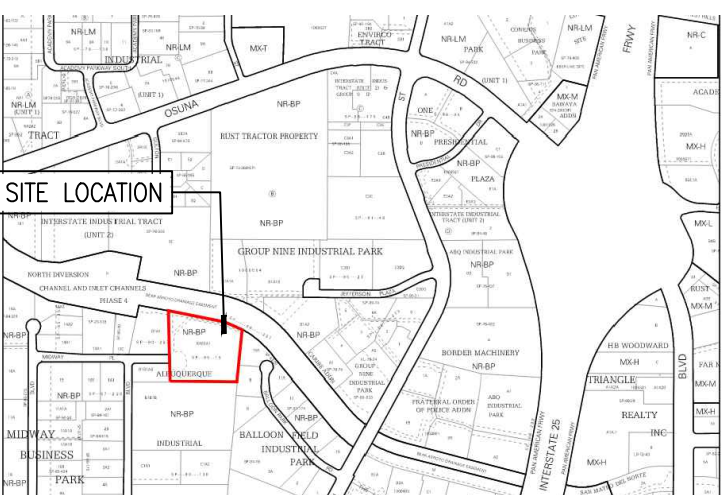


**Project Name:**  
ARRAY  
TECHNOLOGIES  
SECURITY  
FENCE

**Project Address:**  
3601 MIDWAY PLACE, N.E.  
ALBUQUERQUE, NEW MEXICO 87108



Key Plan

NTS

2	11/01/22	MINOR AMENDMENT - FENCE AND GATE ADDITION
1	9/2/22	MINOR AMENDMENT - FENCE ADDITION
No	Date	Description

Revision Schedule

ISSUE:	DRB SUBMITTAL
PROJECT NUMBER:	2225
FILE:	2225 AS101 R1.DWG
DRAWN BY:	PM
CHECKED BY:	RB
DATE:	11/01/22

SHEET TITLE

**SITE PLAN-  
ADMINISTRATIVE  
AMENDMENT**

**AS101**

**LEGEND**

- EXTENT OF LANDSCAPED AREA AND SIZE OF EACH AREA.
- EXISTING ASPHALTIC CONCRETE PAVING.
- EXISTING CONCRETE PAVING AND CONCRETE SIDEWALKS
- EXISTING NATIVE GRASSES
- PROPERTY LINE
- EASEMENT BOUNDARY
- FENCE

**KEYED NOTES**

- NEW 6' TALL CHAIN LINK SECURITY FENCE
- VEHICLE ACCESS GATE

**PROJECT INFORMATION**

**PROJECT**

ARRAY TECHNOLOGIES - NEW SECURITY FENCE

**OWNER**

ARRAY TECHNOLOGIES 3601 MIDWAY PLACE, N.E.  
ALBUQUERQUE, NEW MEXICO 87108

**ARCHITECT**

STUDIO SOUTHWEST ARCHITECTS  
2101 Mountain Road NW Suite B. Albuquerque NM  
87104

**LEGAL DESCRIPTION**

LOT B1B1A1, ALBUQUERQUE INDUSTRIAL PARK  
SITE: 101706215618530255

**ZONING ATLAS MAP**

E-17-Z

**CURRENT ZONING CLASSIFICATION**

NR-BP

**ORIGINAL ZONING CLASSIFICATION**

NO CHANGE -IP ZONE (INDUSTRIAL PARK)

