

JUSTIFICATION STATEMENT FOR SPECIAL LAND USE APPLICATION

Player One Gaming, LLC / Gamers Heaven South Florida

Lyons Plaza

1447 Lyons Plaza, Coconut Creek, FL, 33063

Folio 484230200010

Zoning is B4, Regional Shopping



OWNER:

CBRE GROUP, Inc

CBRE Corporate Headquarters:

2100 McKinney Avenue, 12th Floor,

Dallas TX, 75201, US

Phone: (954) 525-7895

Contact: Steve Thompson

st@sflregroup.com

APPLICANT:

Player One Gaming, LLC

1447 Lyons Plaza, Coconut Creek

Florida, 33063

Phone: (954) 821-4351

Contact: Joseph M Hanley

soflo.player1@gmail.com

GENERAL STANDARDS FOR SPECIAL LAND USE JUSTIFICATION:

1. **The proposed special land use will be in harmony with nearby uses permitted under Article III of this chapter.**

Gamers Heaven South Florida is a multi-purpose Local Area Network “LAN” Center concept designed for consumers of all ages. Our location will feature state of the art gaming areas with fully loaded PC’s that will be able to be utilized by students for school/consumers for gaming. We will also feature a 32’x16’ stage for community entertainment, a café space complimented by a community library with lounge/café seating, a theater screening room, workshop desk space for students/classes, private conference rooms that will be soundproofed for public use with screens and sound systems, and a tabletop area featuring large tables adequately spaced apart for large groups.

- **Our Definition of Gaming:** We are exclusively referring to video games such as PC gaming, console gaming, board gaming, tabletop gaming, and trading card games. The nature of these games will be monitored and regulated by us and our franchise. Our personal store and the franchise will contain no game or event that includes or even remotely promotes gambling/betting of any kind. Each game that we provide/facilitate must be approved by the franchise, adding a second layer of protection regardless of it being mostly unneeded.
- **An Explanation of our Theater Screening Room:** This room will contain seating for approximately a party of twelve or so and will feature an overhead projector screen with surround sound. This theater room will primarily be utilized as a community hub to give presentations and watch streaming movies or shows (such as Netflix or HBO). This would be

no different than any recreational center that features a conference room with a screen that could be streamed to by an external device. Of course, we will ensure that whatever is screening inside the room is up to our standards, especially concerning minors. If a show/movie/program of any kind is being shown, it must coincide with being age-appropriate as far as the official rating given and our own discretion. We will have additional authority to restrict a show/movie/program should we simply not feel “comfortable” with its contents or the nature of its viewers. We aim to be family friendly. If the community wishes to watch something more intense, special permission may be given as long as each viewer coincides with our standards and are approved by a parent/guardian if under the age of 18. We still will deny or refuse anyone who we think is not a suitable viewer for whatever is being shown, regardless of the parent/guardian approval if applicable. We aim to be a safe and secure place for all ages and will fight for this goal in every aspect.

- **Minors and Alcohol:** In accordance with the law, possession and consumption of alcohol will be restricted to all those below the legal age. If any alcohol is to be purchased, our staff will be required to check a valid ID to determine the age of the purchaser and furthermore inquire as to who will be the consumer of the alcohol itself if there is any cause for suspicion. A suitable response must be given to our satisfaction in the event of any suspicion. Further monitoring will take place after the sale has been made. Our patrons will also be encouraged to report any and all suspicious activity in terms of illegal alcohol consumption and possession. We are prepared at all times to report the unruly patron so that they might be punished to the fullest extent of the law. In addition, the offending party may be outright banned from returning depending on the severity of the case. We will have zero tolerance for anything that disrupts the safety of our minors. If a fake ID is detected, it will be reported to the authorities so that the offender might be punished to the fullest extent of the law. In accordance with Florida law, adults are not allowed to authorize underage alcohol possession or consumption within our facility.
- **Additional Notes for the Regulation of Minors and Alcohol:** This will be a constantly evolving process that will be given the highest priority. We plan to mimic the tactics of others that have/are succeeding in this category by designating a minor via a bracelet or some similar form of identification. These bracelets will be the very same plastic ones utilized by large theme parks and concerts and are not easily tampered with. If the amount of people is too much for bracelet monitoring (as even these bracelets could still be manipulated), we will again imitate successful methods of others by using a more permanent pen/marker to place a stamp onto the back of the minor’s hand. As initially stated, this will be an evolving process as we innovate our strategy.
- **What is a Minor?:** We will be keeping with Florida law which states that the age of consent is 18. Anything under this age of 18 is considered a minor. **All verbiage regarding alcohol and minors extends to those who are under the legal drinking age of 21.**
- **Additional Step for Safety:** In addition, a statement will be framed and posted within our facility encouraging the reporting of suspicious activity of any kind. Criminal activity will not

be tolerated as our top priority is ensuring the safety of our guests, especially those who are underage.

We want to utilize our space for various after-school activities to best use our location in serving the various high-schools/colleges in the immediate area.

Our main social industry would be the Electronic Sports “eSports” sector. We have designed our space to present the best streaming/gaming/training experience possible. This would include the competitive & casual scenes alike. The eSports industry has been largely in the spotlight during the past couple of years, especially throughout the era of lockdowns/social distancing. Gamers Heaven South Florida aims to bring that community together, providing a physical location for the consumers and enthusiasts of this industry who normally would have only their own office space/home video game area to utilize. We want to cultivate fellowship and provide an outlet for social gatherings to those who may have never had the opportunity.

- **Important Note:** Gamers Heaven South Florida will not facilitate or tolerate any betting/gambling of any kind within our location. This includes sports betting, online gambling/betting, and even money transactions between guests/patrons. All betting/gambling of any kind will be restricted and completely prohibited within our facility.

Additional events we would like to include in our list of services would be as follows:

- Community Art Events. These will be a priority for us as we feel strongly about the youth being encouraged and able to express themselves and display their creations from week-to-week for the public to see.
- Seasonal Themed Events. These would provide the community things to look forward to whether it be a costume making event during late fall or a figurine assembling event during winter.

- **Additional Notes on Parking:** We will be specially attentive to our neighbors, complaints of any kind, and the capacity of the parking lot during these special events. We will contact our neighbors to coordinate what date would be best for us to host a special event that may take up additional parking. It will also increase awareness for our neighbors should their own plans be impacted by perhaps additional festivities. Our goal will be to avoid “double events” so that all business owners can utilize the parking lot safely and efficiently. All of our events will be contained entirely within our store.

The Gamers Heaven franchise hopes to become influential enough to invite influencers, actors, and eSports athletes to participate in various meet & greets, signings, workshops, and so much more.

