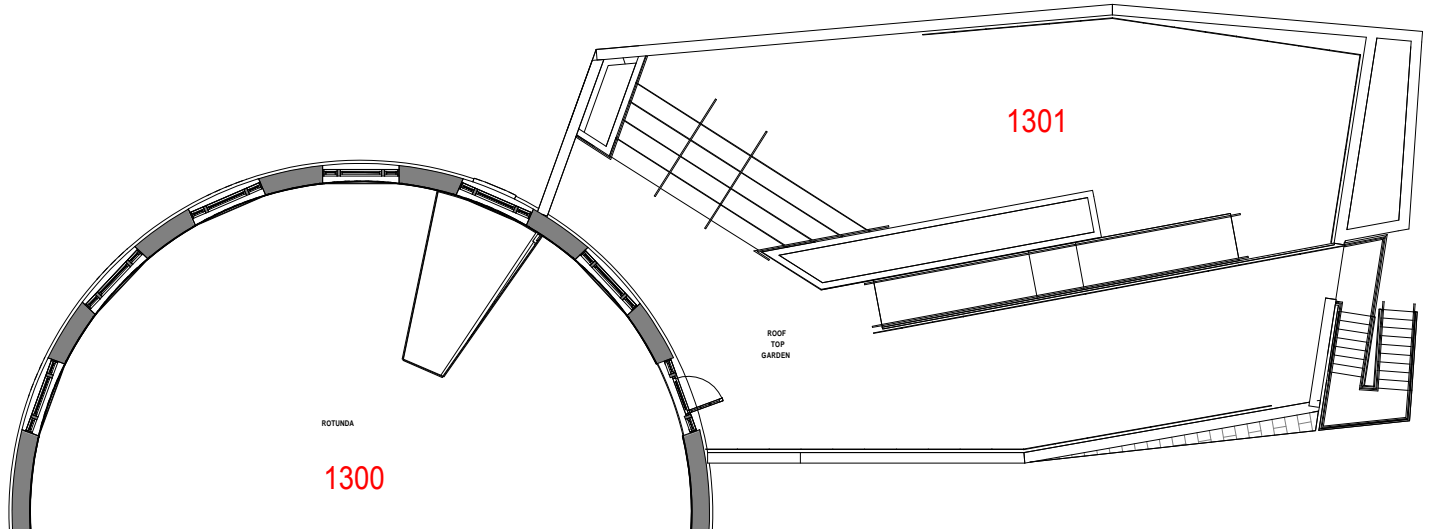
**A-LEVEL PLAN - ROOM NUMBERS**

Scale: 1/8" = 1'-0"



