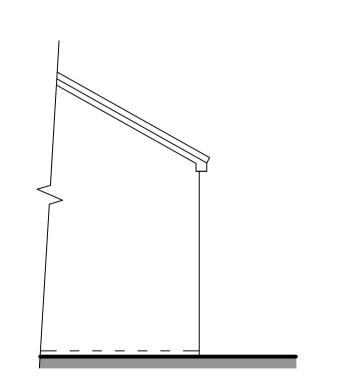


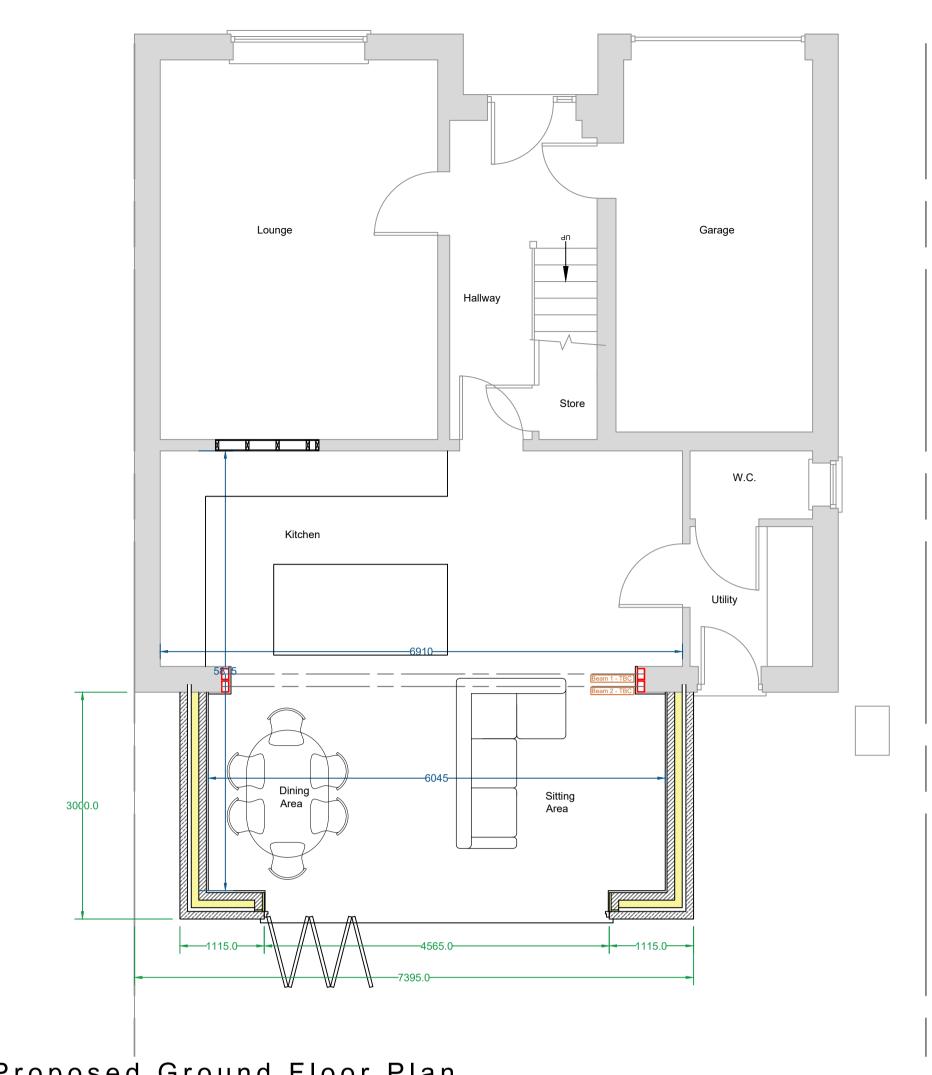
Existing Ground Floor Plan Scale (1:100)



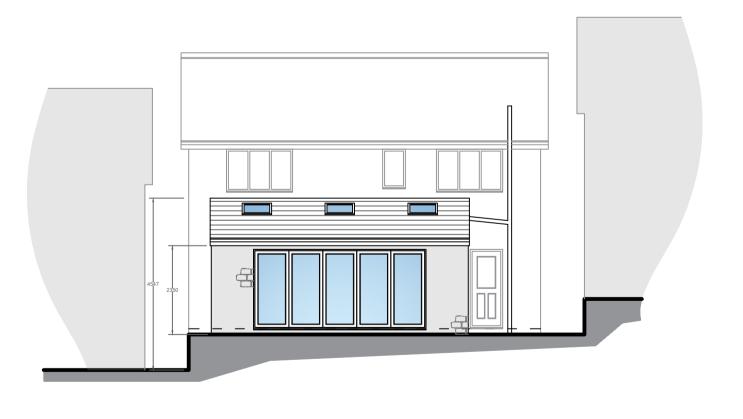
Existing Rear Elevation Scale (1:100)