We are highly interested in planning various clubs such as after school modeling & painting workshops and book clubs. One of our hopes is that we can cleverly cultivate a desire to read books within the community. We have taken steps to encourage this, such as our community library space which we have placed directly next to our café area. There will be no cost for anyone to simply walk in and read a book.

Our ownership has been involved in the eSports industry for a number of years. We have an existing network within the community prior to opening this business and we believe that our past involvement and our respective ages will connect very well with the young people of coconut creek.

Our high-school/college involvement will be very much anticipated by us. We hope to build-out our stage area so that it might give opportunities to teachers that might not have the option to provide their class with extra rehearsals before a production. We will have a large number of powerful gaming PC's that will be able to handle and be compatible with any program run on a college campus. Many computer modeling programs require components that most CPUs will not contain. Our computers will be able to feature some of the most powerful GPU's (Graphics Processing Units) on the market and will provide schools with an opportunity that might be out of reach.

We will appeal to the "Fictional Fan" communities as well as the eSports communities. Sometimes referred to as "Pop Culture", there has been a growing demand for superhero/comic/sci-fi/fantasy merchandise and events (such as movie/show screenings). Gamers Heaven is designed to include all of these things as eSports & Pop Culture very much overlap in numerous ways.

2. The proposed special land use will be in harmony with nearby existing uses.

The proposed facility is designed for a family friendly atmosphere that consumers of all ages can come together and enjoy while being respectful of our fellow plaza businesses and beyond. We will pay very close attention to the noise output of our location both inside and outside. We are aware of the residential areas nearby and of perhaps thin walls between us and our neighbors. During build-out, extra steps will be taken between us and our contractors to include sound-proofing and attentive acoustics in terms where/how our sound is built.

Gamers Heaven South Florida will provide family-friendly, modern, safe, and unique entertainment to the immediate community and beyond. Our entire space of approximately 9,700 sqft will provide this additional entertainment and potential new revenue to our neighboring businesses in both our own Lyons Plaza and the bordering Coconut Creek Plaza.

- **HOURS OF OPERATION**

As will be explained in more detail in the following section, our proposed hours of operation will be:

- Tuesday through Sunday - 11:00am to 3:00am
- Monday - Closed

3. The proposed special land use must be reasonably compatible with surrounding and adjacent uses in its function, its hours of operation, the type and amount of traffic to be generated, the building size and setbacks, and its relationship to land values.

Gamers Heaven proposes the construction of a café which includes a bar-space that will sell beer and perhaps wine products (with the consideration and allowance of the winery next door). The hours of operation of the entire space will be from 11am to 3am from Tuesday through Sunday. The opening times are subject to change depending on the schools that might request private class sessions. We would like to customize our hours so that they might coordinate with the needs/wants of a high-school/college. These hours of operation will cause no ill effects for surrounding uses, and we will be respectful in terms of the traffic generated by our events or special days of interest. Our project, being part of a franchise, has been sized and planned based on existing locations.

Note. All MINORS will have a curfew of 10pm unless there is a special event that particularly involves them that allows for special supervision. Minors that wish to stay past 10pm must be accompanied by a parent or guardian.

4. The proposed special land use will be in the best interest of the City, the convenience of the community, the public welfare, and be a substantial improvement to the property of the immediate vicinity.

Gamers Heaven South Florida occupies approximately 9,700sqft of space in Lyons Plaza. We believe that with consumers of all ages, we will bring brand new foot traffic and awareness into the plaza. We could increase interest in prospective tenants who are on the fence about renting in the plaza. We could also increase the business revenue of our neighbors around us by attracting a new demographic that might have otherwise never visited the plaza or the city. Our franchisee partners up in PA have reported consumers travelling 3 or more hours to attend an event at their Gamers Heaven store. There is a large competitive scene in the eSports industry and we will be hosting various tournaments where players of all ages and backgrounds will be traveling to our store (sometimes from out of the country) to participate in local, national, or franchise wide circuit “qualifiers”.

Our franchise ownership is Korean and brings very unique merchandise to the community that might otherwise be difficult to find. There is a massive Asian market that thrives on “kpop”, Asian Fictional Pop Culture (Known sometimes as “Otaku”), eSports, and various Asian food items and decorations. This would be another large demographic attracted to our store in Lyons Plaza, Coconut Creek.

Being open late, providing an open-concept to the public for community-created events/clubs while providing snacks/beer/wine, collaborating with schools, offering ethnic/unique merchandise, and the featuring of modern equipment for gaming will provide the plaza with a unique location that we believe will boost the attention of travelers and a largely untapped demographic to perhaps the entire city.

- **Note about Occupancy/Number of Visitors:** We believe that we could very well generate a large amount of attention from families containing all ages. We will assess and constantly re-assess our number of visitors so that we might be aware of how this might disrupt/affect the harmony of the plaza. We expect to entertain approximately a hundred or so guests at a

single time during busy hours when there is no event taking place. This number might increase up to about 200 or so during events. During slower days, we expect no more than about 50 or so visitors at any one time at the most. These are just guesses and we will try our absolute best to be cognizant of our neighbors and keep in mind our “busy hours” and convey this information to our neighbors so that there will be no disruption and an overall increased awareness of our business community in Lyons Plaza.

We will conduct ourselves in a respectful and courteous way so that we might cultivate the same respect and courtesy within our community.

5. The proposed special land use will contribute to the economic stability of the community.

The Gamers Heaven is a national franchise that has generated many jobs for young people, especially students. We believe in Florida’s community/economy and, as previously stated, are working on opening three additional stores in the state. This is a lofty goal and one that, if completed, could bring a wonderful, brand new experience to all consumers. Florida is the only state within the franchise that is planning to open more than one location within it at the current moment. We believe that this location is immensely important as it is the first within the state. It is titled, “Gamers Heaven South Florida”, because it will reach and impact that entire region. We want our store to be the hub that connects the Gamers Heaven Florida community at Lyons Plaza.

6. The proposed special land use will not decrease public benefit or increase undesirable impacts other than those resulting from the use of the site as permitted by right under Article III of this chapter or some other special land use permitted on the site.

Lyons Plaza has a B-4, regional shopping district zoning designation which provides for a broad range of uses including restaurants, medical offices, dance, musical instruction, martial arts studios, gyms, exercise clubs and trade, technical and business schools, all as permitted uses. All of these uses function similarly to Gamers Heaven South Florida. A notable difference should be highlighted as follows: Most of our neighbors’ patrons will use multiple short trips throughout the day for things like doctor visits, dining or exercise, patrons to our facility remain on site for several hours or more, thereby reducing the number of car trips and traffic within and to the plaza. Our staff will be required to utilize the parking located in the rear of the building as needed.

7. The proposed special land use will not result in more intensive development than what is approved by the land use element of the comprehensive plan.

