

**STANDARD RESTROOM
(LOCATED IN THE NON-SALES / CORRIDOR)**

LIGHTING

DOWNLIGHTS

SHELVING

CABINET (NS-17)

FINISHES:

WALL PAINT

FLOOR

WAINSCOT

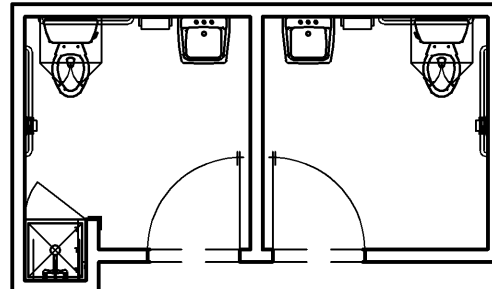
PT-1

FC-19

T-1

T-3

T-5



ELEVATED RESTROOM

LIGHTING

DOWNLIGHT

SHELVING

RECESSED CABINET (NS-36)

FINISHES:

WALL PAINT

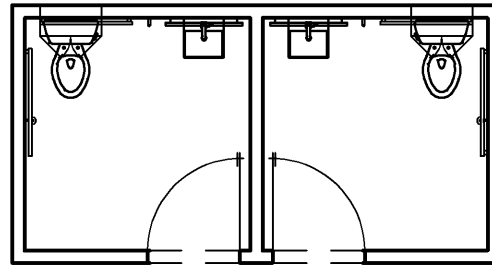
FLOOR

WALL TILE

PT-13

FC-18

T-7



**ELEVATED RESTROOM W/ COUNTERTOP
(WITH OR WITHOUT TOILET COMPARTMENT)**

LIGHTING

DOWNLIGHT

SHELVING

RECESSED CABINET (NS-36)

FINISHES:

WALL PAINT

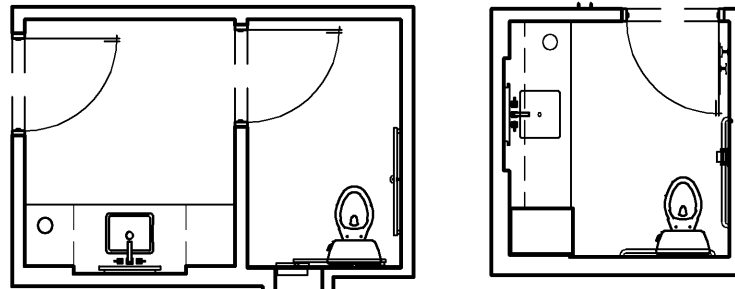
FLOOR

WALL TILE

PT-13

FC-18

T-7



RESTROOM LEGEND

FULL

R

42L-A051-000-LGND

FINISH NOTES

FULL

42N-A051-M00-NOTE

M

10.14.11

**FC-18 CROSSVILLE TILE
LAYOUT @ ENTRY**

3/4" = 1'-0"

42D-A051-H00-DETL

H

06.03.10

FINISH PLAN NOTES

FULL

42N-A051-D00-NOTE

D

08.31.09

1. CONTRACTOR TO REVIEW CONSTRUCTION DETAIL SHEETS, FLOOR FINISH PLAN, AND ELEVATIONS FOR HELPFUL CLARIFICATION OF ITEMS AND SURFACES TO BE PAINTED.

2. CONTRACTOR IS TO PRIME ALL GYPSUM BOARD.

3. ALL METAL SURFACES PAINTED BY PAINT CONTRACTOR ARE TO BE PRIMED WITH A HIGH QUALITY METAL PRIMER AND FINISHED WITH A HIGH QUALITY SEMI GLOSS PAINT. FINISH COATS MUST NOT REVEAL BRUSH MARKS. SPRAY OR APPLY AS NEEDED.

4. ALL WOOD SURFACES TO BE PRIMED WITH AN ALL-PURPOSE 100% ACRYLIC LATEX PRIMER AND FINISHED WITH A LATEX BASE PAINT AS SPECIFIED ABOVE.

