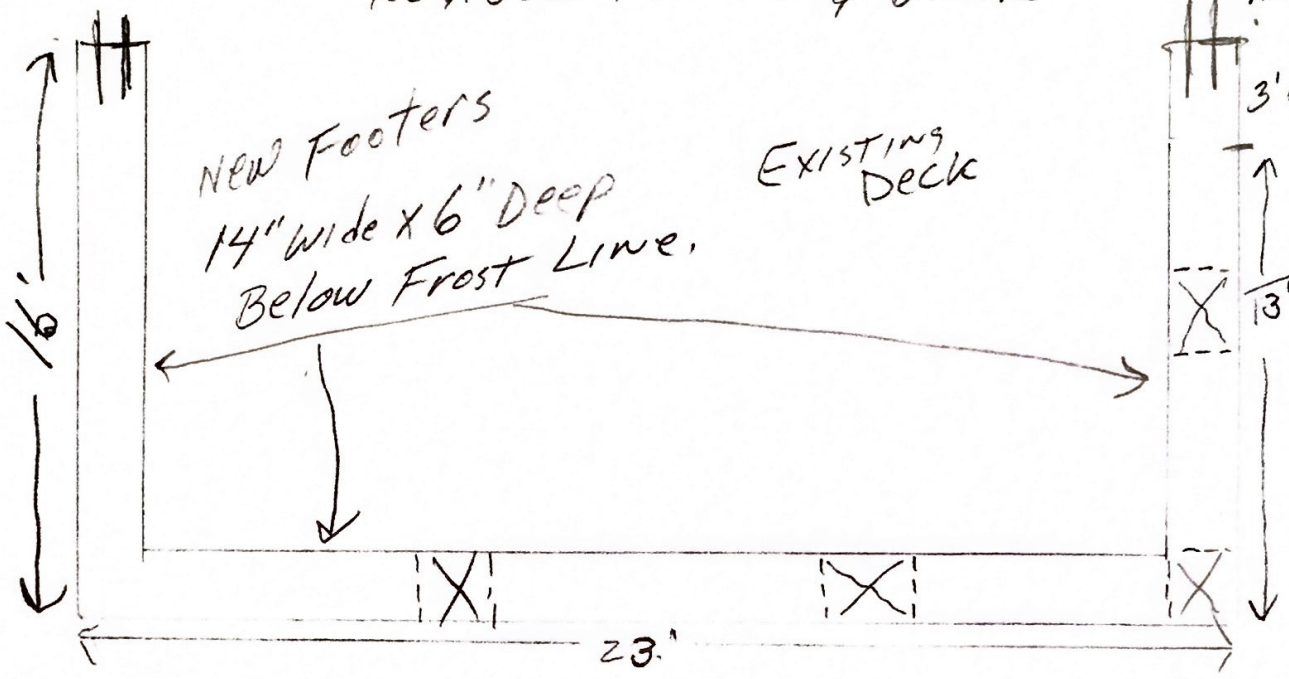


296 Pineridge Cove 5/12/2021 Revised Footers & Block

5/8" Rebar Tied INTO Existing Footers

Notes:

NEW Footers
14" X 6"
8" Concrete Block
Footers tied into
Existing Footers
& Piers
(See Note #1)