Much of our activity happens after school or workday hours or weekends. We open our doors at 11am to the public and don’t expect to be busy until after 5 or even 6pm. Our neighbors and

their existing businesses and other uses in the plaza will be either closed or ending their work day during our busy hours. The timing of this should coincide quite nicely.

8. The proposed special land use will be consistent with goals, objectives and policies of the comprehensive plan.

Being a franchise is advantageous to us as since we are already established and, at this time of writing, have two other stores operating under the comprehensive philosophy/goals/objectives/policies that we have described here and match the franchise comprehensive plan and its goals/objectives/policies. We will be regulated by the franchise and are dedicated to providing a safe, secure, entertaining, leaning, encouraging, supportive, community-focused environment for all ages. There is no minimum age limit as our facility welcomes the entirety of a family.

We believe that this proposed use in a vacant existing plaza supports the City's comprehensive plan goals, objectives, and policies to provide commercial recreation activities to service permanent and seasonal populations

SPECIFIC STANDARDS FOR ALL SPECIAL LAND USES

1. The proposed use will not reduce the level of service provided on any street to a lower level than would result from a development permitted by right.

This is a new business that fits within the restrictions of the plaza. All services were previously approved during the development of the retail center, and there will be no reduction thereof.

2. The proposed use will not result in a significantly greater amount of through traffic on local streets than would result for a development permitted by right.

This is a new business that fits within the restrictions of the plaza. All traffic standards were previously met during the development of the retail center, and there will be no increase in through traffic.

Other existing Gamers Heaven franchise stores across the nation have shown us that most visitors to our facility generally arrive and remain on site for a while, thus limiting vehicular traffic. In addition, employees will be required to park in the rear of the building as needed to further limit traffic at the front of the plaza and to free up parking that could be otherwise utilized by our patrons or the patrons of our neighbors.

3. The proposed use will not require extension or enlargement of the thoroughfare system at a higher net public cost than would result from a development permitted by right.

No extension. No enlargement or reconfiguration of any thoroughfare will be required.

- 4. The Proposed use will not require enlargement or alteration of utility facilities, drainage systems, and other utility systems other than what would result from a development permitted by right.**

There will be no enlargement of any such systems. This is an existing facility and Gamers Heaven will only use those existing utilities and drainage systems that are currently in place.

- 5. The proposed land use will not demand greater municipal public safety services exceeding the demand resulting from a development permitted by right.**

No additional public safety services will be required, due to the nature of our facility and the hours of operation.

Our franchise policy includes extensive information on the following: Health and Food Safety, Fire Safety, Security Procedures, Opening/Closing Safety Procedures, Practice for Safety during a Robbery, Educating the Public in terms of Safety, Service Animals, Brand Public Relations, OSHA Regulations, Emergency Closings, Garbage Removal and Overall Cleanliness of the Space, Police Involvement for Events or Emergency, Food Preparation & Kitchen area, First Aid, Ongoing Training and Monitoring by the Franchise, Certificate of Insurance, Insurance Coverage, Public Relations Family, Computer Safety, Server Security, Employee Training, Mission Statements & Philosophy, How to Interview, Brand Ambassadors, Serving the Community.

There are over 300 sections of reading/training/overseeing from the franchise. There are two stores open and operating with no issues in this category.

- 6. If the special land use is combined with another special land use or permitted uses on the site, the overall intensity and scale of uses on the site is appropriate given the adequacy of the proposed buffers and the setbacks and the land uses surrounding the property.**

The proposed land use is not combined with other special land uses. All buffers and setbacks were approved during the development of the retail center.



Engineering & Planning, Inc.

1172 SW 30th Street • Suite 500 • Palm City • Florida • 34990
(772) 286-8030 • www.mackenzieengineeringinc.com

Memorandum

To: Gamers Heaven South Florida
From: Shaun G. Mackenzie, P.E.
Date: June 12, 2022
Re: Gamers Heaven (Coconut Creek) - Traffic & Parking Statement

Introduction

Gamers Heaven is a new 9,824 SF tenant proposed at 1447 Lyons Road within the existing 81,228 SF existing shopping center (GLA of Retail Center and Outparcels) based on property appraiser data. No additional building square footage is proposed for addition or subtraction from the building footprint. Gamers Heaven is an entertainment and retail venue.

Transportation

Gamers Heaven will be located within the existing 81,401 SF Lyons Plaza Shopping Center. The use is consistent with those found within shopping as described in the Institute of Transportation Engineering's (ITE) manual, *Trip Generation (11th Edition)* for Land use Code 821 – Shopping Plaza (40k-150k GLA). "A shopping plaza typically contains more than retail merchandising facilities. Office space, a movie theater, restaurants, a post office, banks, a health club, and recreational facilities are common tenants."

Because this use consistent with uses within found within a shopping plaza, there are no new trips generated by the tenant as compared to the originally approved Lyons Plaza. Trip Generation is based ITE's Land Use 821, Shopping Plaza (40k- 150k) without a supermarket.

New Trip Generation – 0 Daily, 0 AM Peak Hour, 0 PM Peak

The overall net and driveway trip generated by Lyons Plaza are shown in Exhibit 1.

Parking

Gamers Heaven will be located within the existing 81,401 SF Lyons Plaza Shopping Center, which contains 466 spaces based on the approved 1984 site plan. Gamers Heaven is a typical use found within a shopping center. Therefore, in accordance with City Code Section 13-401 shopping centers of similar size are required to provide a



FOLLOW US



COMMUNITY OUTREACH

5:30PM - 6:30PM

WEDNESDAY JUNE 22

AT GAMERS HEAVEN
1447 LYONS PLAZA



VIDEO GAMES | ANIME | CAFE | MANGA LIBRARY | BOARD GAMES
OPEN PLAY TABLES | MOVIE THEATRE | TOURNAMENTS | EVENTS

Public Outreach Summary:

As requested, we notified our neighbors 14 days before and hosted our public outreach after work hours so that the majority of those interested could attend.

- We set up two folding tables outside our door so that we could welcome all guests who may have found it difficult to locate us.
- We provided:
 1. Water
 2. Soda
 3. Maps of our inside layout
 4. Stickers (That we made ourselves)
 5. Coupons that can be redeemed in-store
 6. Our banner (that hung in front of the table)
 7. Little goodie bags that contained some of the above as well as our business card
- We conducted safe and secure tours through our property in sets of 2 to 3.

We ended up having a large turnout which surprised us! A lot of our neighbors in the plaza came by to wish us well and chat for a bit including those from our local community. All smiles and a lot of questions. The weather was favorable and we actually went way over our originally planned time!

Our public outreach began at 5:30pm on 6/22 and ended around 8:00pm (We had originally planned for an hour or so).