5. FOR EXTERIOR STOREFRONTS: PRIME ALL WOOD WITH ALKYD PRIMER. USE BENJAMIN MOORE MOORCRAFT SUPER SPEC - SEMI GLOSS AS BASE FOR ALL COLORS.

6. USING NON-SHRINKING FILLER, FILL AND PUTTY ALL NAIL HOLES, COUNTERSINK SCREWS, BOLTS, CRACKS, ETC. BEFORE APPLYING FINISH.

7. WOOD DOORS: SEAL BOTTOMS, TOPS, AND EDGES. SAND ALL WOOD DOORS BEFORE FINISHING.

8. NAIL WOOD TRIM BOARDS IN LEAST CONSPICUOUS LOCATIONS. SET AND FINISH SMOOTH.

9. SAND ALL WOOD SURFACES SMOOTH AND EVEN BEFORE PAINTING.

10. SAND ENAMELED FINISHES APPLIED TO WOOD OR METAL BETWEEN COATS WITH FINE SANDPAPER TO PRODUCE SMOOTH AND EVEN FINISH.

11. MAKE FINISH WORK UNIFORM, SMOOTH, FREE OF RUNS, SAGS, DEFECTIVE BRUSHING AND CLOGGING. MAKE EDGES OF PAINT ADJOINING OTHER MATERIALS OR COLORS SHARP AND CLEAN WITHOUT OVERLAPPING.

FLOOR COVERING:

1. CERAMIC TILES ARE TO BE INSTALLED MAINTAINING A CONSISTENT GROUT JOINT WIDTH THROUGHOUT THE MAXIMUM GROUT JOINT WIDTH IN SALES AREA IS TO BE 1/8", U.O.N.

2. G.C. TO PROVIDE ZINC DIVIDER STRIP AT WOOD TO MARBLE, WOOD TO COCOA MAT, AND AT THE NON-SALES DOOR BETWEEN FLOOR FINISHES, WHERE APPLICABLE.

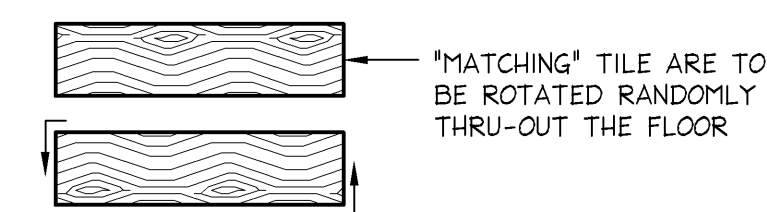
TILE AND GROUT SEALANT:

1. APPLY SII IMPREGNATOR SEALER TO ALL SURFACES PRIOR TO GROUTING USING A MIRA BRUSH APPLICATOR OR A CLEAN, WHITE COTTON TOWEL. APPLY SUFFICIENT AMOUNT TO MOISTEN ALL SURFACES WITHOUT SATURATING JOINTS. AFTER SEALER STANDS FOR 3-5 MINUTES, BUFFING WITH A CLEAN, DRY TOWEL IS IMPORTANT. ALLOW TO CURE FOR 24 HOURS BEFORE GROUTING.