**BUILDING TYPE**

OFFICE WAREHOUSE

**CONSTRUCTION TYPE**

TYPE II-B 100% FIRE SPRINKLER SYSTEM

**NUMBER OF FLOORS**

ONE FLOOR

**GROSS SQUARE FOOTAGE**

69,585 GSF

**ALLOWABLE AREA**

TOTAL ALLOWABLE AREA = 103800 SQUARE FEET

TOTAL BUILDING AREAS =69,585 SQUARE FEET

**BUILDING HEIGHT**

ONE STORY 43'-0" ABOVE FINISH GRADE

**TOTAL LOT AREA**

266,342 SQUARE FEET :6.1804 ACRES

**NET LOT AREA**

196,783 SQUARE FEET

**TOTAL PARKING & PAVED AREA**

86,728 SQUARE FEET

**TOTAL LANDSCAPED AREA PROVIDED**

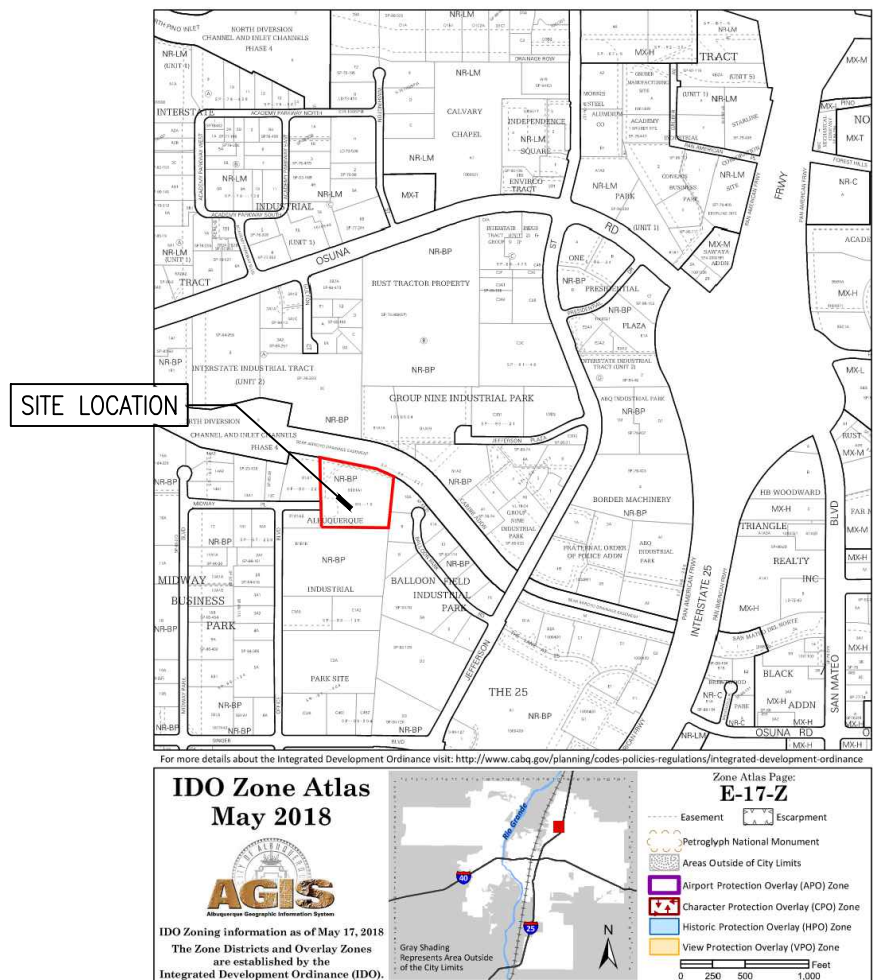
40,902 SQUARE FEET

**PERCENTAGE OF SITE LANDSCAPED**

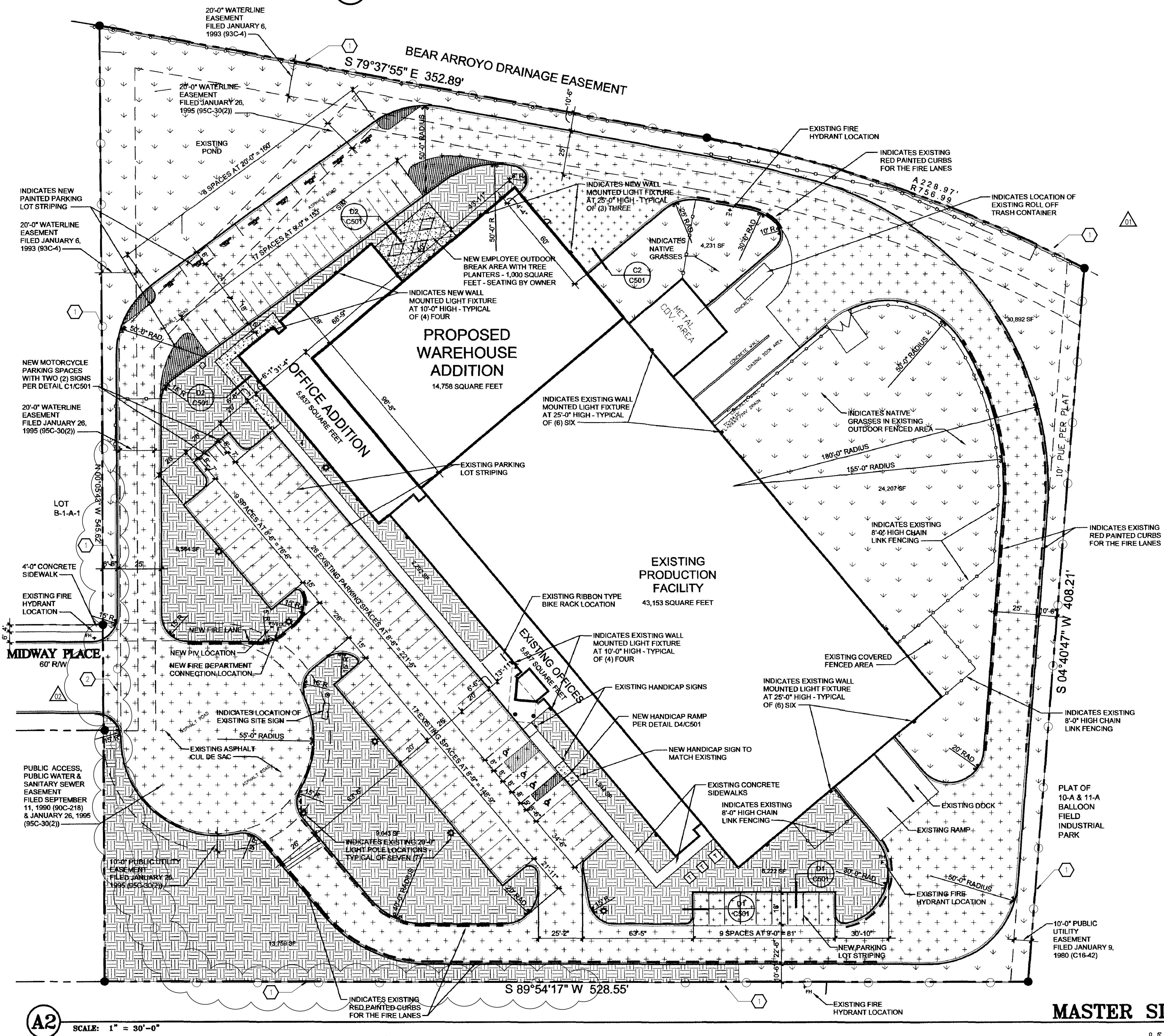
15%

**LANDSCAPE TO PARKING AREA RATIO**

1 TO 0.4882



**D3 VICINITY MAP / LOCATION MAP**  
NTS



**MASTER SITE PLAN**

SCALE: 1" = 30'-0"