—

John, Sarah, Krystina, and Joseph.
The Gamers Heaven South Florida Team



GAMERS HEAVEN

SOUTH FLORIDA

Name

Gamertag (social handle*)

1. Kaylie Elise

@ Careofwonderz

2. Clara Fleeter

3. Ernesto Pineda Velasco

@ Pentium 20 (Xx) @ernedriago

4. Adolfo Izsque

@ ~~Adolfo~~ Dood

5. Bervens Louima

6. Ashley Louima

Plugged cleric 95

7. Amy Edwards

8. Shawn Edwards

9. Paul Jackson

10. Corbin Edwards

Jim Johns Revenge

11. Corran Edwards

12. Tierney Mathis

ZombieSquirrel

13. Devon Discardi

~~Wx~~ 1633n7

14. CJ VEGUEZ

CENS22

15. Anna Vaguez

Thank you for attending our Community Outreach!

Name

Gamertag (social handel)

16. Valerie Urbina

@Dvakerson

17. NELSON SILES

@NOLSON

18. Vonahib/ Franco

@Acce da Jin

19. Stephanie Young

@Modern bard

20. Ollie O'Brien

@owariakanes

21. William Young

@Monkeyman

22. Jonni Ciprian

@chii.1099

23. Emmanuel Felix

@_Fenix

24. Rachel Sallum

@djinnore

25. Kyle Hernandez

@Receptful+no

26. Josie Murren

@MadJStyx

27. Bob

28. ~~Tommy~~

29. ~~Tommy~~

30. A E K I S

31. Ned Meisels

32. Brenda Cunningham

33. Luise Mistrner

34. Sherrie Leck

35. Troy Hoffman

Name

Gamertag

36. Keefe Merville

37. Mike Bederman

38. Mark Moore

39. Stephanie Gudonch

40. Richard Klien

41. Joe Bennati

42. Christopher Tejada

43. Elizabeth Carier

44. Geoffrey Tirrell

45. Krystina Annis

46. Sarah S.

47. (Wing) mesADieu

48. _____

49. _____

50. _____

51. _____

52. _____

53. _____

54. _____

55. _____

Aerodusk

Awesomercrazy

Trinity.Limit

minimum of 1 space per 225 square feet of GLA. The required parking for Lyons Plaza is 362 spaces (81,401 divided by 225).

The parking supply is 466 spaces. Therefore, parking for Gamers Heaven (and Lyons Plaza) is adequate.

Shaun G. MacKenzie, P.E.
Florida License No. 61751

June 2022
© MacKenzie Engineering and Planning, Inc.
CA 29013

Exhibit 1											
Lyons Plaza											
Land Use			Intensity		Daily Trips	AM Peak Hour			PM Peak Hour		
						Total	In	Out	Total	In	Out
<u>Existing Traffic</u>											
Shopping Center (40-150k) (No Supermarket)			81.401	1000 SF	5,496	141	87	54	422	207	215
<u>Pass-By Traffic</u>			AM	PM/Daily							
Shopping Center (40-150k) (No Supermarket)			40%	40%	2,198	56	35	22	169	83	86
Subtotal					2,198	56	35	22	169	83	86
NET EXISTING TRIPS					3,298	85	52	32	253	124	129
Total Existing Driveway Volume					5,496	141	87	54	422	207	215
Note: Trip generation was calculated using the following data:											
				Pass-by Rate	AM Peak Hour			PM Peak Hour			
Land Use	ITE Code	Unit	Daily Rate		in/out	Rate		in/out	Equation		
Shopping Center (40-150k) (No Supermarket)	821	1000 SF	67.52	40%	62/38	1.73		49/51	5.19		

s:\245 - gamers heaven\[trip gen.xlsx]tgen

Land Use: 821

Shopping Plaza (40-150k)

Description

A shopping plaza is an integrated group of commercial establishments that is planned, developed, owned, and managed as a unit. Each study site in this land use has between 40,000 and 150,000 square feet of gross leasable area (GLA). The term “plaza” in the land use name rather than “center” is simply a means of distinction between the different shopping center size ranges. Various other names are commonly used to categorize a shopping plaza within this size range, depending on its specific size and tenants, such as neighborhood center, community center, and fashion center.

Its major tenant is often a supermarket but many sites are anchored by home improvement, discount, or other stores. A shopping plaza typically contains more than retail merchandising facilities. Office space, a movie theater, restaurants, a post office, banks, a health club, and recreational facilities are common tenants. A shopping plaza is almost always open-air and the GLA is the same as the gross floor area of the building.

The 150,000 square feet GLA threshold value between shopping plaza and shopping center (Land Use 820) is based on an examination of trip generation data. For a shopping plaza that is smaller than the threshold value, the presence or absence of a supermarket within the plaza has a measurable effect on site trip generation. For a shopping center that is larger than the threshold value, the trips generated by its other major tenants mask any effects of the presence or absence of an on-site supermarket.

The 40,000 square feet GFA threshold between shopping plaza and strip retail plaza (Land Use 822) was selected based on an examination of the overall shopping center/plaza database. No shopping plaza with a supermarket as its anchor is smaller than 40,000 square feet GLA.

Shopping center (>150k) (Land Use 820), strip retail plaza (<40k) (Land Use 822), and factory outlet center (Land Use 823) are related uses.

Land Use Subcategory

The presence or absence of a supermarket in a shopping plaza has been determined to have a measurable effect on site trip generation. Therefore, data are presented for two subcategories for this land use: sites with a supermarket anchor and sites without a supermarket.

Additional Data

The technical appendices provide supporting information on time-of-day distributions for this land use. The appendices can be accessed through either the ITETripGen web app or the trip generation resource page on the ITE website (<https://www.ite.org/technical-resources/topics/trip-and-parking-generation/>).

The sites were surveyed in the 1980s, the 1990s, the 2000s, and the 2010s in Alberta (CAN), British Columbia (CAN), California, Connecticut, District of Columbia, Florida, Georgia, Illinois, Indiana, Iowa, Kansas, Kentucky, Maine, Maryland, Massachusetts, Minnesota, Nevada, New Jersey, New York, Ontario (CAN), Oregon, Pennsylvania, South Dakota, Texas, Vermont, Virginia, Washington, and Wisconsin.