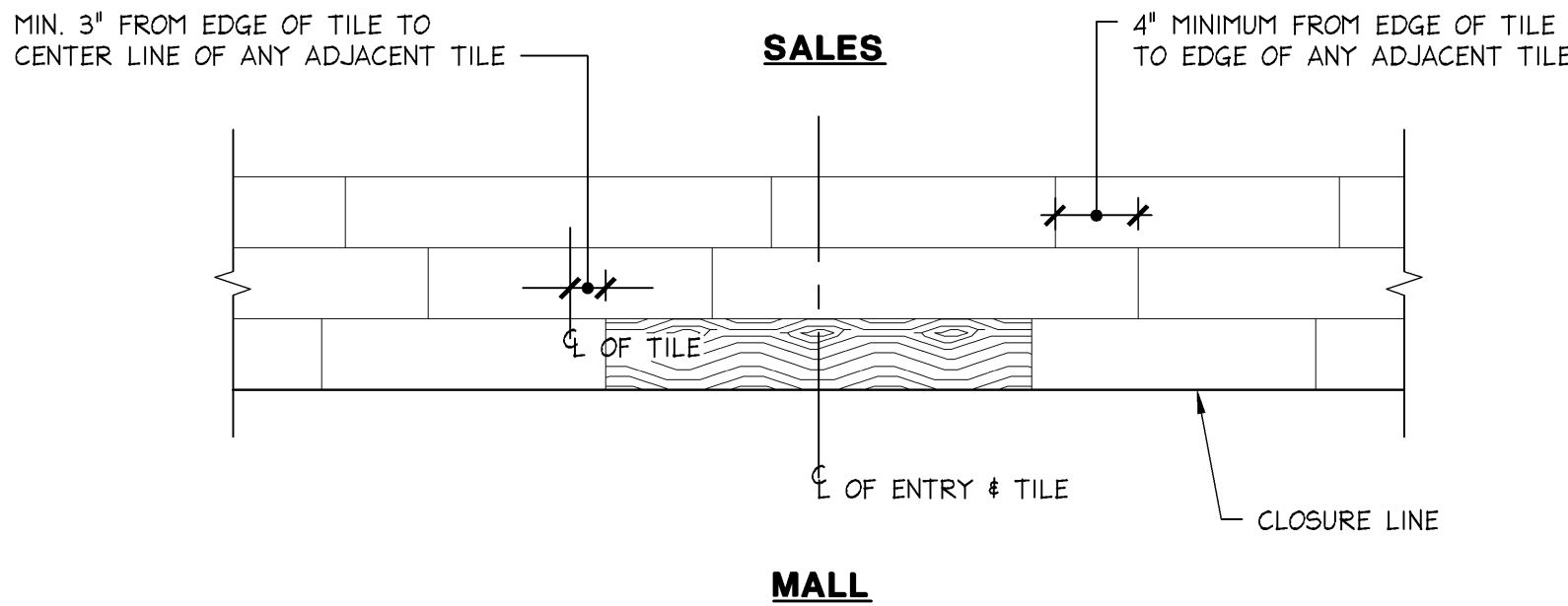
2. AFTER GROUTING, REMOVE ALL EXCESS GROUT AND RESIDUE. ALLOW TO DRY FOR 24 HOURS. IF RESIDUE OR HAZE REMAINS, USE GROUT, CONCRETE AND FILM REMOVER, FOLLOWING LABEL INSTRUCTIONS.

3. APPLY SII IMPREGNATOR SEALER TO ALL GROUT WITH A THIN PAINT BRUSH OR THE APPLICATOR TIP. REMOVE ANY SEALER FROM PRE-FINISHED SURFACES BEFORE SEALER DRIES. FOR LARGER JOBS, GROUT MAY BE SEALED BY TREATING ENTIRE AREA, INCLUDING MARBLE, A SECOND TIME. ENSURE SEALER DOES NOT PUDDLE.