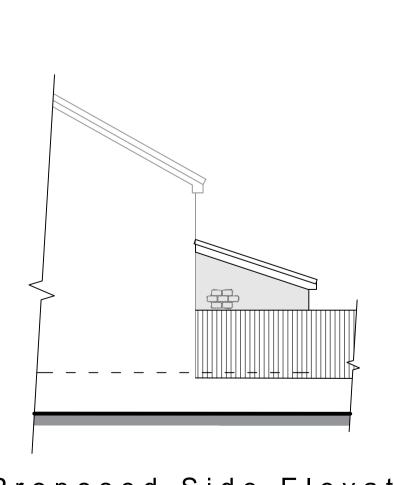
Existing Side Elevation Scale (1:100)



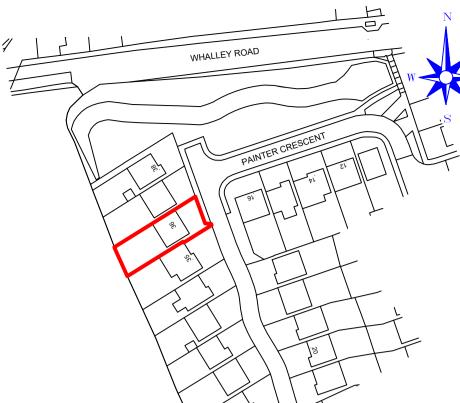
Proposed Ground Floor Plan Scale (1:50)



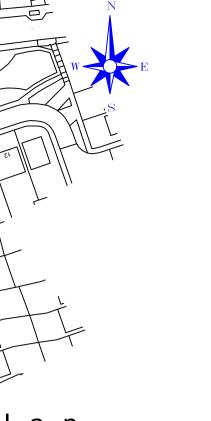
Proposed Rear Elevation Scale (1:50)



Proposed Side Elevation Scale (1:50)



Location Plan Scale (1:1250) ©Crown Copyright and database rights 2024 OS Licence no. 100041041





ALL WORK TO BE CARRIED OUT IN ACCORDANCE WITH THE BUILDING REGULATION ALL RELEVANT BRITISH STANDARD SPECIFICATION, CODES OF PRACTICE, LOCAL AUTHORITY BYLAWS, AND IN COMPLIANCE WITH THE LOCAL AUTHORITY APPROVALS. CONTRACTORS MUST CHECK ALL DIMENSIONS ON SITE BEFORE COMMENCING ANY WORK OR MAKING ANY SHOP DRAWINGS. WHERE WRITTEN

PROPERTY.

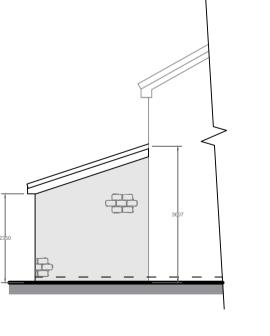
PLEASE NOTE, THAT IN CERTAIN SITUATIONS YOU WILL NEED TO ENGAGE A PARTY WALL SURVEYOR. FOR FURTHER INFORMATION AS TO WHETHER THE PARTY WALL SURVEYOR. FOR FURTHER INFORMATION AS TO WHETHER THE PARTY WALL ACT WOULD APPLY TO THE WORKS DESCRIBED ON THESE PLANS, YOU CAN VISIT THE OFFICE OF THE DEPUTY PRIME MINISTER WEBSITE AT: WWW.ODPM.GOV.UK. PLEASE NOTE THAT THIS LEGISLATION IS NOT ENFORCED BY THE LOCAL AUTHORITY WIND/OR THE BUILDING INSPECTOR AND UNLESS SEPARATELY INSTRUCTED, WE DO LOT GET INVOLVED WITH PARTY WALL MATTERS.

F THE PROPOSED WORKS ARE TO BE CARRIED OUT BY MORE THAN ONE CONTRACTOR THEN THE CONSTRUCTION (DESIGN AND MANAGEMENT) REGULATIONS 2015 WILL APPLY. DOR FURTHER INFORMATION PLEASE SPEAK TO THE AGENT OR LOOK ON <u>www.hse.gov.uk</u>

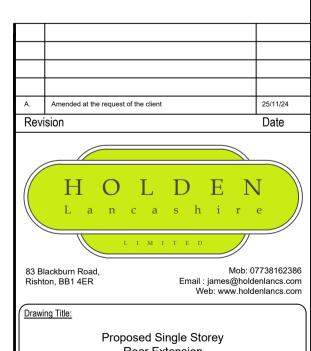
Existing Site Plan Scale (1:500)



Proposed Site Plan Scale (1:500)



Proposed Side Elevation Scale (1:50)



	web: www.no
Drawing Title:	
	Proposed Single Storey Rear Extension
Site Location:	

Mr & Mrs Steele

36 Painter Crescent, Billington, BB7 9XN Proposed Plan 06/11/2024 (Scale: 1:50/1:100 @ A1 Ref: 002

Metres 1:1250 0 20 40 60 80 100 120 140 160 180 200

Metres 1:100 0 1 2 3 4

Metres 1:500 0 5 10 15 20 25 30 35 40 45 50

Metres 1:200 0 2 4