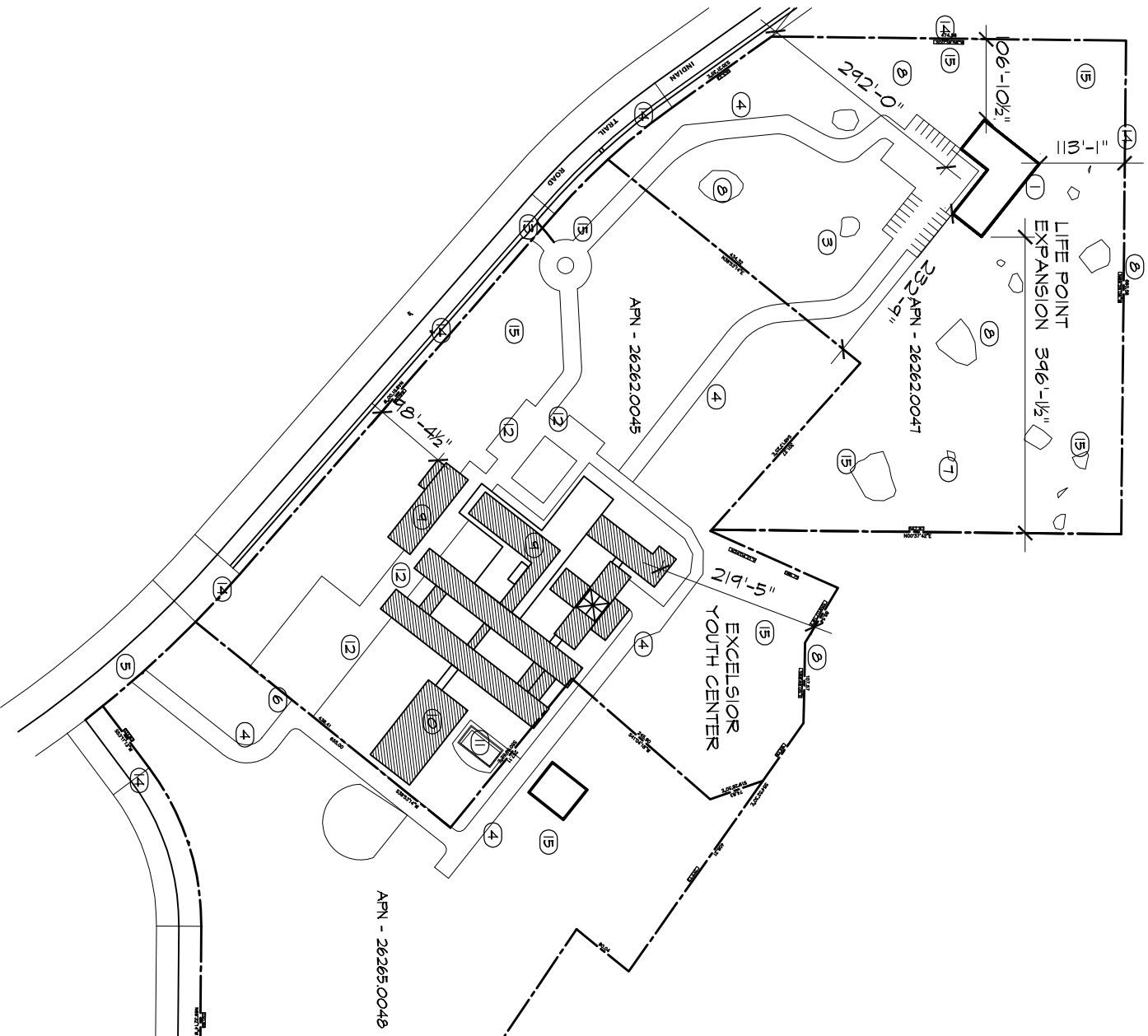


PLAN NOTES

- ① PHASE I - 16 BED TRANSITIONAL CARE FACILITY (4/- 22,000SF)
ADMIN CARE + 18-20 CAR PARKS
- ② NOT USED
- ③ NOT USED
- ④ PAVED FIRE ACCESS ROAD (DRIVEWAY)
- ⑤ NEW DRIVEWAY ACCESS TO INDIAN TRAILS ROAD
- ⑥ CHAINLINK TRASH ENCLOSURE
- ⑦ WETLANDS (LOCATION AND SIZE NOT SURVEYED)
- ⑧ ROCK OUTCROPPING
- ⑨ EXISTING FACILITY (55,000 GSF 94 BEDS)
- ⑩ EXISTING GYM
- ⑪ EXISTING SWIMMING POOL
- ⑫ EXISTING PARKING AREA (SOME PAVED, SOME GRAVEL)
- ⑬ EXISTING DRIVEWAY CUT, NEW GATE AND MONUMENT SIGN
- ⑭ EXISTING CHAINLINK FENCE ON PROPERTY LINE
- ⑮ TREED LANDSCAPE AREA