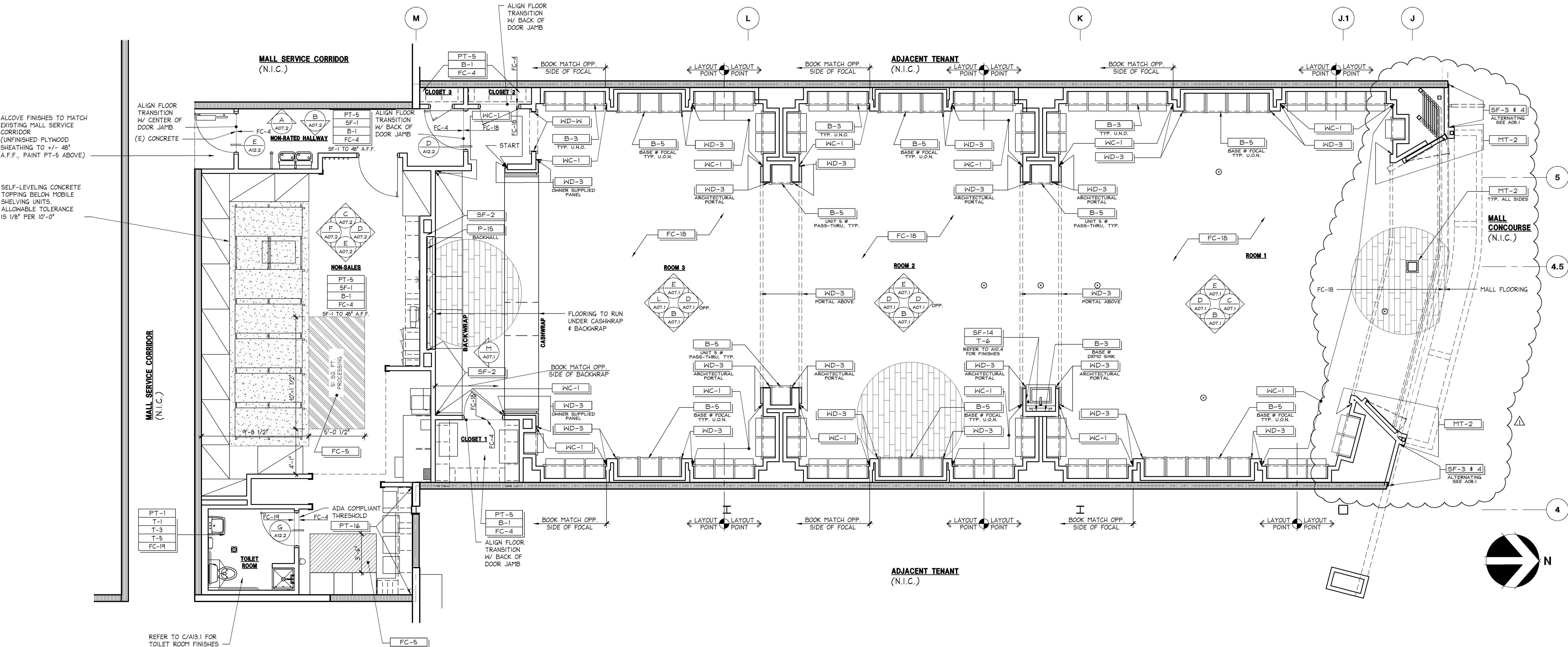
4. SEALER WILL BE DRY TO THE TOUCH IN 45-60 MINUTES AND MAY BE USED FOR NORMAL FOOT TRAFFIC. IT IS RECOMMENDED TO KEEP SEALED SURFACES DRY AND FREE FROM STAIN FOR 72 HOURS.



G.C. TO INSTALL 6"x 24" & 6" x 36" TILE IN RANDOM PATTERN, ALTERNATING FROM MULTIPLE BOXES AND ROTATING TILES THRU-OUT THE STORE.



1. REFER TO SHEET A06.1 FOR STOREFRONT FINISHES
2. REFER TO SHEET A00.2 FOR FINISH SCHEDULE
3. PAINT ALL EXPOSED WALLS & CEILINGS PT-1 U.O.N.
4. PAINT ALL NON-SALES DOORS PT-5
5. MITER ALL OUTSIDE CORNERS OF WALL BASE - COPE ALL INSIDE CORNERS
6. TILE FLOORING TO BE SET BEFORE WOOD BASE. SCRIBE WOOD BASE TO TOP OF FLOOR AS BEST POSSIBLE AND CAULK GAPS.



FLOOR & WALL FINISH PLAN

1/4" = 1'-0"

42P-A051-A00-PLAN

A

10.14.11