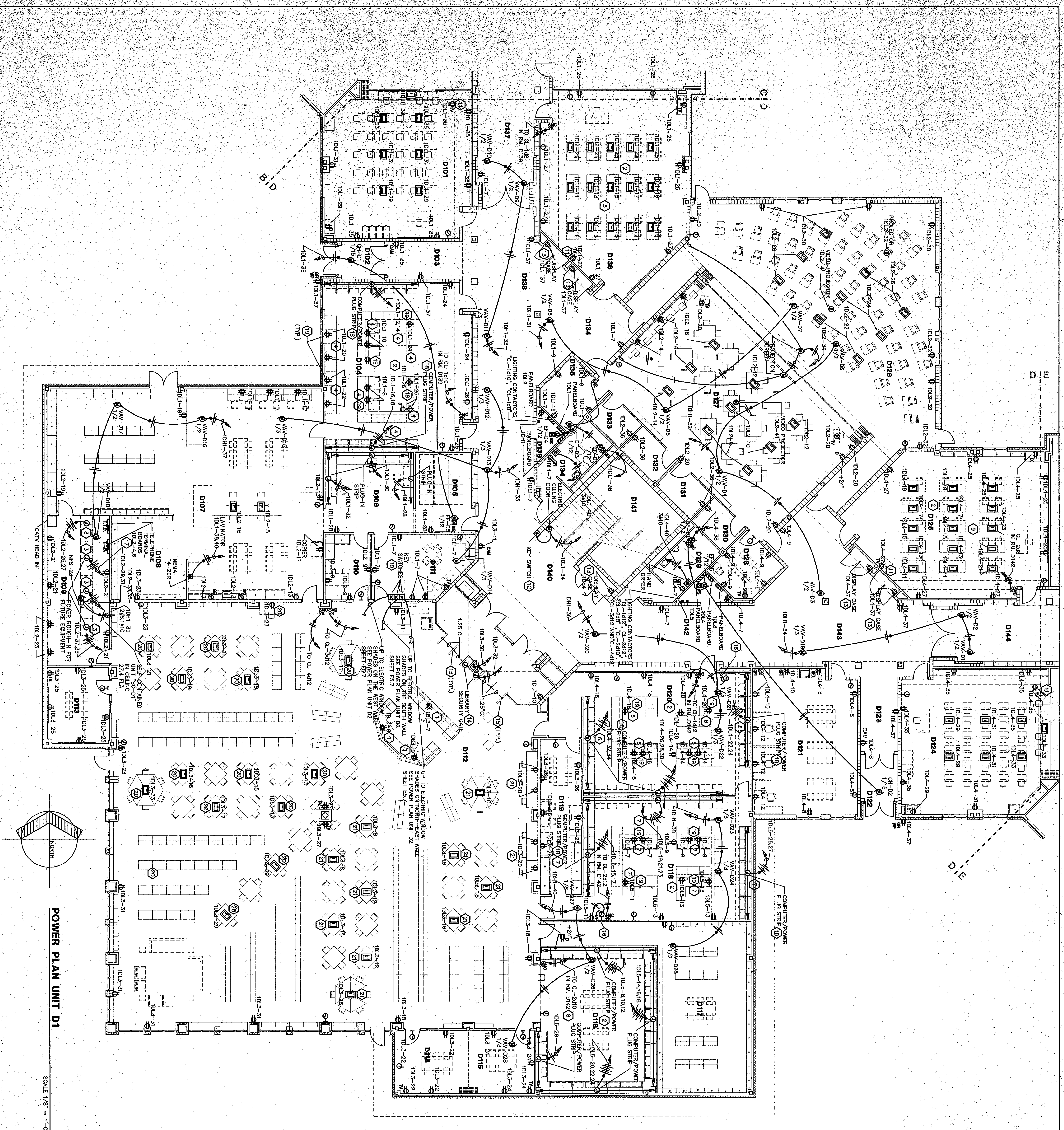




POWER PLAN UNIT D1

SCALE 1/8" = 1'-0"