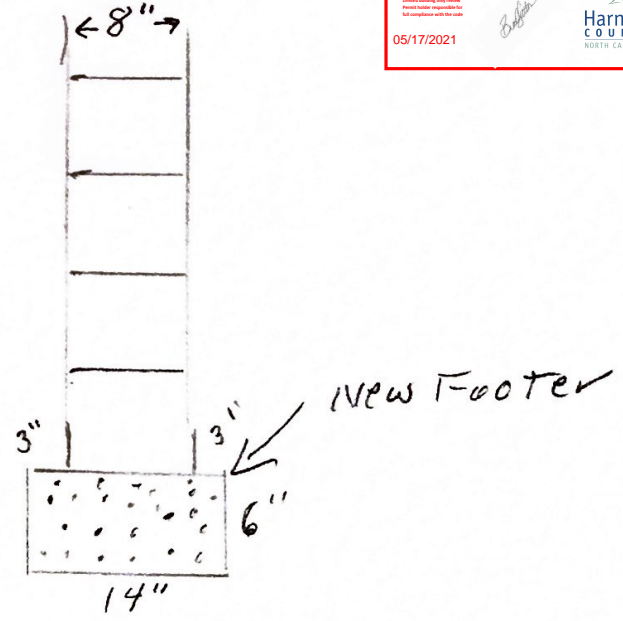
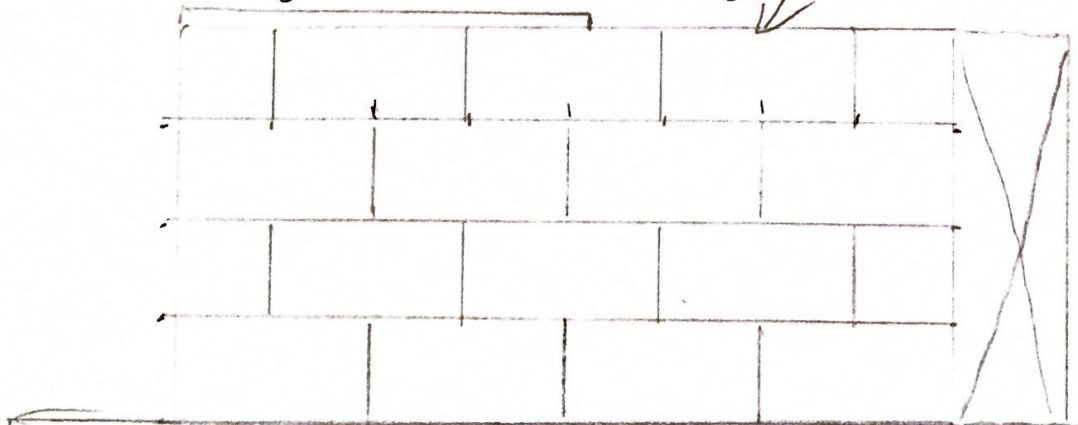
3' CRAWL SPACE OPENING
EXISTING Pier w/ Footing TYP (4)



Pressure Treated
2X6 Sill Plate
TYP

8" X 16" (TYP) CONCRETE BLOCKS

(NOTE #1)
EXISTING Pier & Footer TYP FOR (4)



