

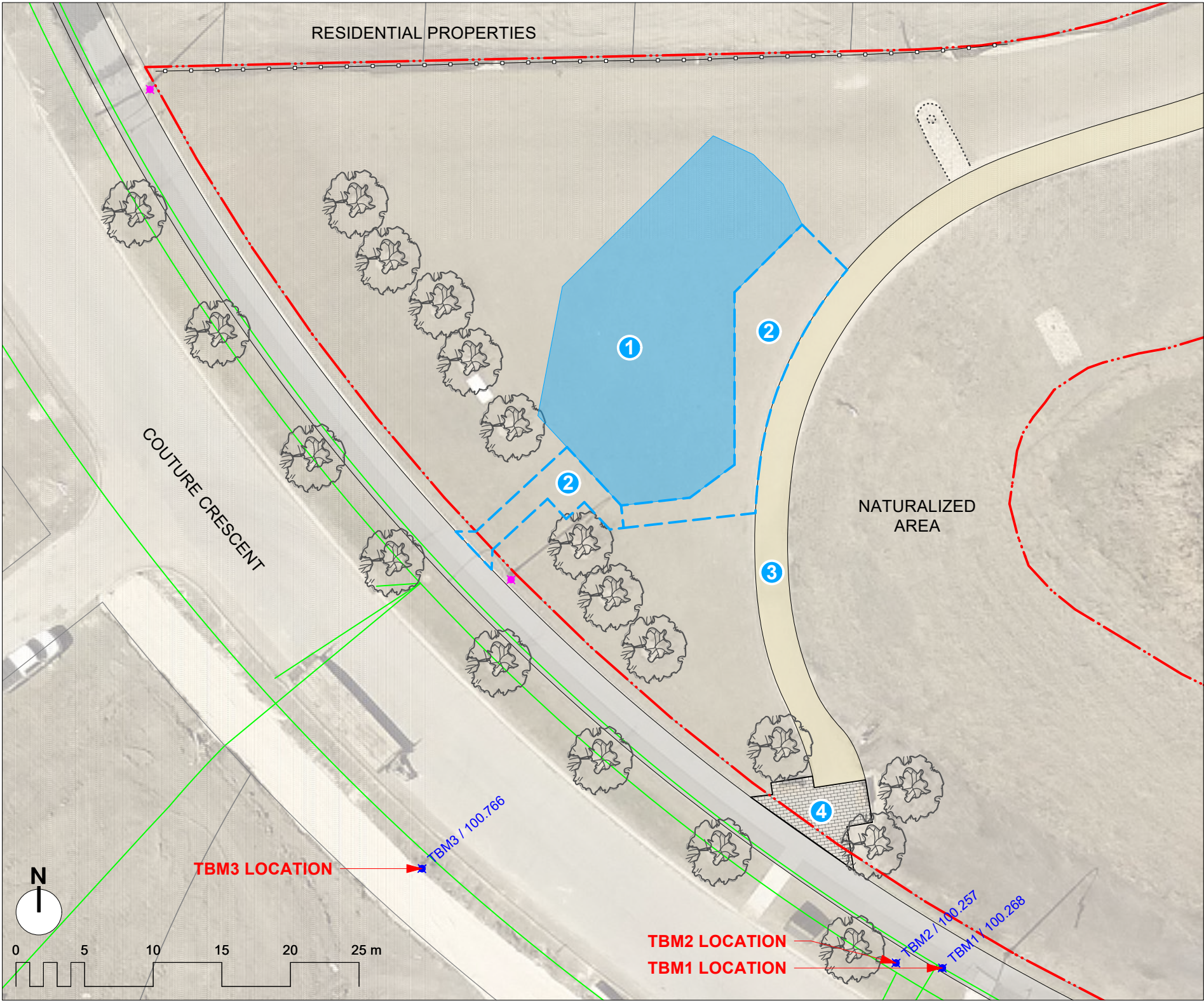
KEY PLAN

REMOVALS & SITE WORKS 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 WITHIN AND IMMEDIATELY ADJACENT THE WORK AREA DURING CONSTRUCTION (TYP)
- 5. PROTECT EXISTING ASPHALT AND GRANULR PATHWAYS WITHIN AND IMMEDIATELY ADJACENT TO THE WORK AREA DURING CONSTRUCTION (TYP)
- 6. SECURE CONSTRUCTION SITE AND STAGING AREA WITH CONSTRUCTION FENCING C/W SAFETY SIGNAGE
- 7. CONFIRM STAGING AREA W/ CONTRACT ADMINISTRATOR PRIOR TO CONSTRUCTION.

LEGEND

- 1 EXCAVATE EXISTING EARTHEN MATERIALS WITHIN PROPOSED PLAY AREA TO ALLOW FOR 300mm DEPTH COMPACTED ENGINEERED WOOD FIBRE AND MANUFACTURER'S SPECIFIED DRAINAGE SYSTEM(BLUE AREA, 111CM). SALVAGE CLEAN FILL AS REQUIRED FOR ROUGH GRADING AND LEGALLY DISPOSE OF THE REST
- 2 PATHWAYS AND SEATING AREAS
- 3 EXISTING GRANULAR PATHWAY
- 4 EXISTING PAVING STONE SEATING AREA



- EXISTING POST
- EXISTING FENCE
- CULVERT
- SEWER MAIN
- PROPERTY LINE

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.



THE CITY OF WINNIPEG
Planning, Property and Development Department
Planning and Land Use Division
Unit 15 - 30 Fort Street, Winnipeg, MB, (R3C 4X5)

DESIGNED BY	CHECKED BY
DRAWN BY MK	APPROVED BY
HORIZ. SCALE 1:350	
VERT. SCALE	
DATE APRIL 2025	

MANAGER, PARK AND OPEN SPACES	DATE
MANAGER, PLANNING AND LAND USE DIVISION	DATE

DRAWING TITLE
RIDGEWOOD WEST SOUTH PLAYGROUND
REMOVALS & SITE WORKS
SITE ADDRESS 255 Couture Cres.

DRAWING NO.
R.036-A1
BID OPPORTUNITY NO. 384-2025