ROOM LEGEND "D1"		
ROOM NO.	ROOM NAME	AREA S.F.
D101	CLASSROOM	959
D102	VESTIBULE	75
D103	MULTI-MEDIA CLASSROOM	1089
D104	AV STORAGE	220
D105	COMPUTER ROOM	220
D106	COMPUTER ROOM	220
D107	COMPUTER ROOM	220
D108	COMPUTER ROOM	220
D109	COMPUTER ROOM	220
D110	COMPUTER ROOM	220
D111	COMPUTER ROOM	220
D112	COMPUTER ROOM	220
D113	COMPUTER ROOM	220
D114	COMPUTER ROOM	220
D115	COMPUTER ROOM	220
D116	COMPUTER ROOM	220
D117	COMPUTER ROOM	220
D118	COMPUTER ROOM	220
D119	COMPUTER ROOM	220
D120	COMPUTER ROOM	220
D121	COMPUTER ROOM	220
D122	COMPUTER ROOM	220
D123	COMPUTER ROOM	220
D124	COMPUTER ROOM	220
D125	COMPUTER ROOM	220
D126	COMPUTER ROOM	220
D127	COMPUTER ROOM	220
D128	COMPUTER ROOM	220
D129	COMPUTER ROOM	220
D130	COMPUTER ROOM	220
D131	COMPUTER ROOM	220
D132	COMPUTER ROOM	220
D133	COMPUTER ROOM	220
D134	COMPUTER ROOM	220
D135	COMPUTER ROOM	220
D136	COMPUTER ROOM	220
D137	COMPUTER ROOM	220
D138	COMPUTER ROOM	220
D139	COMPUTER ROOM	220
D140	COMPUTER ROOM	220
D141	COMPUTER ROOM	220
D142	COMPUTER ROOM	220
D143	COMPUTER ROOM	220
D144	COMPUTER ROOM	220

PLAN NOTES:

1. STUDY CONDUIT UP THRU FLOOR AND INTO CHASE OF CASEWORK.
2. MOUNT RECEPTACLE AT 18" ABOVE FINISH FLOOR. SEE DETAIL 6/E1.10.
3. RUN A DEDICATED NEUTRAL FOR EACH CIRCUIT IN THIS ROOM.
4. FURNISH TECHNOLOGY EQUIPMENT DIVISION IS SHALL RUN CIRCUIT CONDUITS THROUGH FUNCTION ROOM 12 ABOVE FINISH CEILING.
5. RUN THIS DEVICE THRU LIGHTING CONTRACTOR CL-1610.
6. RUN THE FLOOR BOXES IN THIS ROOM THRU LIGHTING CONTRACTOR CL-168.
7. RUN THIS DEVICE THRU LIGHTING CONTRACTOR CL-1612.
8. RUN THE COMPUTER/POWER PLUG STRIPS IN THIS ROOM THRU LIGHTING CONTRACTOR CL-2410.
9. RUN THE FLOOR BOXES IN THIS ROOM THRU LIGHTING CONTRACTOR CL-248.
10. KEY SWITCHES FOR ELECTRIC WINDOW SHADES PROVIDED BY UNIT MANUFACTURER. DIVISION IS SHALL MOUNT AND WIRE EACH DEVICE VERIFY QUANTITY OF CONTROL WIRES WITH MANUFACTURER.
11. REFER TO VIDEO ROOM-N AND TELEVISION RECEPTACLE LOCATION DETAIL 6/E1.3 AND 9/E1.5 FOR ADDITIONAL INFORMATION.
12. KEY SWITCH FOR ROLLING DOOR PROVIDED BY UNIT MANUFACTURER. DIVISION IS SHALL MOUNT AND WIRE KEY SWITCH.
13. MOUNT DUPLEX RECEPTACLE IN CUSTOM BUILT DISPLAY CASE PER DETAIL 1/E1.2.
14. REFER TO DETAIL 1/E1.11 FOR ADDITIONAL INFORMATION.
15. STUD-UP CONDUIT 6" A.F.E. COORDINATE EXACT LOCATION IN FIELD.
16. COUNTDOWN THREE CLOCK. RAILING 6/E1.2 WITH ELATED THIR SWITCH KIT #2423. PROVIDE ALL REQUIRED HARDWARE TO SET CLOCK TIME AND BEGIN COUNTDOWN.
17. RUN ONE 4 INCH CONDUIT FROM EACH TELEPHONE TERMINAL BOARD TO ROOM H124.
18. REFER TO DETAIL 2/E1.10 FOR MOUNTING REQUIREMENTS.
19. REFER TO DETAIL 1/E1.10 FOR MOUNTING LOCATION.
20. RUN CIRCUIT THRU LIGHTING CONTRACTOR CL-3612 IN ROOM D142.
21. RUN CIRCUIT THRU LIGHTING CONTRACTOR CL-4412 IN ROOM D142.

FLOOR BOXES ARE SHOWN ON AUXILIARY AND POWER PLANS.