

- 1 PROVIDE 3/4" G, LOW PRESSURE REGULATOR, AND SHUT-OFF VALVE FOR BBO.
- 2 PROVIDE 3/4" G, LOW PRESSURE REGULATOR, AND SHUT-OFF VALVE FOR FIRE PIT.
- 3 PROVIDE 1/2" G, LOW PRESSURE REGULATOR, AND SHUT-OFF VALVE FOR FIREPLACE.
- 4 STEAM SHOWER GENERATOR UNIT. PROVIDE 1/2" CW WITH SHUT-OFF VALVE AND ROUTE TUBING TO LAV TAILPIECE.
- 5 PROVIDE HOT & COLD WALL HYDRANT FOR FILL FOR HOT TUB.
- 6 PROVIDE WATER AND DRAIN CONNECTIONS FOR SECOND DISHWASHER.
- 7 OWNER OPTION: PROVIDE 1/2" CW TO DUCT HUMIDIFIERS. SEE MECHANICAL PLANS FOR LOCATIONS. CONFIRM WITH OWNER PRIOR TO PROVIDING.
- 8 ROUTE 1/2" DRAIN TUBING FROM WINE COOLER UNIT EVAPORATOR TO ADJACENT SINK TAILPIECE.



159 South Jackson St, Suite 600
Seattle, Washington 98104 USA
+1 206 624 5670 dsorkundig.com

Olson Kundaig

Sommet Blanc - Bldg AB
DEER VALLEY, UTAH



Open Group USA, LLC
PO Box 980022
Park City, Utah 84098

Lead Consultant
Howard H20
96 N University Ave., Suite 290
Provo, UT 84604

Landscaping Architect
CG Design
49 South High Tech Drive, Suite 100
Dale, Utah 84047

Specifications Writer
Day Group
Mainelli Road
Middlebury, VT

de Consultant
Times
101st Avenue, Suite 200A
Seattle, WA 98104

Protection Engineer
ensen Hughes
Research Drive, Suite 305C
Westborough, MA 01581

Principal Transportation Consultant
Arch Bates
515 North Creek Parkway, Suite 304
Seattle, WA 98011

Structural Engineer
Ingrosson Klemencic Associates
101 5th Ave, Suite 3200
Seattle, WA 98101

Lighting Designer
19 SE MLK Blvd, Suite 210
Portland, Oregon 97219

Bidding Envelope Consultant
PH
 101 N 34th St
 Seattle, WA 98103

Accessibility Consultant
Audio Pacifica
44 Westlake Ave N, Suite F
Seattle, WA 98109

EP Engineer
SP USA
01 Fourth Ave., Suite 3100
Seattle, WA 98154

principal architect _____
project manager _____
drawn by _____
checked by GM _____
job no. 2021-0696
date 5/17/2024

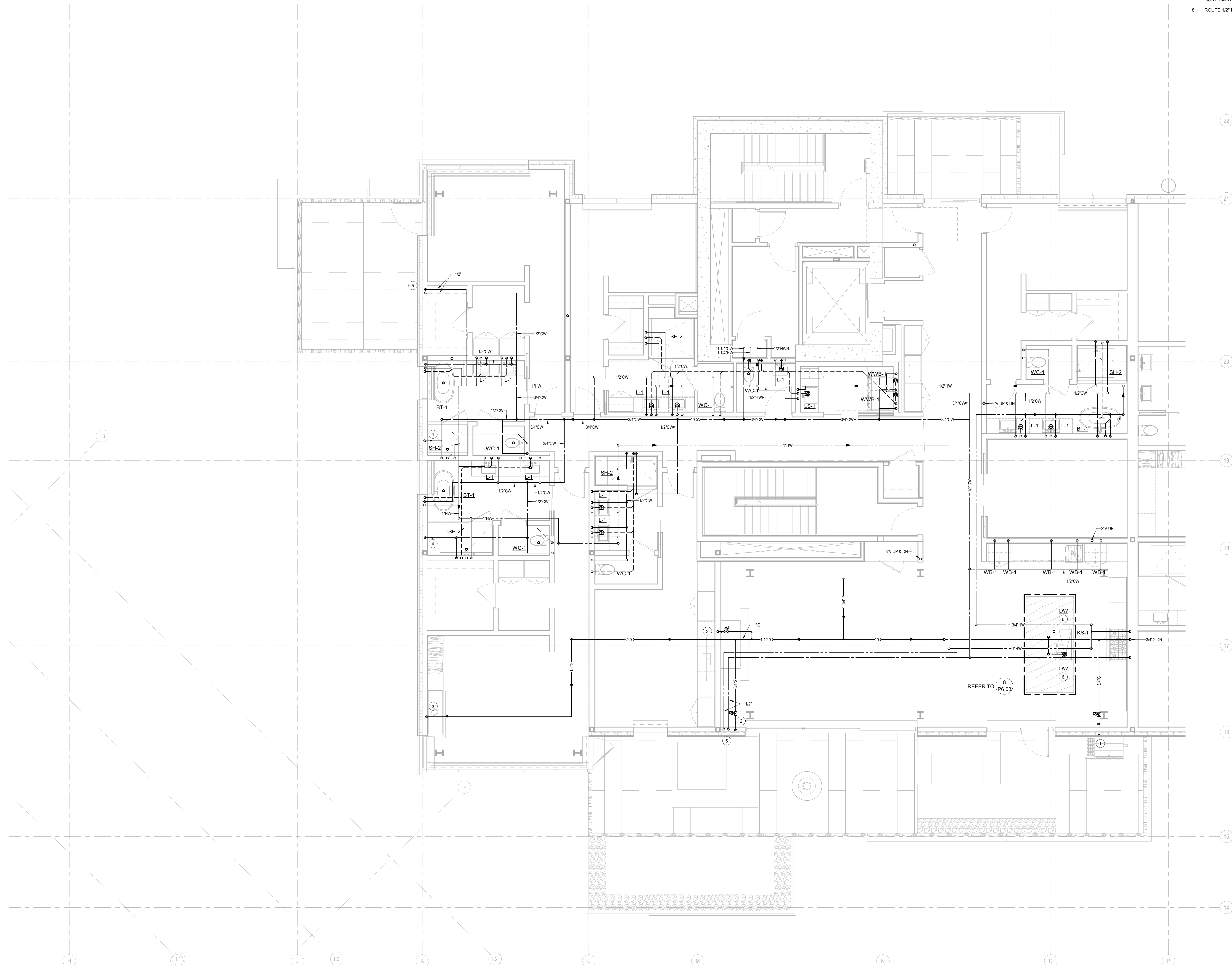
revisions:

1	10/05/2022	PERMIT RESUBMITTAL
no.	date	by

Set 2 of 3
5/17/2024

UNIT PLAN - TOWER
A/B-UNIT J

P2.4.J



1 ENLARGED PLAN - A/B-UNIT J
SCALE: 1/4" = 1'-0"