Source Numbers

105, 110, 156, 159, 186, 198, 204, 211, 213, 239, 259, 260, 295, 301, 304, 305, 307, 317, 319, 358, 376, 390, 400, 404, 437, 444, 446, 507, 580, 598, 658, 728, 908, 926, 944, 946, 960, 973, 974, 1004, 1009, 1025, 1069

Shopping Plaza (40-150k) - Supermarket - No (821)

Vehicle Trip Ends vs: 1000 Sq. Ft. GLA

On a: Weekday

Setting/Location: General Urban/Suburban

Number of Studies: 7

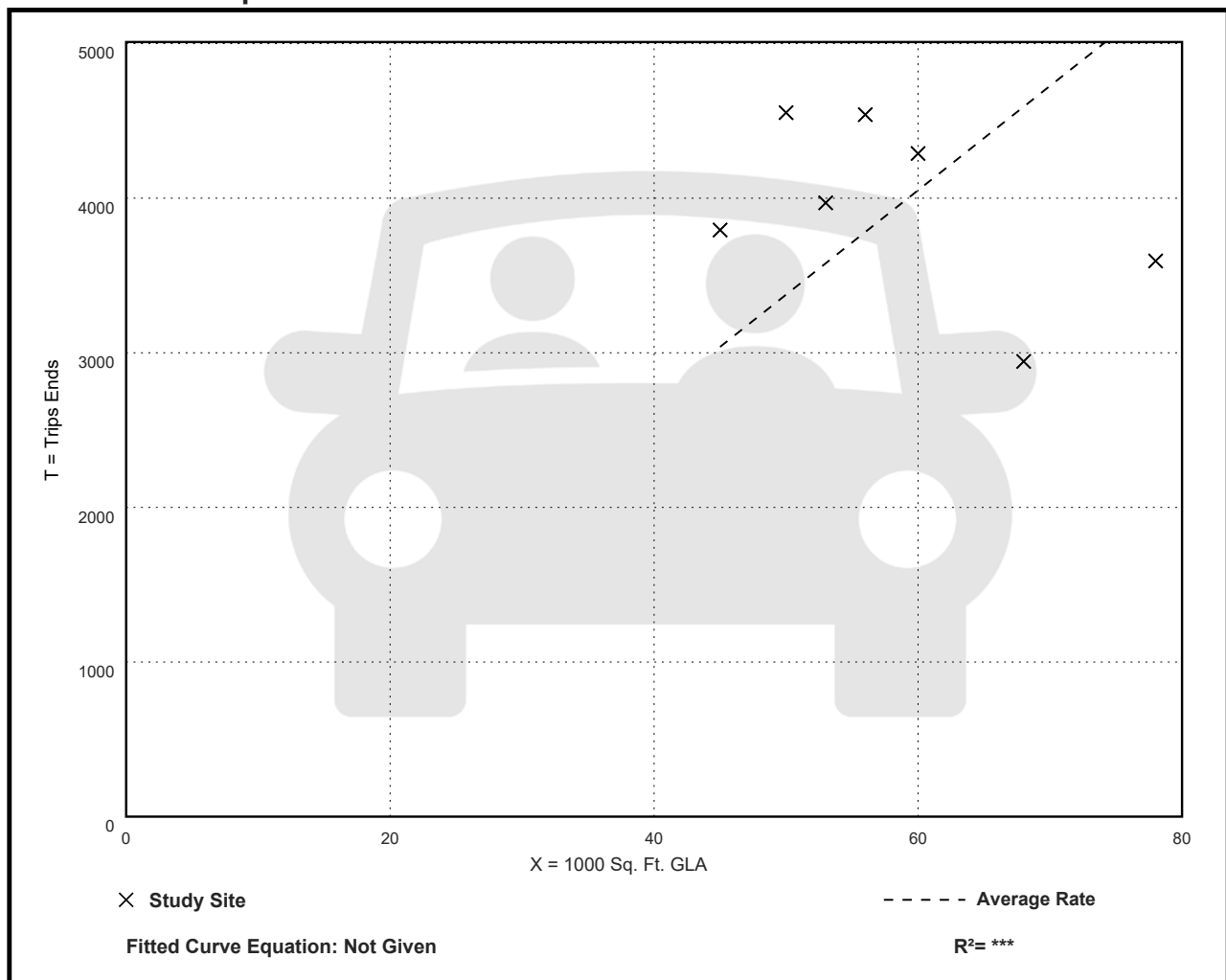
Avg. 1000 Sq. Ft. GLA: 59

Directional Distribution: 50% entering, 50% exiting

Vehicle Trip Generation per 1000 Sq. Ft. GLA

Average Rate	Range of Rates	Standard Deviation
67.52	43.29 - 91.06	19.25

Data Plot and Equation



Shopping Plaza (40-150k) - Supermarket - No (821)

Vehicle Trip Ends vs: 1000 Sq. Ft. GLA

On a: Weekday,

Peak Hour of Adjacent Street Traffic,

One Hour Between 7 and 9 a.m.