**Legend**

- X = remove wall
- Room # clarification
- add wall
- Original room # unchanged



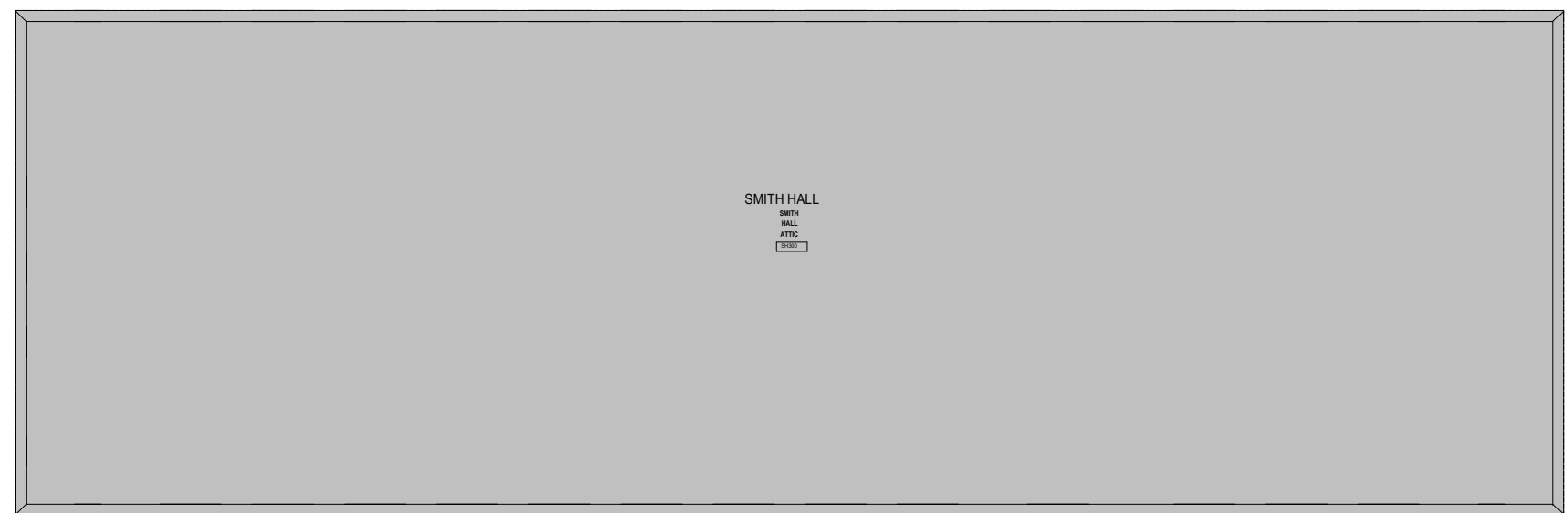
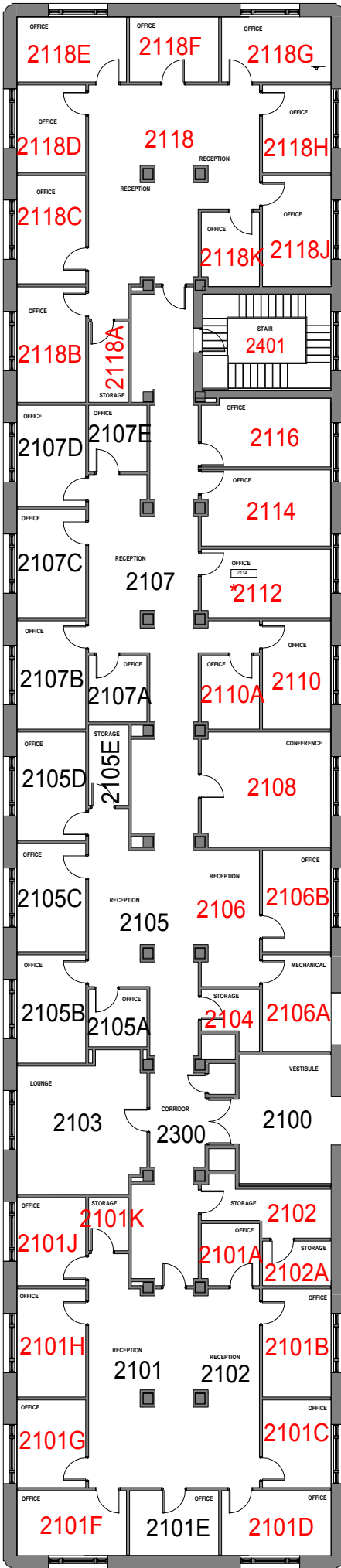
**DRAWING LEGEND**

