



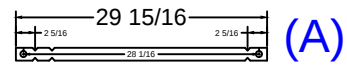
SEE DETAIL PAGE {	1	16' Wide Roman Sundeck Assembly
	4	4" x 20" x 48" Adj Offset Hinged ISC (Pilaster) *Skimmer
	2	16" x 16" x 48 w/Outside Corner-SA (6" Radius)
	QTY.	ROMAN END RADIUS PANELS
	2	49" x 48" - 94" Radius / Outside Panel
	2	44" x 48" - 84" Radius / Inside Panel
	2	51" x 48" - 84" Radius / Inside Panel
	2	50 1/2" x 4" x 48" - 94" Radius / Outside Panel
SKIMMERS {		
		STRAIGHT PANELS
	4	4" x 48" Straight Panel
	2	16" x 48" Straight Panel
	2	28" x 48" Panel
	34	36 x 48" Straight Panel

16' x 42'-8" - 10" Concrete Wall - Roman End
w/ 10' x 18' Vinyl Covered Sun Deck
Pool Perimeter = 107'
Pool Area = 628 S. F.
Approximate Gallons of Pool: 18,200 Gallons

Concrete Yards
- Pool Walls & Steps: 17.5 yards (16.4 exact)

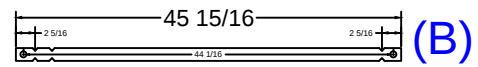
PANEL LAYOUT				 SEASONAL WORLD WE BUILD BACKYARDS!
JOB #: 555452 DATE: 6-22-2019 DRAWN BY: SA				
	REVISIONS			

per pour



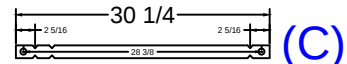
(A)

Qty (14) - Middle Ties - 26" Full Tie



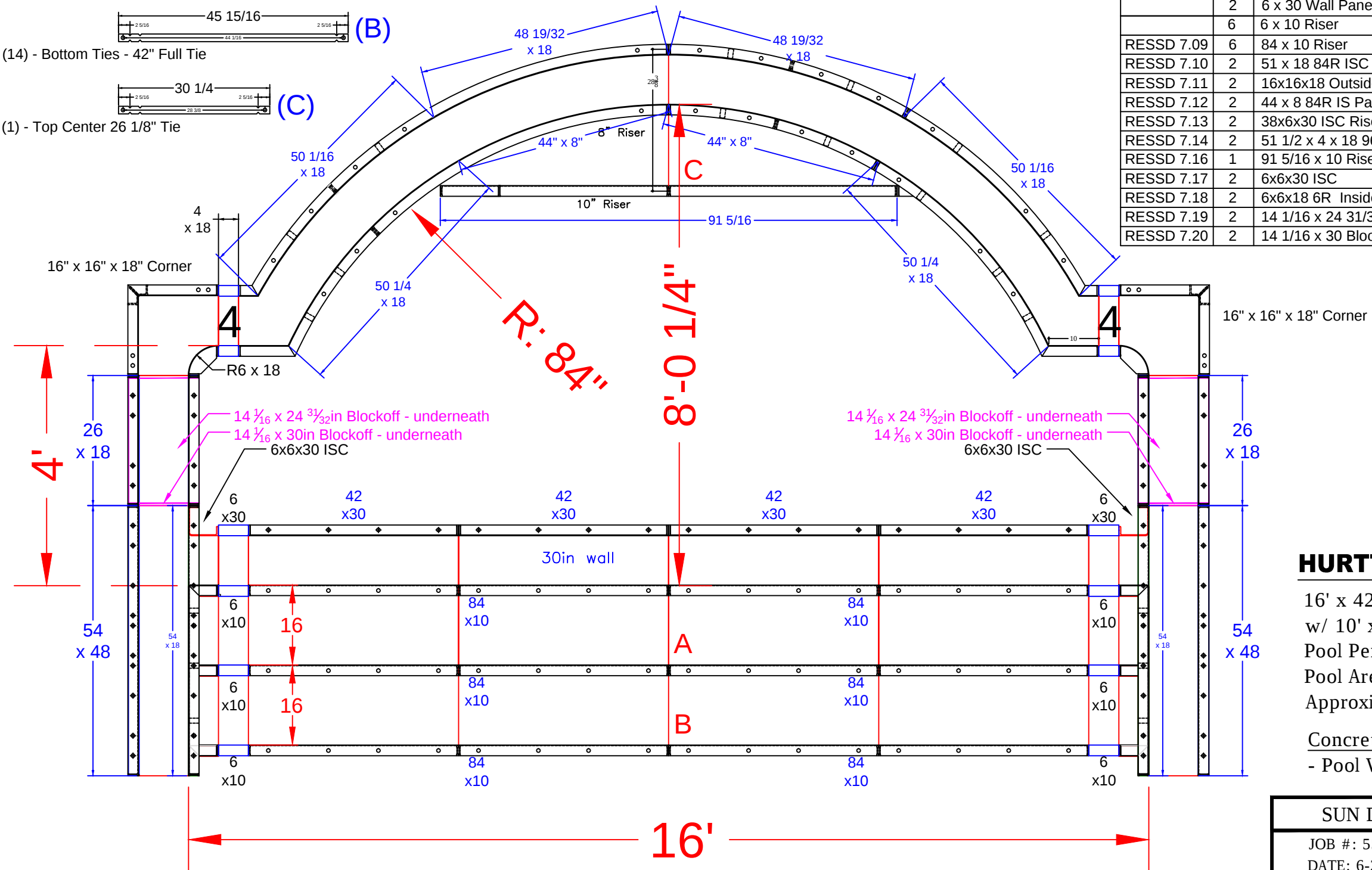
(B)

Qty (14) - Bottom Ties - 42" Full Tie



(C)

Qty (1) - Top Center 26 1/8" Tie



print #	QTY.	DESCRIPTION
RESSD 7.03	2	54 x 48 Wall Panel
RESSD 7.05	2	54 x 18 Wall Panel
RESSD 7.06	4	26 x 18 Wall Panel
RESSD 7.02	4	42 x 30 Wall Panel
	2	6 x 30 Wall Panel
	6	6 x 10 Riser
RESSD 7.09	6	84 x 10 Riser
RESSD 7.10	2	51 x 18 84R ISC Riser Side
RESSD 7.11	2	16x16x18 Outside Corner
RESSD 7.12	2	44 x 8 84R IS Panel Top Riser
RESSD 7.13	2	38x6x30 ISC Riser Side
RESSD 7.14	2	51 1/2 x 4 x 18 96R OS Panel
RESSD 7.16	1	91 5/16 x 10 Riser-2nd Top
RESSD 7.17	2	6x6x30 ISC
RESSD 7.18	2	6x6x18 6R Inside Corner
RESSD 7.19	2	14 1/16 x 24 31/32 Blockoff
RESSD 7.20	2	14 1/16 x 30 Blockoff

HURTT - 388 Whittier Avenue

16' x 42'-8" - 10" Concrete Wall - Roman End
w/ 10' x 18' Vinyl Covered Sun Deck

Pool Perimeter = 107'

Pool Area = 628 S. F.

Approximate Gallons of Pool: 18,200 Gallons

Concrete Yards

- Pool Walls & Steps: 17.5 yards (16.4 exact)

SUN DECK DETAIL

JOB #: 555452

DATE: 6-22-2019

SCALE: 1' = 1/2 "

DRAWN BY: SA



SEASONAL WORLD
WE BUILD BACKYARDS!