Setting/Location: General Urban/Suburban

Number of Studies: 13

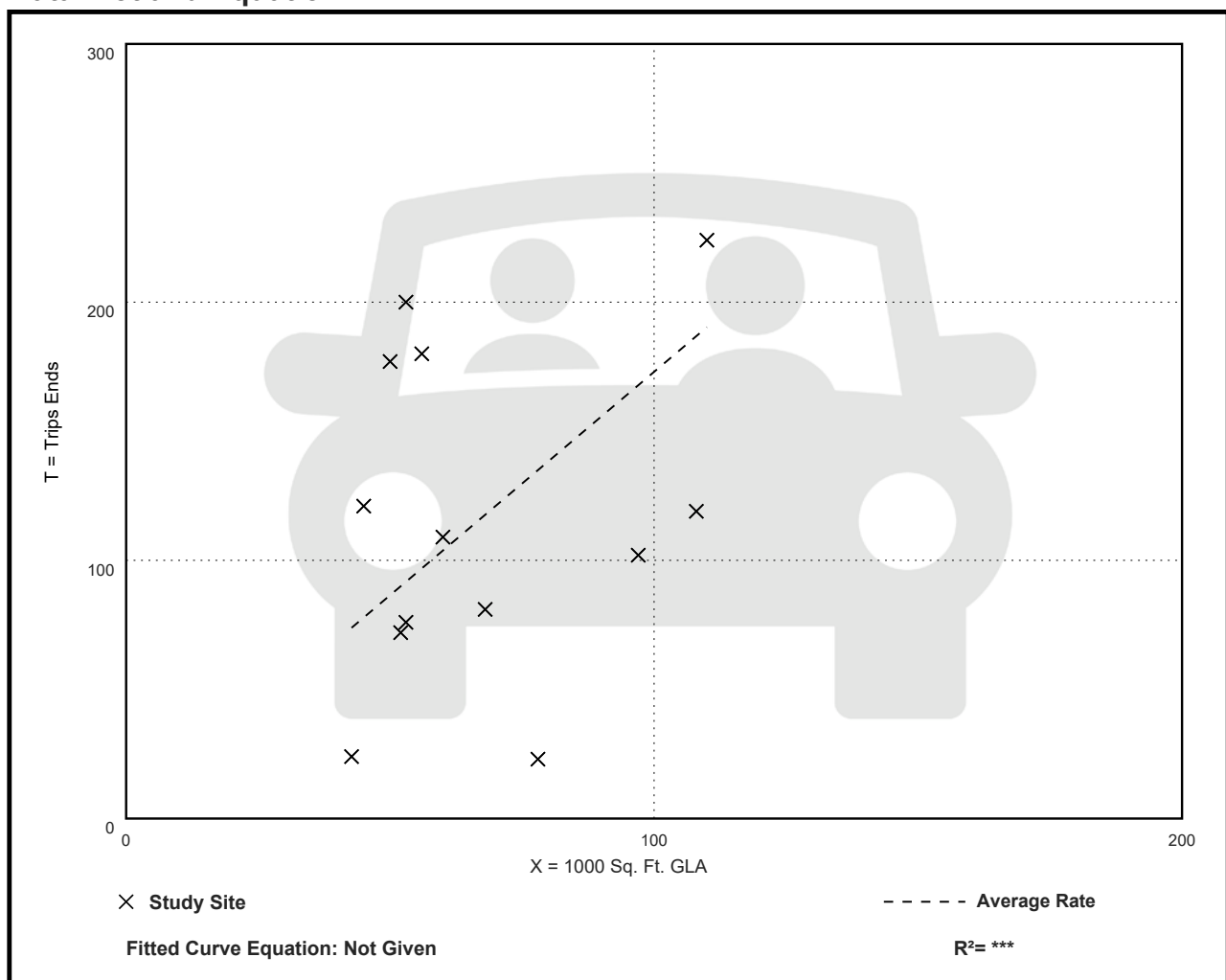
Avg. 1000 Sq. Ft. GLA: 67

Directional Distribution: 62% entering, 38% exiting

Vehicle Trip Generation per 1000 Sq. Ft. GLA

Average Rate	Range of Rates	Standard Deviation
1.73	0.29 - 3.77	1.06

Data Plot and Equation



Shopping Plaza (40-150k) - Supermarket - No (821)

Vehicle Trip Ends vs: 1000 Sq. Ft. GLA

On a: Weekday,

Peak Hour of Adjacent Street Traffic,

One Hour Between 4 and 6 p.m.

Setting/Location: General Urban/Suburban

Number of Studies: 42

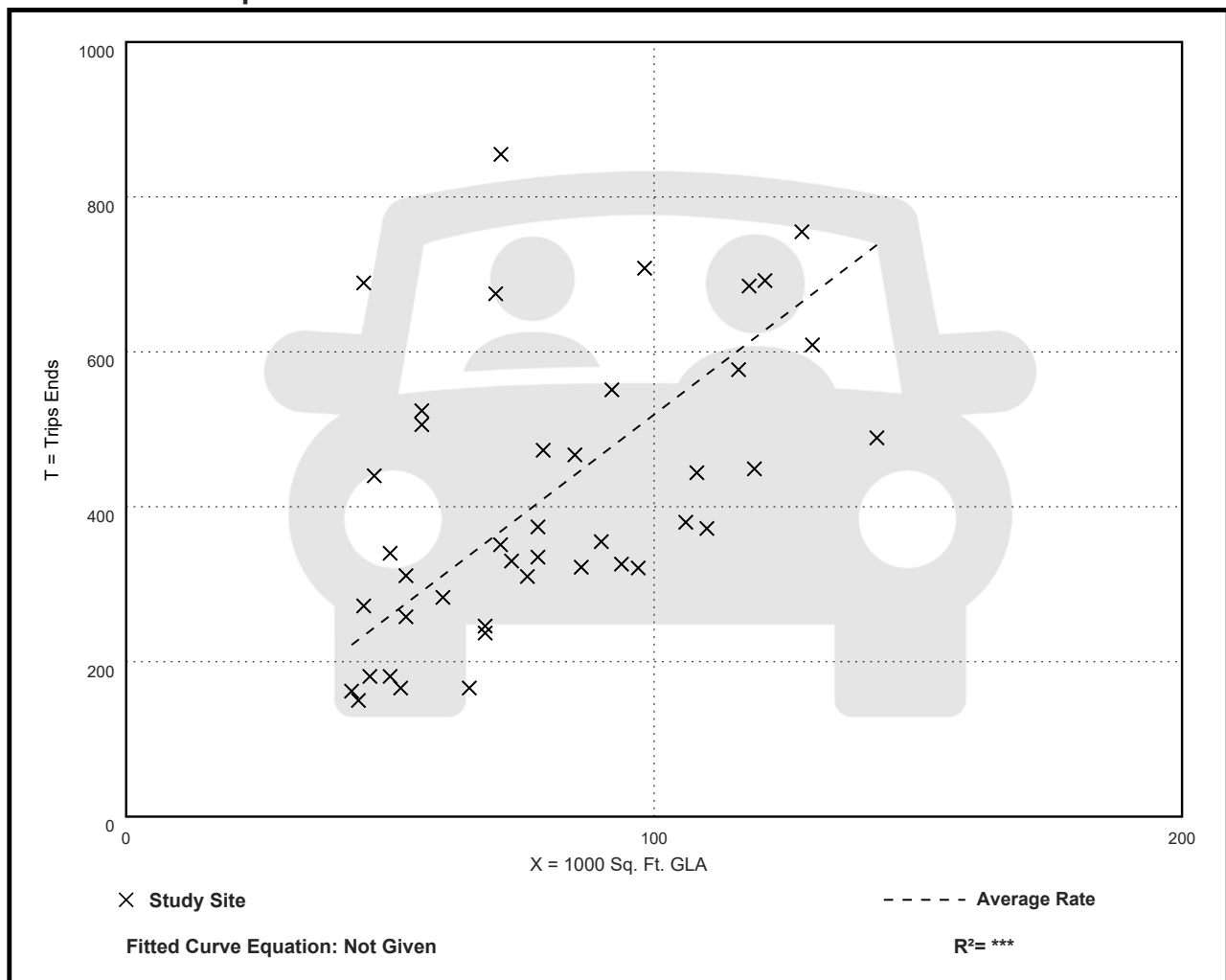
Avg. 1000 Sq. Ft. GLA: 79

Directional Distribution: 49% entering, 51% exiting

Vehicle Trip Generation per 1000 Sq. Ft. GLA

Average Rate	Range of Rates	Standard Deviation
5.19	2.55 - 15.31	2.28

Data Plot and Equation



COMMERCIAL GENERAL/CONTRACTOR NOTES

1. The architect will not be responsible for and will not have control or charge of construction means, methods, techniques, sequences or procedures, or for safety precautions and programs in connection with the work, and he will not be responsible for the contractor's failure to carry out the work in accordance with the contract documents. The architect will not be responsible for or have control or charge over the acts or omissions of the contractor, subcontractors, or any of their agents or employees, or any other persons performing any of the work.