NO ARCHITECTURAL WORK DURING PHASES 2, 3, 3.0, OR 4.0

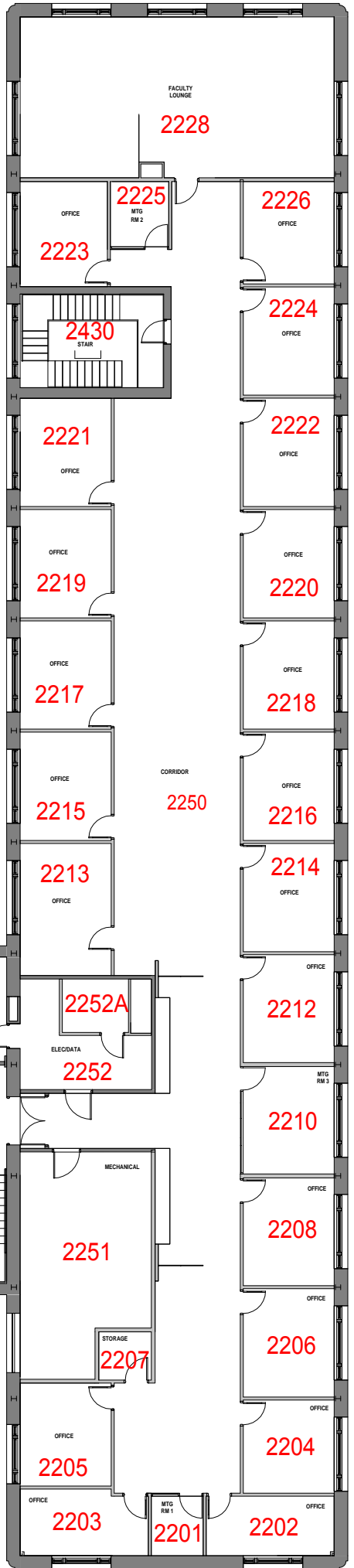
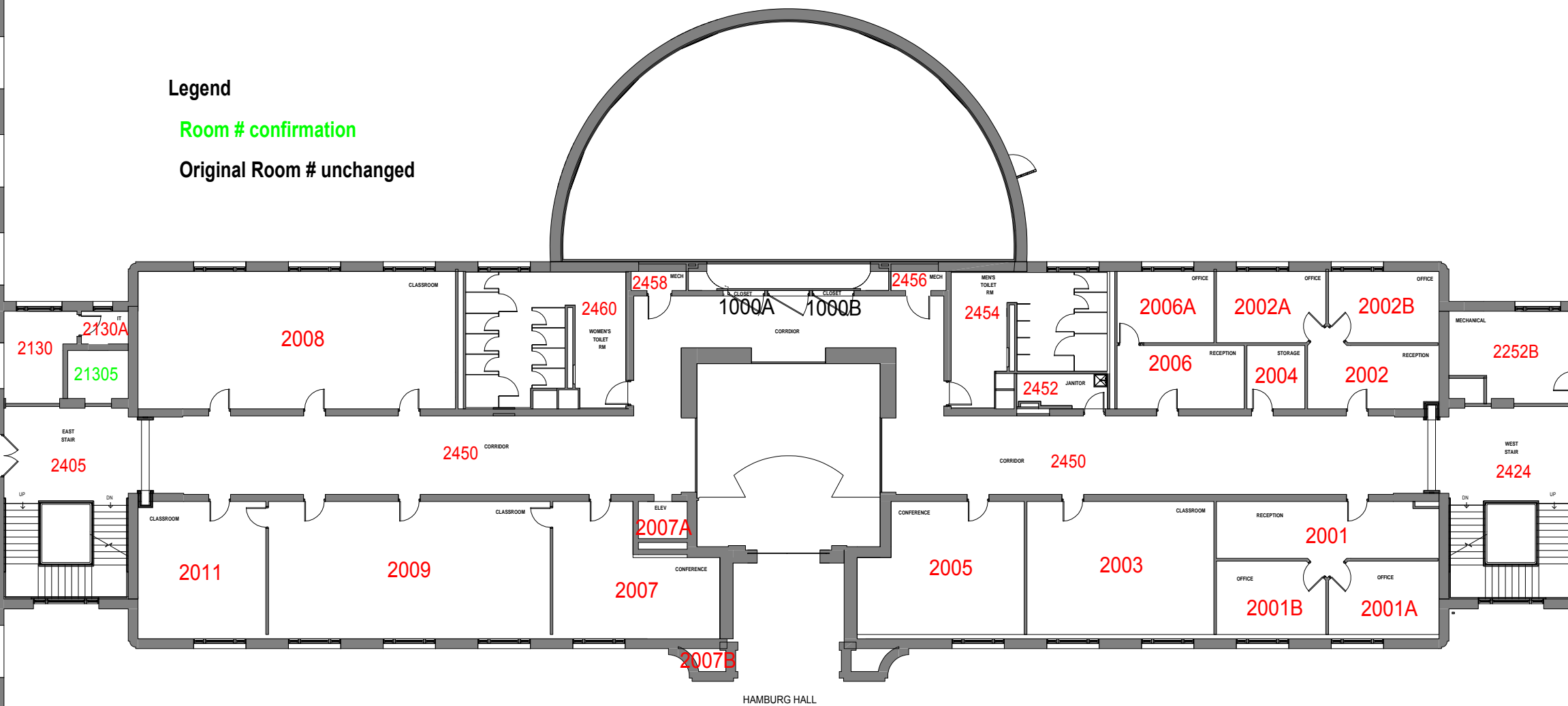


**FIRST FLOOR PLAN**

PRES-101 SCALE: 1/8" = 1'-0"