CODE REVIEW

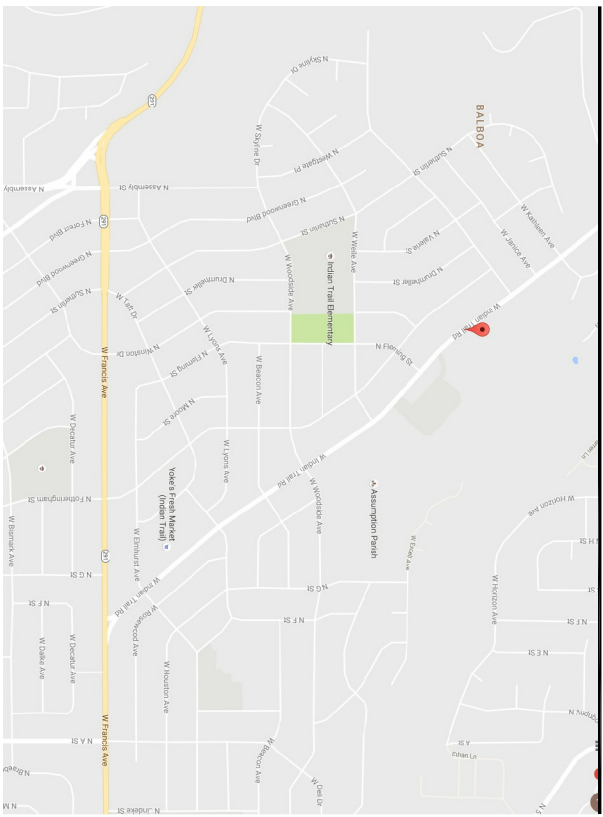
| | |
|--------------------------------------|---|
| PROJECT DESCRIPTION: | LIFEPPOINT TRANSITION CARE FACILITY |
| BUILDING CODES: | INTERNATIONAL EXISTING BUILDING CODE 2015 |
| LOCAL AUTHORITY: | CITY OF SPOKANE |
| EXISTING LOT USE: | RESIDENTIAL TREATMENT FACILITY (R-2) |
| PROPOSED USE: | RESIDENTIAL TREATMENT FACILITY (R-2) |
| EXISTING ZONE: | RSF |
| ESTIMATED VALUATION: | \$1,700,000 |
| PARCEL #: | 26262.0047, 26262.0045, 26265.0048 |
| EXISTING OCCUPANCY: | R-2, B, S-2, A |
| PROPOSED OCCUPANCY: | R-2, B |
| BUILDING HEIGHT: | 35'-0" MAX |
| CONSTRUCTION TYPE: | TYPE VB |
| SPRINKLERED: | YES - EXISTING SECOND FLOOR ONLY |
| FIRE ALARM REQUIRED: | YES, FULLY AUTOMATIC PER NFPA 72 |
| OCCUPANT LOAD: | BUILDING ADDITION - R-2 - 18 |
| EXISTING: | TBD |
| ALLOWABLE AREA: | R-2 OCC GROUP |
| ALLOWED: | TYPE VB CONSTRUCTION TYPE |
| PARCEL INFORMATION: | S1 = 28,000 SF SM = 21,000 SF |
| PARCEL SIZE: | .0047 - 7.74 acres .0045 - 4.92 acre .0048 - 9.11 acres (NOT INCLUDED IN APPLICATION) |
| BUILDING COVERAGE: | <15% |
| IMPERVIOUS MATERIAL COVERAGE: | <30% |



site plan
1" = 100'-0" when printed at 24x36

SETBACK REQUIREMENTS:
FRONT: 15 FEET
SIDE: 5 FEET
REAR: 25 FEET
SEE SITE PLAN FOR ACTUAL SETBACKS

VICINITY MAP



conditional use application

transition care facility for:

LIFEPPOINT CENTER
3910 WEST INDIAN TRAILS ROAD
spokane, washington
99222

a101

existing site plan
zoning information
vicinity map