

G1 Generally to WHOLE BUILDING - INTERNAL & EXTERNAL: (G1 TO G14)

G1 Clean out and dispose from site (including roof, ceiling and subfloor spaces) all rubbish, debris and bird droppings.

G2 Hazardous materials: Remove and dispose from site all elements containing hazardous materials, e.g. asbestos, paint scraps/residues/assuming to contain lead, etc., in compliance with OHS&S regulations and NSW Workcover requirements.

G3 Retain in-situ all original elements, e.g. architraves, skirting, windows and doors joinery, fireplace mantle piece and surrounds, unless advised otherwise by Heritage Architect.

G4 Salvaged items: Where specified or as directed, salvage items for re-installation/re-use or to store on site as advised by Heritage Architect and cleared by Project Manager.

G4 Rainwater Gutter: Clean and clean out existing gutters and downpipes. Allow to repair/replace damaged or defective roof drainage systems to approved details. Replace missing rainwater goods including gutters, downpipes, hangers, brackets, etc. to match existing. Detail and install new gutters and new gutters and rainwater heads.

G5 Boxes and valley gutters: Inspect all flashing and, allow for repair/replacement if required, to approved details and materials.

Flashings: Inspect all roof flashings and chimney stepped flashings. Repair/reflex defective flashing, dressed to roofing pitch and flashings to match existing. Dress and replace damaged flashings to match existing unless otherwise approved. Make good disturbed areas and prepare previously painted surfaces for repaint in approved heritage colour scheme.

G6 Roof and Stormwater Drainage: Test and clear all roof and stormwater drainage. Ensure roof drainage is connected to street.

G6 Doors and Windows: Remove all boarding to windows and doors. Ease, adjust and make operable all openable doors and window sashes including flashings. Retain all original architraves, joinery, hardware and glass on doors and windows unless otherwise directed. Reinstall missing hardware and furniture to match original. Renew all sash cords, call frame/masonry connection where required and cover with select storm mould. Re-putty glazing where required to match existing.

G7 Safety Glazing: Provide approved safety film to all existing glazing. All new glazing to be safety glass compliance with relevant standards and regulations.

G7 Balcony Joinery (balcony posts, brackets, balustrades and flooring): Repair and make good only where elements are damaged or missing.

G8 Corbels: Repair and make good only where elements are damaged or missing. Details and finish to match existing.

G9 Awnings: Repair and make good only where elements are damaged or missing. Repaint in approved heritage colour scheme.

G10 Ceilings/Soffits: Repair and make good where elements are damaged or missing, unless specified otherwise. Repaint in approved heritage colour scheme.

G11 Services: Carefully disconnect, capped off, and remove all redundant service conduits, ductings, vent pipes, fixtures, fixings and fittings, and make good damaged surfaces.

Re-wiring: Allow for re-wiring to whole building for approved adaptive reuse.

Electrical items: Allow for replacement of smoke detectors, fire egress signage and fire fighting equipment to meet requirements under approved adaptive reuse of the building.

G12 Grafting: Carefully remove grafting using approved system. Make good disturbed surfaces.

G13 Generally: make good all damaged or disturbed surfaces, finishes to match existing. Repair surfaces of elements previously painted finish in approved heritage colour scheme.

G14 Painting: Investigate historic paint schemes of the building; repaint/paint building elements in approved historic colour palette, both externally and internally. Each paint system to consist of at least 3 coats.

Make good and repaint/paint all previously painted elements (existing and new) in approved heritage colour scheme.

Do not paint: Do not paint brickwork, masonry, stone, cast iron and wrought iron. Do not work and dispose of paint removed during works in compliance with OHS&S regulations and Workcover requirements.

Painted woodwork: Scrape off all loose flaking paintwork from existing timber elements, make good as necessary, prepare surfaces, prime and repaint in approved heritage colour scheme.

Painted metalwork: Strip all paint from existing metal elements using paint stripper as approved by Heritage Architect, do not sand and make good as necessary, rust-treat, prime and repaint in approved heritage colours. Do not paint copper surfaces unless directed otherwise.

Painted masonry: Clean off mould, scrape off all loose flaking paintwork and make good as necessary; prepare surfaces and repaint in approved heritage colour scheme.

GENERALITY TO ALL INTERNAL SPACES (G15)

Common remedial works to all interior spaces where specified were demolished or gut out:

- Repair/replace existing ceiling, make good to ready for finish
- Disconnect, capped off and remove all redundant services including electrical services (GPOs, switches, lighting, light fittings, ceiling fans, etc), telecommunication outlets, plumbing, etc, unless specified otherwise.
- Remove all redundant services, including gas, water and fire spreaders, and low voltage services.
- Remove all redundant light fixtures, fitting and fixings, eg. wall/mounted heaters, switchboards, call button panels, lighting fittings, built-in cupboards, curtain tracks, etc, patch holes and make good damaged areas for repainting
- Repair damaged flooring, to match existing finish or as specified.
- Carefully remove graffiti and approved spray system.
- Make good and repaint all previously painted elements in approved colour scheme.

ROOFS

- R1** Slate roofs: Inspect existing slate roofing and where required, allow for repair to damaged/defective slates. Allow to repair defective mortar at terracotta ridge capping as required.
- R2** Metal roofs: Remove existing metal roofing as indicated on drawings. Install new roofing as indicated on drawings.
- R3** Fascia: Repair/replace rotting or missing fascia with new WRG, profile to match existing. Paint finish.
- R4** Re-fix eaves lining.
- R5** Missing rainwater goods: Replace missing rainwater goods such as gutters, rainwater heads, downpipes, astragals, gutter brackets, and gutter straps, in 0.8mm copper to match original in dimensions, profiles and details.
- R6** Box Gutters: Inspect box gutters and allow for repair/replacement as required. Allow for 0.8mm thick copper for replacement, to approved details.

