

DOOR SCHEDULE														TRUMBULL TOWN HALL - TRUMBULL, CONNECTICUT																	
DOOR NUMBER	DOOR											FRAME			FIRE RATING (MINUTES)	HARDWARE - SEE SPECIFICATIONS										REMARKS (SEE NOTES BELOW)					
	SHEET NUMBER	SIZE								SEE DOOR ELEVATIONS	FINISH	SEE FRAME ELEVATIONS	MATERIAL	FINISH																	
		DOUBLE-LEAF DOOR	2'-6" W. x 7'-0" H.	2'-8" W. x 7'-0" H.	2'-10" W. x 7'-0" H.	3'-0" W. x 7'-0" H.	3'-4" W. x 6'-10" H.	4'-6" W. x 7'-0" H.	3'-0" W. x 8'-0" H.							6'-8" W. x 8'-0" H.	SPECIAL - SEE REMARKS	TYPE / MATERIAL													
										FIRE EXIT HARDWARE																					
										PANIC RELEASE LATCH																					
										POSITIVE LATCHING																					
										AUTOMATIC CLOSER																					
										E.M. HOLD- OPEN																					
										HOLD OPEN																					
										LEVER HANDLES																					
										PUSH / PULL HARDWARE																					
										KICK PLATES																					
										TACTILE WARNING																					
										HARDWARE SET NO.																					
FIRST FLOOR																															
101		•				•						A	P	A	HM	P			•	•	•								1	1, 4, 6	
102		•				•						B	P	EXIST.	W	P			•	•	•					•				2	2, 3, 5
103		•		•								A	P	A	HM	P			•	•	•									3	1, 4, 6
104		•	•									B	P	EXIST.	W	P			•	•	•						•			4	2, 3, 5
105						•						B	P	EXIST.	W	P										•	•			5	2, 3, 5

DOOR SCHEDULE NOTES

1. PAINT H.M. DOORS AND FRAMES WITH (1) COAT BENJAMIN MOORE SUPER SPEC ALKYD METAL PRIMER AND (2) COATS BENJAMIN MOORE SUPER SPEC HP DTM ALKYD GLOSS ENAMEL.
2. PAINT NEW WOOD DOORS AND EXISTING WOOD FRAMES W/ (1) COAT ULTRA SPEC 500 INTERIOR LATEX PRIMER AND (2) COATS BENJAMIN MOORE ADVANCE WATERBORNE ALKYD INTERIOR HIGH GLOSS.
3. FILL/ PATCH ALL VOIDS IN EXISTING WOOD FRAMES CREATED BY NEW WORK.
4. REMOVE EXISTING DOOR, FRAME AND ALL ASSOCIATED HARDWARE COMPLETE. PREPARE OPENING FOR NEW DOOR AND FRAME.
5. REMOVE EXISTING DOOR. FRAME TO REMAIN. PREPARE FRAME FOR NEW DOOR AND HARDWARE.
6. PROVIDE WEATHER STRIPPING.