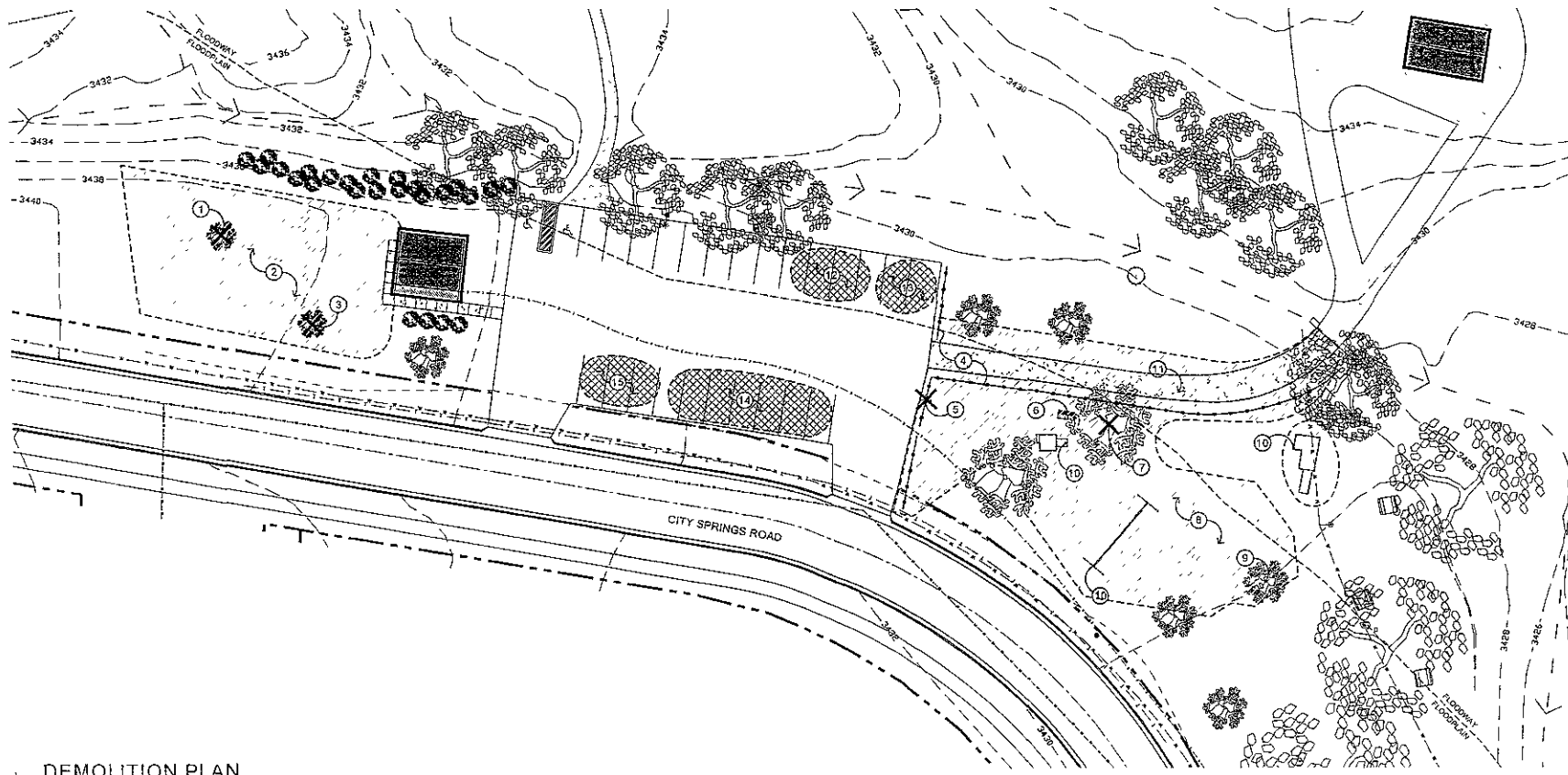


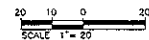
DEMOLITION NOTES

BASE DRAWING IS COMPILED FROM RAPID CITY GIS DATA AND FIELD SURVEY

- 1 REMOVE DEAD 2" CALIPER TREE
- 2 REMOVE TOPSOIL TO 6" DEPTH
- 3 RELOCATE 2" CALIPER TREE NEW LOCATION SHOWN ON PLANTING PLAN
- 4 REMOVE AND RELOCATE FENCE AS SHOWN ON LAYOUT PLAN
- 5 REMOVE BASKETBALL HOOP POLE AND FOOTING
- 6 REMOVE BENCH AND CONCRETE PAD
- 7 REMOVE 10" CALIPER TREE
- 8 REMOVE TOPSOIL TO A DEPTH OF 18" IN LANDSCAPE AREAS 12" IN PLAY AREAS 6" DEPTH IN PREPARATION FOR CONCRETE SIDEWALK AND 4" DEPTH IN PREPARATION FOR GRAVEL ROAD
- 9 RELOCATE 4" CALIPER TREE NEW LOCATION SHOWN ON PLANTING PLAN
- 10 REMOVE PLAY EQUIPMENT SAND AND TIMBERS AROUND PLAY AREAS
- 11 SALVAGE GRAVEL FROM ROAD WHEN EXCAVATING
- 12 STOCKPILE NEW AND SALVAGED ROAD GRAVEL IN THIS LOCATION AS NEEDED
- 13 STOCKPILE DRAIN ROCK IN THIS AREA AS NEEDED
- 14 STOCKPILE EXCAVATED TOPSOIL IN THIS AREA TO BE USED TO RECLAIM SITE AND BACKFILL ANY UNUSED SOIL TO BE HAULED AWAY
- 15 LOCATE DUMPSTER IN THIS AREA UNTIL CONSTRUCTION EFFORTS ARE COMPLETE OTHER CONSTRUCTION MATERIAL CAN BE STAGED HERE AS NEEDED



DEMOLITION PLAN



PRELIMINARY - NOT FOR CONSTRUCTION



CITY of RAPID CITY
LANDSCAPE ARCHITECTURE

Wildermess Park
Playground Renovation

Date	
Developed By	Drawn By
SKL	SKL
Design Date	Print Date
Oct. 2008	11/21/08
Approval Date	Project Status
11/13/08	
Supervised By	Survey Date
RCWILL	11/13/08
Per Scale	

Sheet Title

DEMOLITION PLAN

Sheet

L3 of 15

PROBLOX