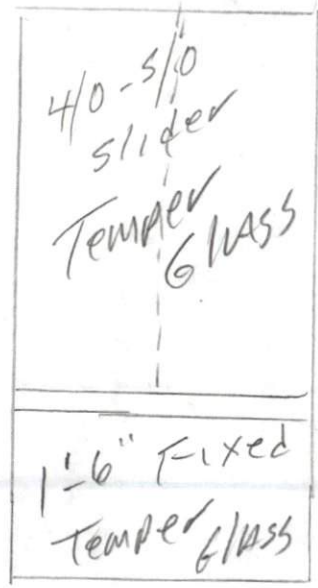
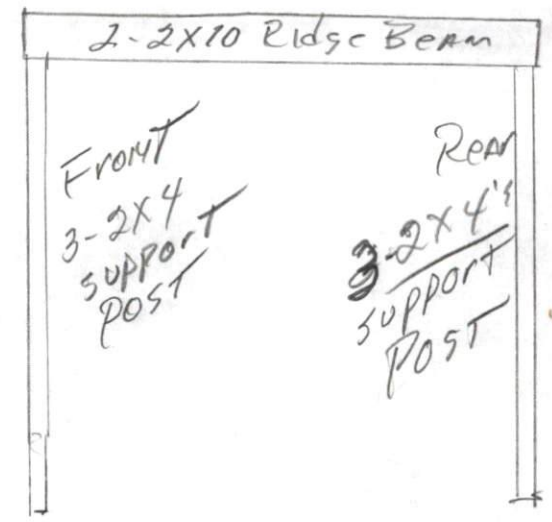
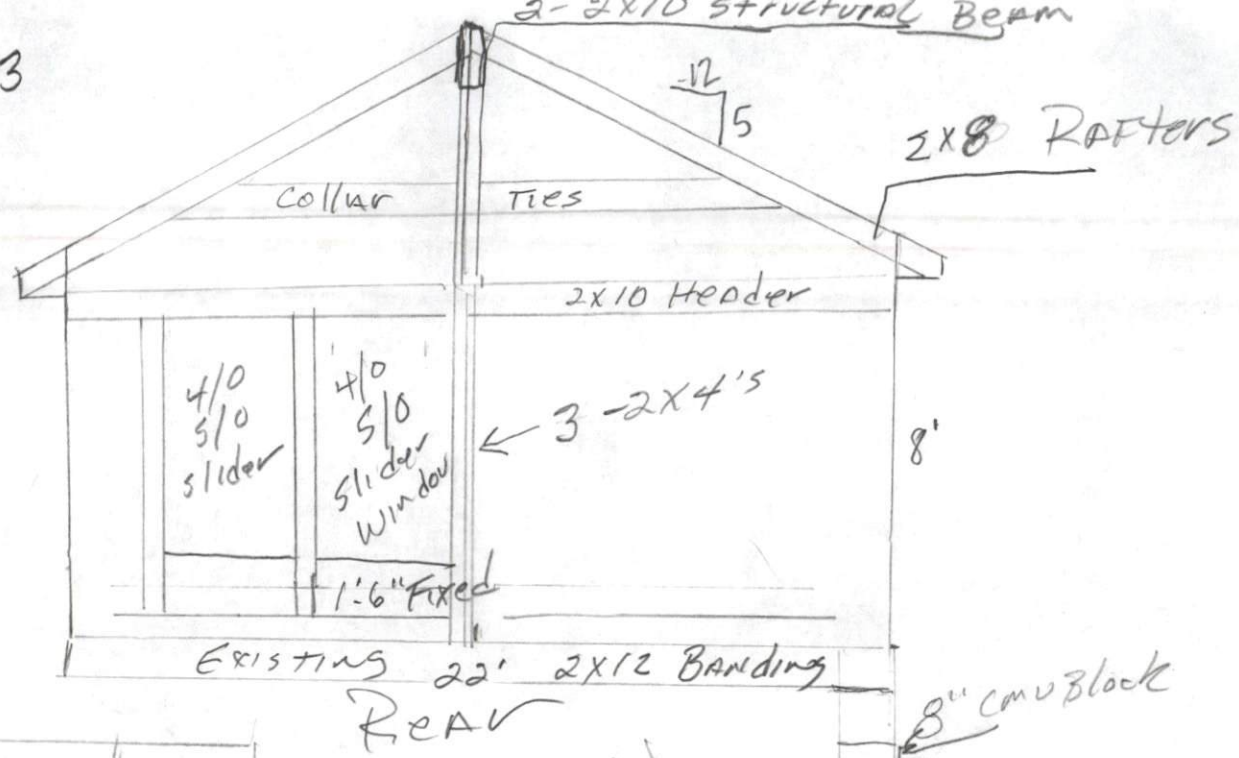
New Footer TIE TO EXISTING FOOTER 5/8" Rebar

296 Pineridge Cove 4/28/2021

- #1 Existing Deck 2X12 pressure treated 20F3
- #2 2X4 walls for Framing 10F3
- #3 2-2X10 For Ridge Beam 10F3
- #4 2X8 RAFTERS w/metal STRAPING 10F3
- #5 Footers & CMU Piers (see Detail.) 20F3
- #6 ROOF part Cathedral w/2X8 collar ties 10F3
- #7 4/0-5/0 windows w/ A 1:6 Fixed Transom
Window Below All Tempered Glass. 30F3
- #8.5'-French Door 30F3