2. All codes having jurisdiction shall be observed strictly in the construction of the project, including all applicable state, city, and county building, zoning, electrical, mechanical, plumbing, fire codes. Contractor shall verify all code requirements and the construction documents.

3. Errors and omissions which may occur in contract documents shall be brought to the attention of the architect in writing and written instructions shall be obtained before proceeding with the work. The contractor will be held responsible for the results of any errors, discrepancies, or omissions which the contractor failed to notify the architect of before construction and /or fabrication of the work.

4. Contractor and subcontractors are to verify all dimensions and job conditions at the job site sufficiently in advance of work to be performed to assure the orderly progress of work. Do not scale drawings. Architect shall be notified in writing, prior to commencing any work, of any errors or discrepancies in drawings or between prepared drawings and field conditions.

5. It is the purpose of these plans and specifications to describe a complete and finished project other than items marked "N.I.C." (not in contract).

6. The contractor shall maintain the premises clean and free of all trash, debris and shall protect all adjacent work from damage, soiling, paint overspray, etc. All fixtures, equipment, glazing, floors, etc. Shall be left clean and ready for occupancy upon completion of the project.

7. All work is to be done under the supervision of the general contractor, in accordance with the owner-contractor agreement.

8. All wood in contact with concrete or masonry or below finished floor is to be pressure treated.

9. Interior partitions shall be 25 gauge steel studs @ 16" o/c with 1/2" gypsum board unless noted otherwise.

10. All materials and products used for and in construction are required to have applicable products control code approval/NOA.

11. Contractor shall carry all necessary insurance as required by law and hold harmless the owner or architect from any loss, liability, claim or demand for damages arising out of or relating to the performance of the work as described by these drawings.

12. The owner shall effect and maintain fire, extended coverage and vandalism insurance for 100% of the insurable value of all construction on the site.

13. The general contractor shall guarantee all work specified and/or described by these drawings free from any defects or malfunctions for a period of one year commencing from the substantial completion date or from the time of occupancy, whichever occurs first. The general contractor is responsible for all work executed by subcontractors or other trades, plumbing equipment.

14. The contractor shall acquire all permits and licenses and pay all fees necessary for the execution of the work.

15. All structural metal items and fasteners and bolts shall be hot dipped galvanized.

16. Structural wood other than heavy timber shall have a minimum bending stress of; fb = 1200 p.S.I.

17. All ground under construction shall receive a termite poisoning treatment by approved exterminator who will furnish the owner with a 1 year bond.

18. It is the responsibility of the contractor to check and coordinate all dimensions of the foundation plan with the floor plan before beginning construction. Contact architect in the event of discrepancies.

19. The contractor shall furnish the architect or owner with a written certification of the finish floor height above mean sea level by a licensed surveyor.

20. The contractor shall report to the architect or owner any underground water, excessive organic material or any other undesirable condition encountered during excavations.

21. The Contractor is responsible to review and approve/disapprove all shop drawings or other submittals prior to the Architect's review. The Architect's review will be for consistency with the design and not constitute an authorization for ordering, fabrication or delivery. The Architect will not review any submittals until they have been reviewed and accepted by the General Contractor. NO EXCEPTIONS.

22. The Contrator shall secure site if a hurricane warning is issued, remove all dumpsters and scaffolding, and remove, or safely secure, all building materials, and equipment. Alert subs of their responsibilities to secure or remove their materials and equipment. Stop job processes that will likely become damaged by the hurricane, such as window installations, housewrap, or landscaping. Complete those construction tasks that will likely prevent damage, such as concrete work, closing in a house, or filling in foundation excavations. Clean up all construction debris.

