

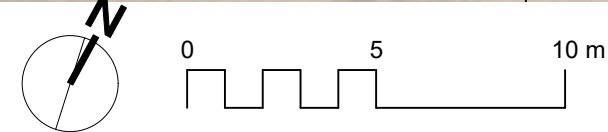
DEMOLITION & REMOVALS NOTES

1. ALL WORK TO CONFORM TO CURRENT CITY OF WINNIPEG STANDARD CONSTRUCTION SPECIFICATIONS AND DETAILS UNLESS OTHERWISE NOTED
2. DIMENSIONS ARE IN METERS UNLESS OTHERWISE NOTED
3. DO NOT SCALE DRAWINGS
4. PROTECT EXISTING TREES TO REMAIN, TYP.
5. SECURE CONSTRUCTION SITE AND STAGING AREA WITH CONSTRUCTION FENCING C/W SAFETY SIGNAGE
6. CONFIRM STAGING AREA W/ CONTRACT ADMINISTRATOR PRIOR TO CONSTRUCTION.


LEGEND

- 1 REMOVE & LEGALLY DISPOSE OF EXISTING TREES (6)
- 2 REMOVE PARK SIGN AND SALVAGE FOR REINSTALLATION
- 3 EXCAVATE EARTHEN MATERIAL WITHIN PROPOSED PATHWAY AND SPORT COURT FOR ASPHALT AND BASE AS PER SCD-305 (693 CM)
- 4 EXISTING WASTE RECEPTACLE TO REMAIN
- 5 EXISTING SQUARE BOLLARDS, TO REMAIN
- 6 EXISTING PARKING LOT LIGHT, TO REMAIN
- 7 EXISTING STREET LIGHT
- 8 EXTENTS OF FIRE HALL PARKING LOT

- Extents of Proposed Pathway and Sport Court
- SM— Sewer Main —WM— Water Main ——— Property Line
- CP Existing Catch Pit HYD Existing Fire Hydrant
- Trees Indicated with Red Circles to be Removed (6)



CONTRACTOR TO CONFIRM ALL DIMENSIONS AND REPORT ANY DISCREPANCIES TO CONTRACT ADMINISTRATOR PRIOR TO CONSTRUCTION. LOCATION OF UNDERGROUND STRUCTURES AS SHOWN ARE BASED ON THE BEST INFORMATION AVAILABLE BUT NO GUARANTEE IS GIVEN THAT ALL EXISTING UTILITIES ARE SHOWN OR THAT THE GIVEN LOCATIONS ARE EXACT. CONFIRMATION OF EXISTENCE AND EXACT LOCATION OF ALL SERVICES MUST BE OBTAINED FROM THE INDIVIDUAL UTILITIES BEFORE PROCEEDING WITH CONSTRUCTION.

 <div>THE CITY OF WINNIPEG Planning, Property and Development Department Planning and Land Use Division Unit 15 - 30 Fort Street, Winnipeg, MB, (R3C 4X5)</div>	DESIGNED BY		CHECKED BY		MANAGER, PARK AND OPEN SPACES	DATE	DRAWING TITLE Eaglewood Park Basketball Court Development Existing Conditions & Removals	DRAWING NO. E.36 - A
	DRAWN BY DL		APPROVED BY					
	HORIZ. SCALE VERT. SCALE		1:200		MANAGER, PLANNING AND LAND USE DIVISION	DATE		
	DATE		April 2025					
SITE ADDRESS 110 Eaglewood Dr.								