- WA1** Stonework repointing: Repoint all joints where mortar is missing with lime mortar.
- WA2** Brickwork repointing: Repoint missing or defective mortar joints at brickwork with approved mortar mix.
- WA3** Patch repair holes in masonry walls with synthetic mortar to heritage specification.
- WA4** Whisker missing and damaged, replace with new brick, profile and finish to match existing. Make good disturbed surfaces and repaint in approved heritage colour scheme.
- WA5** Carefully clean off mud and dirt from walls by hand using water and a soft brush only.
- WA6** Carefully remove all plants growing on masonry walls and/or joints by first treating the plants with approved weed killer, then remove the dead plants from the masonry walls after two weeks or when plant is dead.
- WA7** Carefully remove rusted metal fixings. Where required, replace with approved new fixings, make good damaged areas to match existing finish.
- WA8** Wall vents: Replace damaged air vent with new, details to match existing, paint finish to approved heritage colour scheme.
- WA9** Remove existing weatherboard cladding and tie-clad with fibrous cement lining to detail, prepare for paint finish in approved colour scheme.
- WA10** Mortar patch cracks, make good disturbed surfaces and finish to match existing.
- WA11** Retain evidence of original staircase on wall.

DOORS & WINDOWS

DW1 Replace broken/missing glazing or intrusive infill with new safety glass pane, to match original details or as approved.

DW2 Remove exhaust fan installation from window pane and replace damaged glazing with new safety glass. Make good disturbed surfaces and prepare for repaint.

DW3 Remove, Repair architectural and joinery work where required, replace-repair rotted areas of woodwork, putty repair cracked areas. Make good disturbed surfaces and finish to match existing.

DW4 Replace existing door with new door to match original or as specified by Heritage Architect.

DW5 Replace existing window and make good disturbed surfaces.

DW6 Remove existing door/window and if required, replace with new door/window as specified and approved. Make good opening and damaged surfaces for repair.

DW7 Salvage existing door leaf and re-install where missing.

BALCONIES AND VERANDAHS

V1 Balcony flooring: Repair or replace rotted timber floor boards with new, the timber species, sizes and profiles to match existing. Make good disturbed surfaces. Lightly sand flooring surface, and finish with 2 coats of tung oil.

V2 Repair/replace balcony and verandah ceiling elements only where missing or damaged. Repair paintwork and joinery to approved heritage colour scheme.

V3 Verandah floor tiles: Refix loose floor tiles and replace missing floor tiles with new tiles, all to match existing patterns, colours and details.

V4 Replace missing edge nosings with new, to match existing in material, colour and profiles.

METAL BALUSTRADE
M1 Strip paint off, remove rust, rust treat, prime and repaint in approved colour scheme.

TIMBER ELEMENTS
T1 Salvage and re-instate, or replace with new, missing turned balusters to match existing.
T2 Investigate and repair/replace termite damaged floor framing structure and flooring.
T3 Investigate and repair/replace termite damaged roof/ceiling framing structure and lining.

OTHERS

OT1 Carefully capped off and remove redundant services conduits and ductings, vent pipes, fixings and/or fixtures. Make good damaged surfaces to match existing finish, prepare surfaces for repair.

OT2 Remove redundant signage make good damaged surfaces to match existing finish, prepare surfaces for repair.

OT3 Carefully remove graffiti from surface using approved system. Make good disturbed surfaces to match existing finish.

OT4 Remove insecure/obscure structures or infill. Make good damaged surfaces and elements, to match existing finish.

OT5 Remove security bars to window/door and make good damaged surfaces.

OT6 Gut out and remove all existing interior fittings, fixtures and services. Allow to demolish or part demolish existing walls, etc. as indicated on drawings for approved adaptive reuse of the space. Allow to repair and make good all retained elements, and prepare surfaces for painting/repainting in approved colour scheme.

OT7 Remove wall and/or floor tiles, make good and match existing finish and repair.

OT8 Salvage and restore existing fireplace mantelpiece where fallen off.

LANDSCAPE ELEMENTS

LA1 Stone Steps: Retain in-situ. If required, re-bed stone steps to structural and heritage detail.

LA2 Historic Terrace Walling: Retain in-situ. If required, stabilise walling to structural and heritage detail.

LA3 Carefully remove existing treep plantings as indicated on drawing. Seek arborist's advice as required.

LA4 Lower adjacent grounds to 150mm below existing wall vents for sub/soil ventilation. Re-grade grounds to fall away from wall. Allow for relocation of existing termité bait stations by termite consultant (see name and contact details from Principal).

LA5 Remove steps, and if required, replace with ramp to detail, make good disturbed areas.

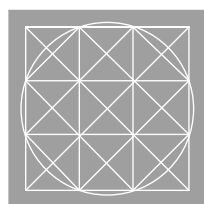
This design has had no input from relevant planning and services or BCA consultants and should not be construed as final.

Existing- Elevations

DRAWING No
DA 444



SCOTTISH HOSPITAL - 2 COOPER ST. PADDINGTON



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SCALE AT A1

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REVISION
A

PROJECT No

ITEM No
00405

36125

PROJECT ADDRESS
2 COOPER ST. PADDINGTON

CLIENT
Presbyterian Aged Care PADDINGTON

DRAWING TITLE

Existing- Elevations

DRAWING No
DA 444