

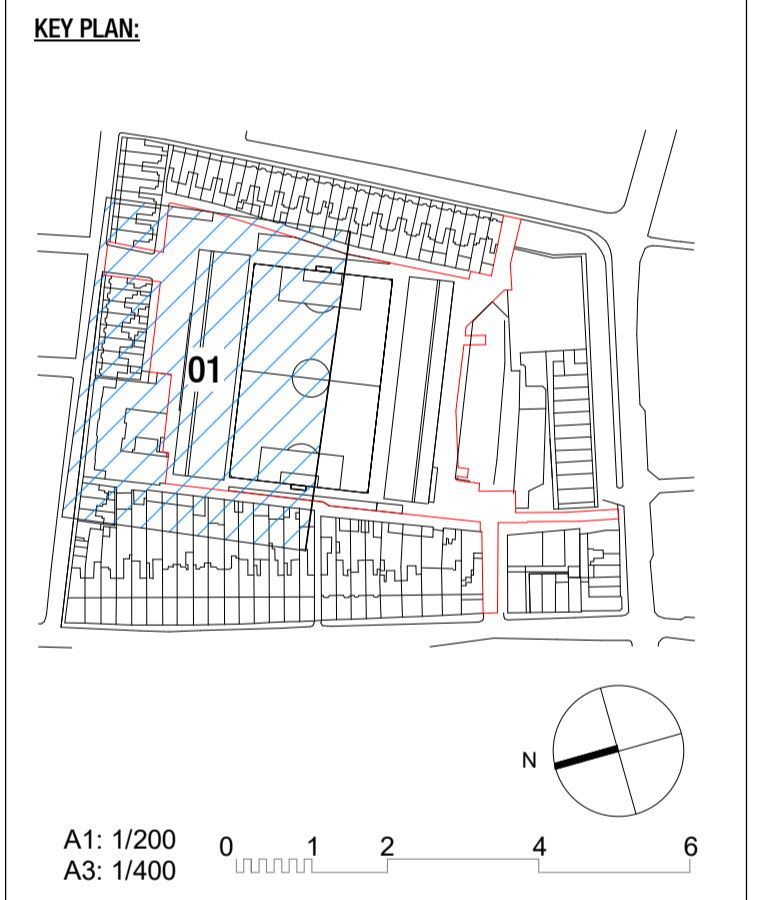
- GENERAL NOTES:**
- All dimensions are in millimeters. All vertical levels in metres and referenced to MSL datum unless noted otherwise.
  - All Architecture drawings to be read in conjunction with all relevant specifications, Structural Engineer's drawings, Services Engineer's and other Specialist's drawings. Any discrepancies between graphic and written information must be immediately reported to the Architect in writing.

**GENERAL LEGEND:**

— Proposed Site Application Boundary (c. 2.39ha)

This drawing incorporates information from the topographic surveys undertaken by APEX Surveys on 19/03/2021, 22/03/2021, 25/03/2021, 30/03/2021, 31/03/2021, and 02/04/2021. Drawing Number: 4685. GRID SYSTEM: Irish Transverse Mercator DATUM: Malin Head (OSGM15)

- DEPARTMENT KEY:**
- Competition Areas
  - Stadium Bar and Club Facilities
  - Concessions / Catering
  - Toilets
  - Stadium Control Room
  - Circulation Areas
  - First Aid
  - Storage and Plant Areas
  - Community Facility



|     |            |               |     |     |     |
|-----|------------|---------------|-----|-----|-----|
| 05  | 01/09/2023 | FOR PLANNING  | AA  | VB  | VB  |
| Ver | Date       | Issue Details | Dwn | Chd | App |



**Project**

**Dalymount Park  
Stadium Redevelopment**

**Dwg Title**

**Proposed GA Plans - Lower Ground Floor**

|                            |            |                    |                    |
|----------------------------|------------|--------------------|--------------------|
| Scale                      | Date       | Client Project No. | Origin Project No. |
| A1 1:200<br>A3 1:400       | 01/09/2023 | -                  | P - 102025         |
| Drawn                      | Checked    | Approved           |                    |
| AA                         | VB         | VB                 |                    |
| Drawing No.                | Status     | Revision           |                    |
| 102025-IDO-DR-A-2102-B1-00 | S4         | 05                 |                    |