**Legend**  
 Room # confirmation  
 Original Room # unchanged



**DRAWING LEGEND**  
 NO ARCHITECTURAL WORK DURING PHASES  
 2.0, 2.0, 3.0, GR 4.0

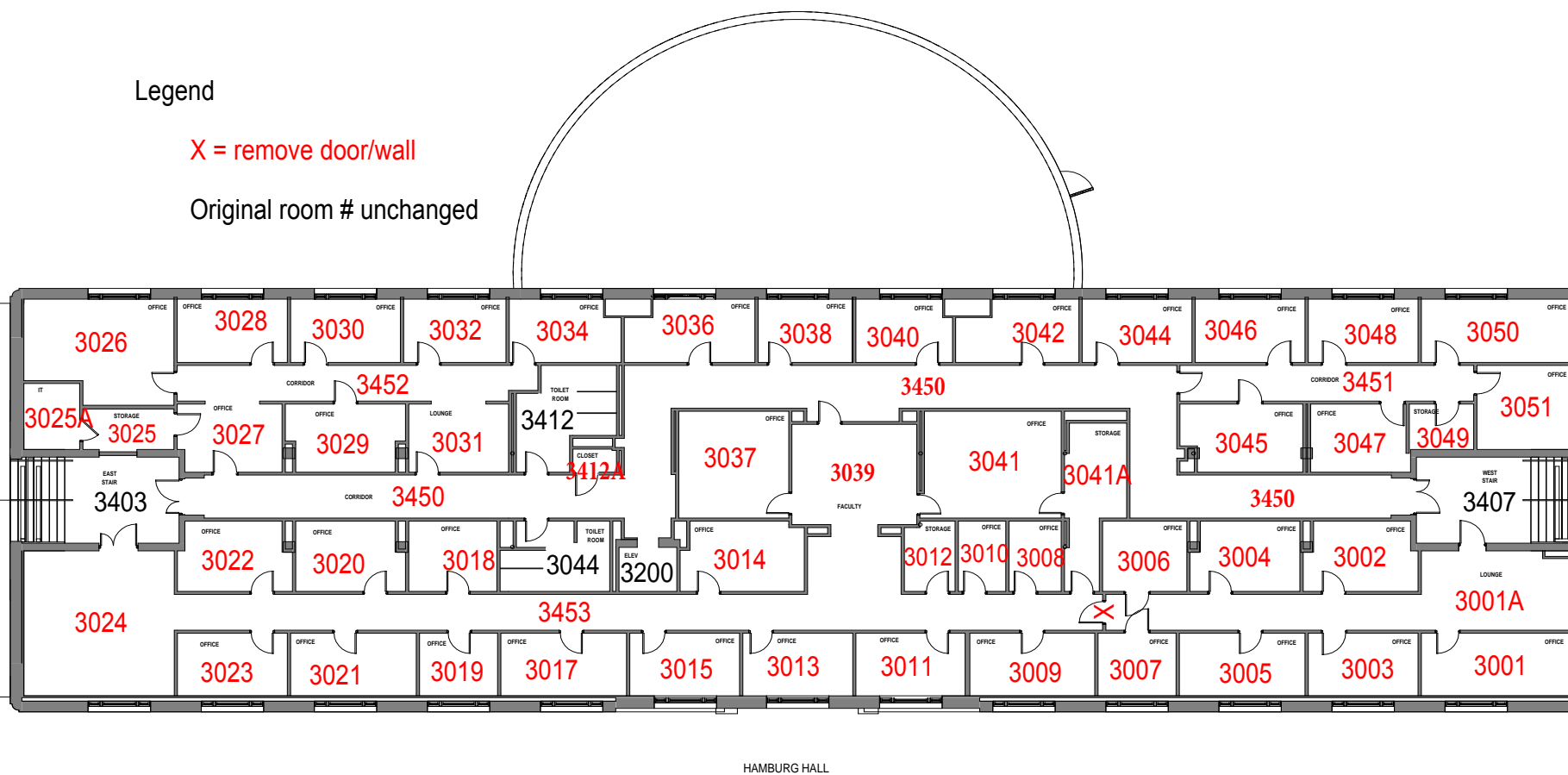
**ROOM**  
 SECOND FLOOR PLAN - NUMBERS  
 PREP-102 SCALE: 1/8" = 1'-0"



Legend

X = remove door/wall

Original room # unchanged



DRAWING LEGEND  
 NO ARCHITECTURAL WORK DURING PHASES  
 2.0, 2.5, 3.0 OR 4.0