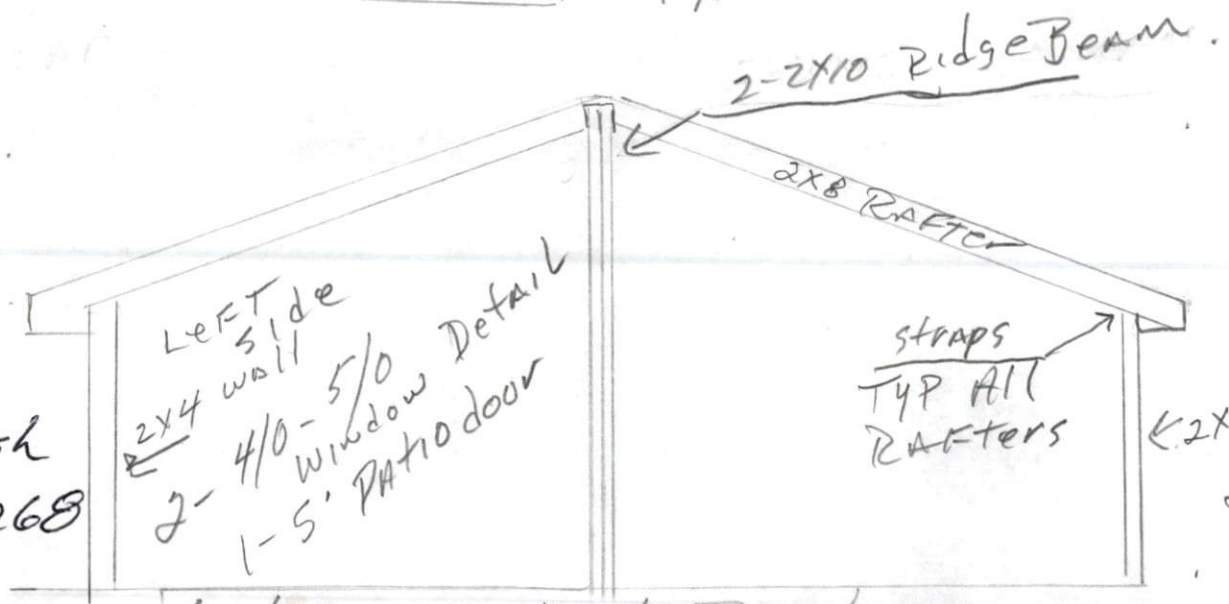
1 OF 3

296 Pineridge Cove



WINDOW TYP (8)
DETAIL

8" CMU Block
Concrete Footer
see detail
PAGE #1
TYP FOR (6)



