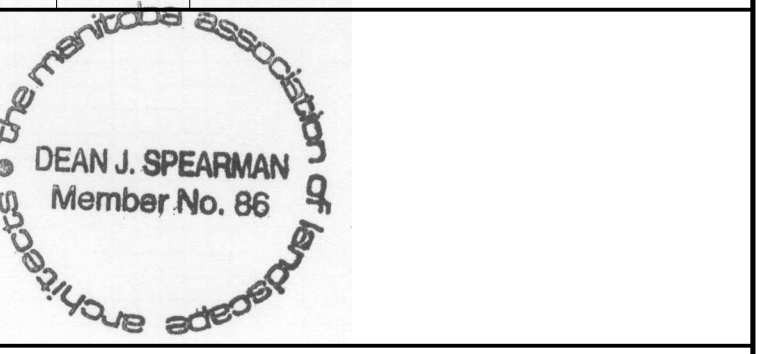


- General Notes
1. All existing trees, sidewalks, curbs, catch basins, culverts, survey markers, to remain are to be protected during construction. Any damage to them is to be made good by the Contractor. Maintain positive drainage into all catch basins and curb inlets.
 2. All work is to be warranted for a period of not less than 1 year.
 3. Contractor is to limit operations to the area within the area of work shown on the drawing. Should areas outside of this limit be damaged during the course of construction, Contractor is to make good the damage at his own expense.
 4. Contractor is to obtain Location of all utilities prior to construction. If using power equipment to excavate contractor must notify Hydro and Gas and telephone utilities and take steps to avoid damaging their installations.
 5. All dimensions are in meters unless otherwise noted.
 6. Contractor to confirm all dimensions and report any discrepancies to Contract Administrator prior to construction.
 7. Layout is to be approved by Contract Administrator prior to any construction or demolition/removals.

1. This drawing shall not be used for construction unless signed and sealed by Landscape Architect.
2. Variations and modifications to the work shown will not be allowed without prior written consent of Landscape Architect.
3. Drawing and Specifications, as instruments of service, are the property of the Landscape Architect. The copyright is reserved in the name of the Landscape Architect. No reproduction may be made without the prior written consent of the Landscape Architect.
4. Contractors/bidders are hereby granted a limited licence to reproduce these drawings for the purposes of bidding. Such reproductions are not to be used for construction.

A 7/30/07 For City Review

NO.	DATE	ISSUE NOTES



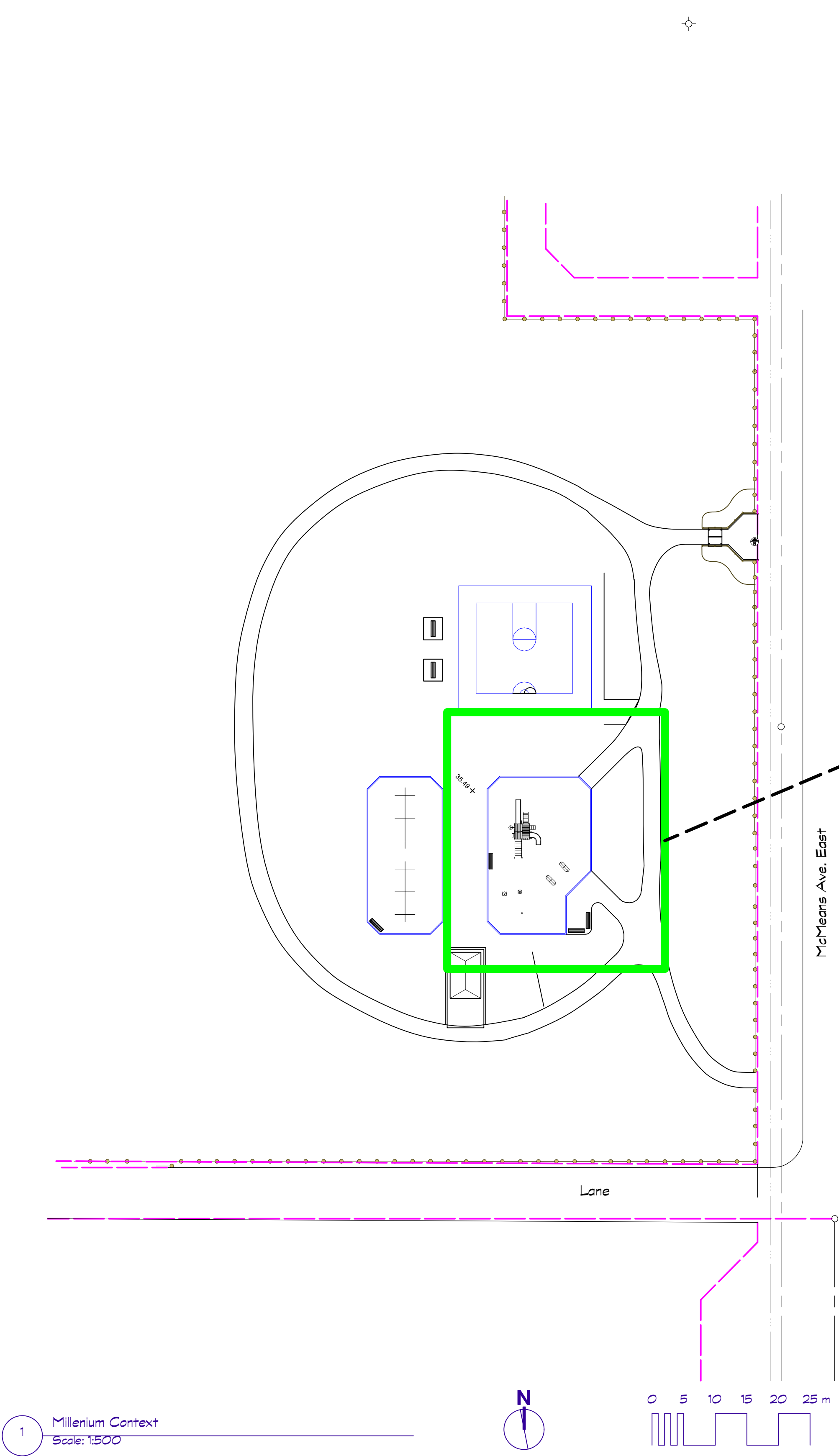
CONSULTANT

PROJECT TITLE
Rizzuto Bay & Millenium Park
Playground Enhancement

DRAWING TITLE
Millenium Park
Evaluated Bid

Drawing No.
L-3
of
3

1 Millenium Context
Scale: 1:500



2 Millenium Evaluated Bid Plan
Scale: 1:100

