

## City of Albuquerque

#### Planning Department

### Development & Building Services Division

### DRAINAGE AND TRANSPORTATION INFORMATION SHEET (REV 09/2015)

Building Permit #: City Drainage #: K20 D0
Building Permit #: City Drainage #: K20 VC Work Order#:
WOIK Older#.
Contact: Graeme Means #13676
To it amoone@highmoseg.com
E-mail: gmeans@highmescg.com
Contact: Annelle Darby
E-mail: annelle.darby@aps.edu
Contact:
E-mail:
Contact:
E-mail:
CERTIFICATE OF OCCUPANCY
PRELIMINARY PLAT APPROVAL
SITE PLAN FOR SUB'D APPROVAL
SITE PLAN FOR BLDG. PERMIT APPROVAL
FINAL PLAT APPROVAL
SIA/ RELEASE OF FINANCIAL GUARANTEE
FOUNDATION PERMIT APPROVAL
X GRADING PERMIT APPROVAL
SO-19 APPROVAL
GRADING/ PAD CERTIFICATION
WORK ORDER APPROVAL
CLOMR/LOMR
CLOMR/LOMR
CLOMR/LOMR PRE-DESIGN MEETING
CLOMR/LOMR PRE-DESIGN MEETING

ELECTRONIC SUBMITTAL RECEIVED: \_\_\_\_

COA STAFF:

# CITY OF ALBUQUERQUE



Richard J. Berry, Mayor

April 11,2016
Tune (, 2016 to

J. Graeme Means, P.E.
High Mesa Consulting Group
4715 Moon St NE
Albuquerque, NM, 87111

RE: Hawthorne Elementary School
Parking Lot Improvements
Grading and Drainage Plan
Engineer's Stamp Date 4-27-2016 (File:K20D013A)

Dear Mr. Means:

Based upon the information provided in your submittal received 4-8-2016, the above referenced Grading and Drainage Plan is approved for Grading Permit and Paving Permit with the condition that the north-westernmost first flush pond includes a sidewalk culvert spillway onto Copper Ave or General Somervell Street. The culvert cannot conflict with the ADA ramp.

PO Box 1293

Please ensure that the SO-19 Notes and the City's Sidewalk Culvert Standard Drawings are in the Construction Documents for the Contractor to adhere to. If there is a question regarding the planning of the culvert, the Contractor can contact Jason Rodriguez, 235-8016.

Albuquerque

If you have any questions, you can contact me at 924-3986.

New Mexico 87103

www.cabq.gov

Abiel Carrillo, P.E.

Sincerely,

Principal Engineer, Planning Department

Development Review Services