RIGHT side
2-4/0-5/0 window detail

Joe Bednash
(570) 362-1268

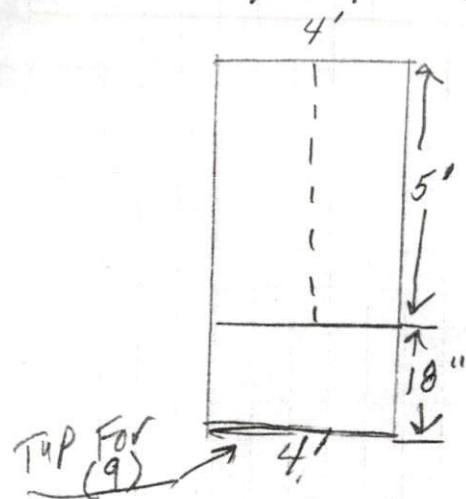
1 OF 3

Existing 2x12 Deck Banding

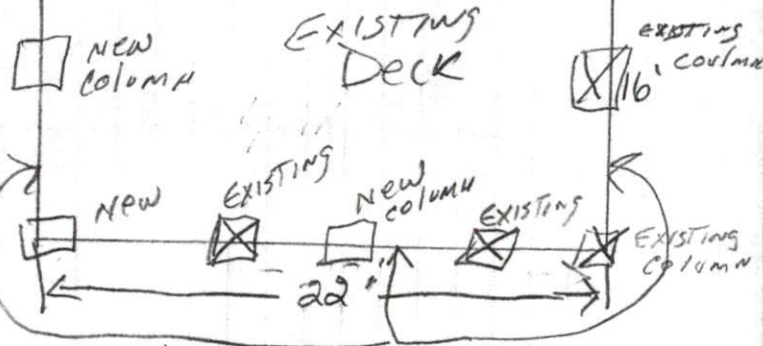
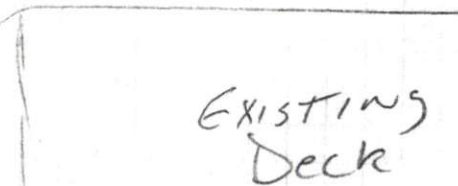
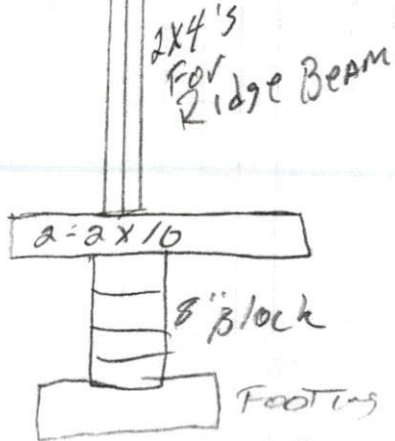
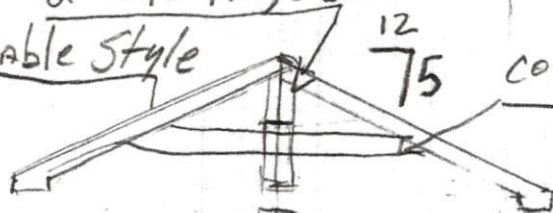
2-OF 3

4/0 - 5/0 Slider Window
Tempered Glass
w/ 1'-6" Fixed Temper
Glass Below.

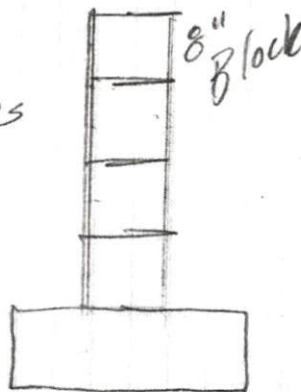
296 Pineridge Cove
EXISTING house



2-2X10 Ridge Beam
Gable Style



Double 2X12 BANDING (TOP)
LEFT, RIGHT & FRONT
(PROPOSED ENCLOSURE
THIS SIDE OF DECK)

