

## Sample Drawings

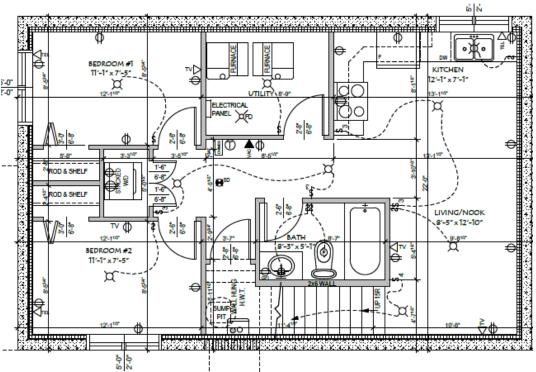
There are a few ways you can submit drawings for review and approval by the safety codes officer. There is a minimum amount of information that needs to be on the plans. Sometimes you may miss a few minor details, not to worry. The safety codes officer will comment on the plans and complete a plans examination to identify the code requirements that will be required to be completed for final inspection approval.

Typical drawing requirements;

- Name, address and telephone number of the owner.
- Dimensions of all rooms
- A description of the purpose of all the rooms
- The location of all walls, partitions, doorways, windows and other openings
- Identification of the life safety and heating/ventilation devices

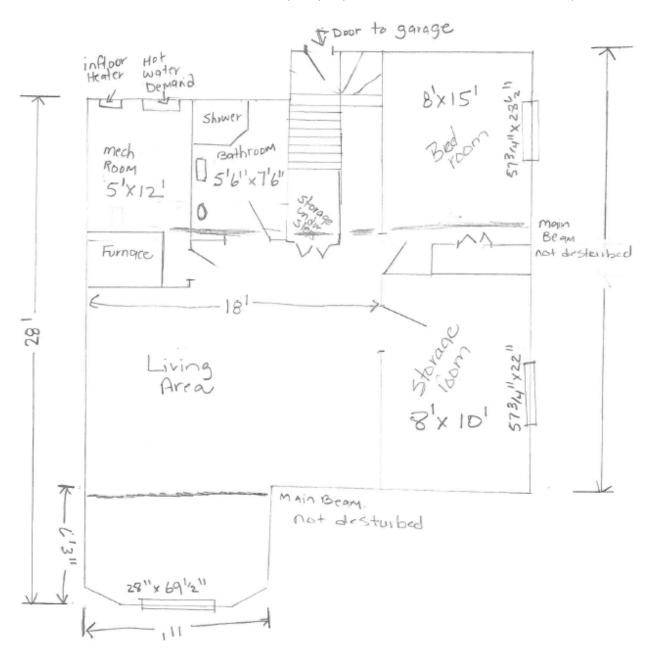
Here are some examples that you can use to get the idea of what we are looking for in some drawings.

Note the window sizes, door sizes, room sizes, smoke/Co detector, separate heat source, etc.



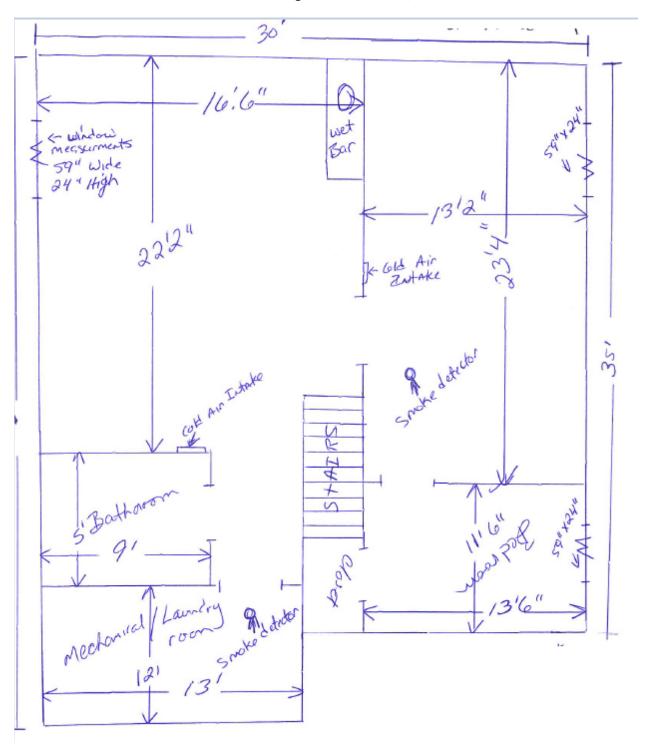


Not all drawings need to be professionally drawn. Straight lines, room sizes, window locations and sizes, room names, and stair location are pretty important details that need to be on the plans.



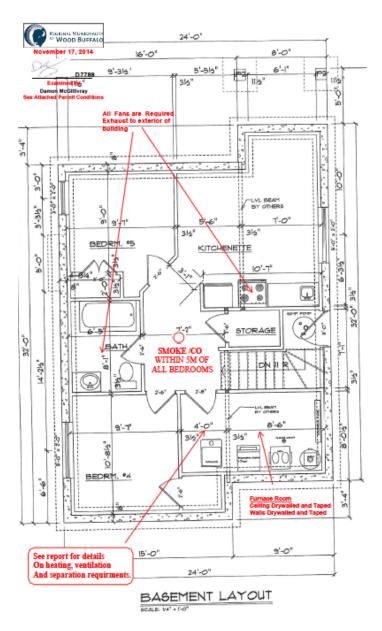


Most of the information is here, additional things to add would be; bathroom fan and door sizes.





When your permit is issues the safety codes officer will make some comments on your drawings. They will also stamp the drawings. In addition there will be a plans examination. The approved plans will look something like this;



It is important to build your project as per the approved stamped plans. If not you may be required to make some costly changes to make sure the project is compliant with the applicable building codes.

As you can see, there are different ways to submit your drawings for approval. If the drawings are inadequate, you will be required to re-submit the drawings in order for the permit to be approved. If you have any questions please contact current.planning @woodbuffalo.ab.ca or call 780 799 8695.