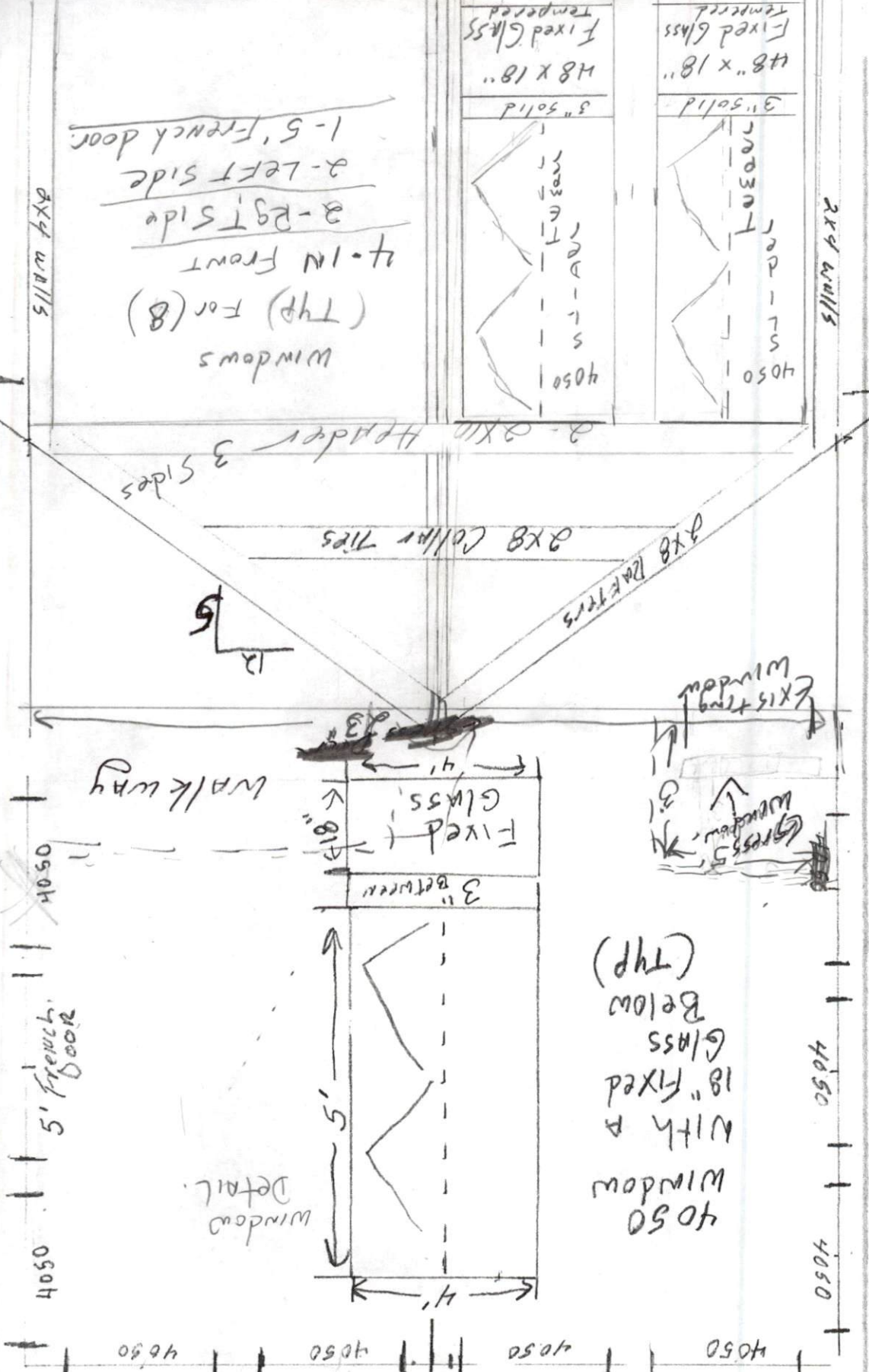


2'X2' X 1'-6"
Below Frost Line
NEW Concrete Footing
w/ 8" CMU Block

EXISTING window
& Landing
3'
4'0" &
3

30F3

Left



2x4 walls

2x4 walls

Windows
(Typ) For (8)
4-11' Front
2-RT Side
2-LEFT Side
1-5' French door

4050
12'-5"
2x8
3" Solid
48" x 18"
Fixed Glass
Tempered

4050
12'-5"
2x8
3" Solid
48" x 18"
Fixed Glass
Tempered

Left Side

walkway

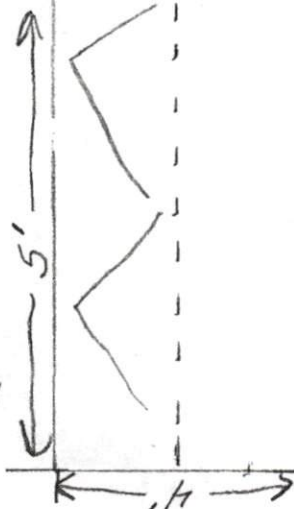
4050

5' French Door

4050

Window Detail

Fixed Glass
3" between
4"



4050
Window
with a
18" Fixed
Glass
Below
(Typ)



16' Rigid

FRONT

Eric & Linda ABERG
296 Pinedale Cove.

30F3