CONTRACTOR NOTES

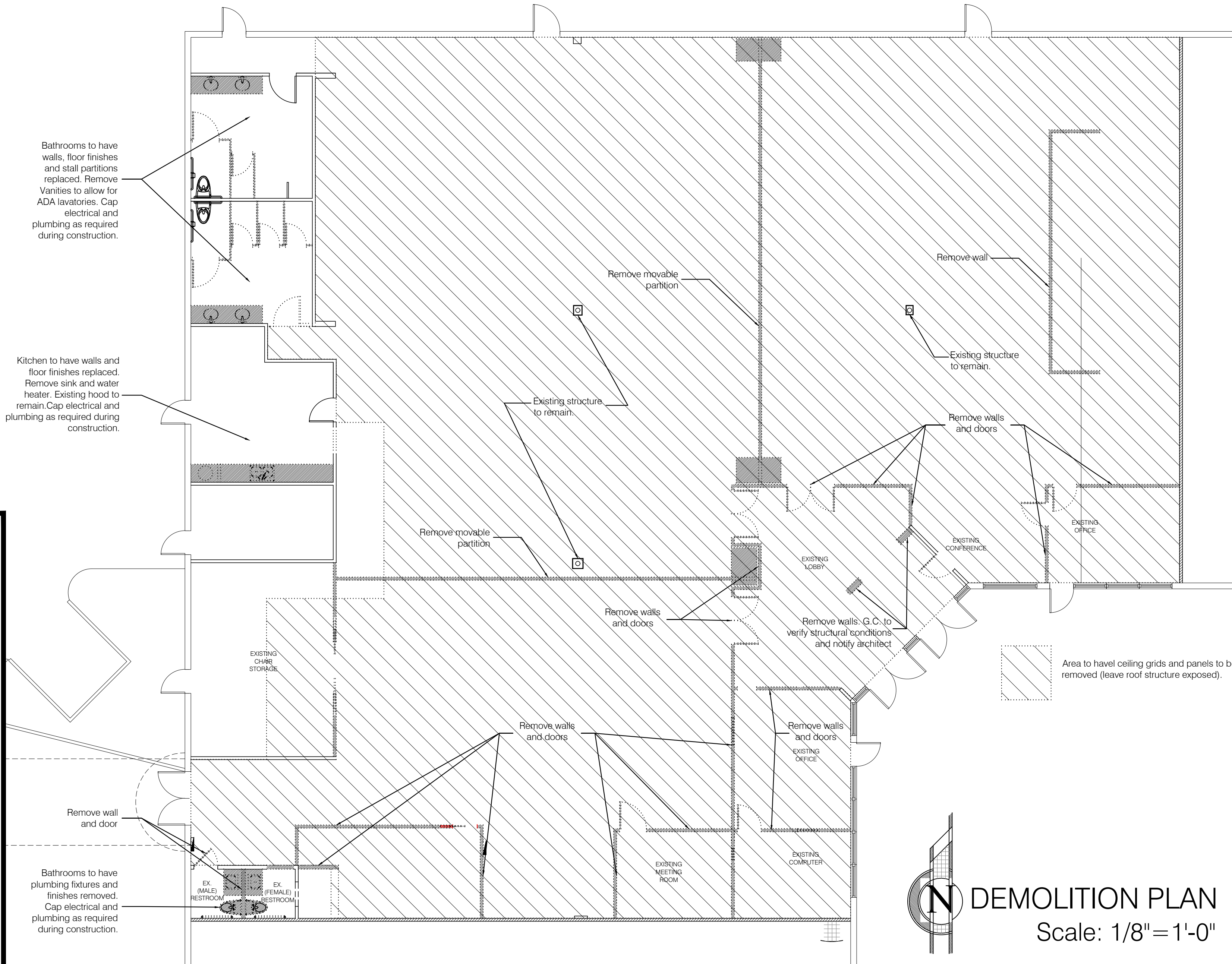
- CONTRACTOR SHALL BE RESPONSIBLE FOR PROTECTION OF ADJACENT STRUCTURES, STREETS, AND SIDEWALKS DURING EXCAVATION AND CONSTRUCTION. CONTRACTOR SHALL VERIFY ALL DIMENSIONS IN THE FIELD. SHOULD A DISCREPANCY BE FOUND STOP WORK IMMEDIATELY AND NOTIFY ARCHITECT. WORK CANNOT PROCEED UNTIL ARCHITECT GIVES HIS/HERS WRITTEN AUTHORIZATION TO DO SO.
- CONTRACTOR SHALL SUBMIT 1 BLUELINE AND 1 REPRODUCIBLE SET OF SHOP DRAWINGS TO THE ARCHITECT FOR APPROVAL PRIOR TO THE FABRICATION OR ERECTION OF ALL REINFORCING AND STRUCTURAL STEEL COMPONENTS
- CONTRACTOR SHALL TO LOCATE ALL EXISTING UTILITIES PRIOR TO EXCAVATION, AND REROUTE THE UTILITY, PHONE, & CABLE LINES TO ACCOMMODATE NEW CONSTRUCTION.
- CONTRACTOR SHALL WORK THE STRUCTURAL PLANS IN CONJUNCTION WITH THE ARCHITECTURAL, MECHANICAL, NEW CONSTRUCTION.
- EXISTING STRUCTURE: CONTRACTOR SHALL REVIEW THE ORIGINAL CONSTRUCTION DRAWINGS OF THE EXISTING BUILDING PRIOR TO BIDDING AND DURING CONSTRUCTION TO VERIFY THE EXISTING MEMBERS AFFECTED BY THE ELECTRICAL, AND PLUMBING DRAWINGS.
- THE USE OF SCALE TO OBTAIN DIMENSIONS NOT SHOWN ON THESE PLANS IS STRICTLY FORBIDDEN. THE ENGINEER WILL NOT BE RESPONSIBLE FOR ERRORS RESULTING FROM SUCH ACTION.
- IN CASE OF DISCREPANCIES BETWEEN THE ARCHITECTURAL AND STRUCTURAL PLANS, THE ARCHITECTURAL PLANS SHALL GOVERN UNLESS STRENGTH IS AFFECTED.
- ALL SPECIFIED MATERIALS AND CONNECTORS CAN BE SUBSTITUTED WITH EQUAL OR BETTER, WITH THE APPROVAL OF ENGINEER OF RECORD.
- CONTRACTOR SHALL VERIFY THAT STRUCTURE IS CONSTRUCTED WITHIN THE CONFINES OF BUILDING PAD

General Demolition Notes:

- Contractor to notify architect of any discrepancies between plans and construction drawings prior to removal.
- All waste material and debris shall be removed from the site by the contractor. material shall not be allowed to accumulate or become a safety/fire hazard. Open burning will not be permitted. All the salvaged materials will become the contractors property unless otherwise noted.
- The owner reserves the right to inspect the material scheduled for removal and salvage any items they deem usable as spare parts.
- Dust control: Use all means necessary to control air pollution and other environmental contamination as required to prevent dust or debris being a nuisance to the public, neighbors, and concurrent performance of other work in the building.
- Protection: install and maintain barricades, and pedestrian cautions in accordance with local safety regulations and ordinances.
- Cutting and patching: it is intended that the general contractor shall perform all cutting and patching for general construction trades, mechanical and electrical. patching shall mean the restoration of a surface or item to its original condition to match the existing unless otherwise indicated, noted, detailed or specified. cutting and patching shall be done by the proper trades and crafts necessary for the materials involved.
- Contractor to field verify removal of any structural members not identified on plans with architect prior to demolition.
- Electrician to field inspect and cap appropriate electrical prior to demolition.
- Plumber to field inspect and cap appropriate plumbing prior to demolition.
- H.V.A.C. Subcontractor to field inspect and coordinate new H.V.A.C. with proposed work
- During the execution of the work, all required location, rerouting, etc., of existing equipment and systems in the existing building shall be performed by the contractor, or as required by job conditions and as determined by the architect in the field, to facilitate the installation of the new systems.
- Prior to relocation and/or demolition work, arrange a conference with the architect and/or the owner in the field to inspect each of the items to be removed or relocated. Care shall be taken to protect all equipment designated to be relocated and reused or to remain in operation and be integrated with the new systems.
- All deactivation, relocation, and temporary tie-ins shall be provided by the contractor. all demolition, removal and the legal disposal of demolished materials of system designated to be demolished shall be provided by the contractor.

APPLICABLE CODES

- FLORIDA BUILDING CODE 2020.
- FLORIDA BUILDING CODE 2020 EXISTING EDITION.
- A.C.I. 318-02 FOR REINFORCED CONCRETE.
- A.S.T.M. STANDARDS AND SPECIFICATIONS. AMERICAN SOCIETY FOR TESTING AND MATERIALS.
- A.C.I. 530-02 AND A.C.I. 530-1-02 FOR REINFORCED MASONRY.
- A.I.S.C. STEEL CONSTRUCTION A.S.D. FOR STRUCTURAL STEEL, NINTH EDITION.
- ANSI/AWS D1.4.
- A.S.C.E. 7-05 FOR WIND ANALYSIS AND DESIGN.
- A.S.T.M. STANDARDS AND SPECIFICATIONS. AMERICAN SOCIETY FOR TESTING AND MATERIALS.
- AMERICAN FOREST AND PAPER ASSOCIATION: NATIONAL DESIGN SPECIFICATION FOR WOOD CONSTRUCTIONS. APA. THE ENGINEERED WOOD ASSOCIATION.
- NATIONAL PEST CONTROL ASSOCIATION STANDARDS.
- FLORIDA ACCESSIBILITY CODE 2020.



DEMOLITION PLAN
Scale: 1/8"= 1'-0"

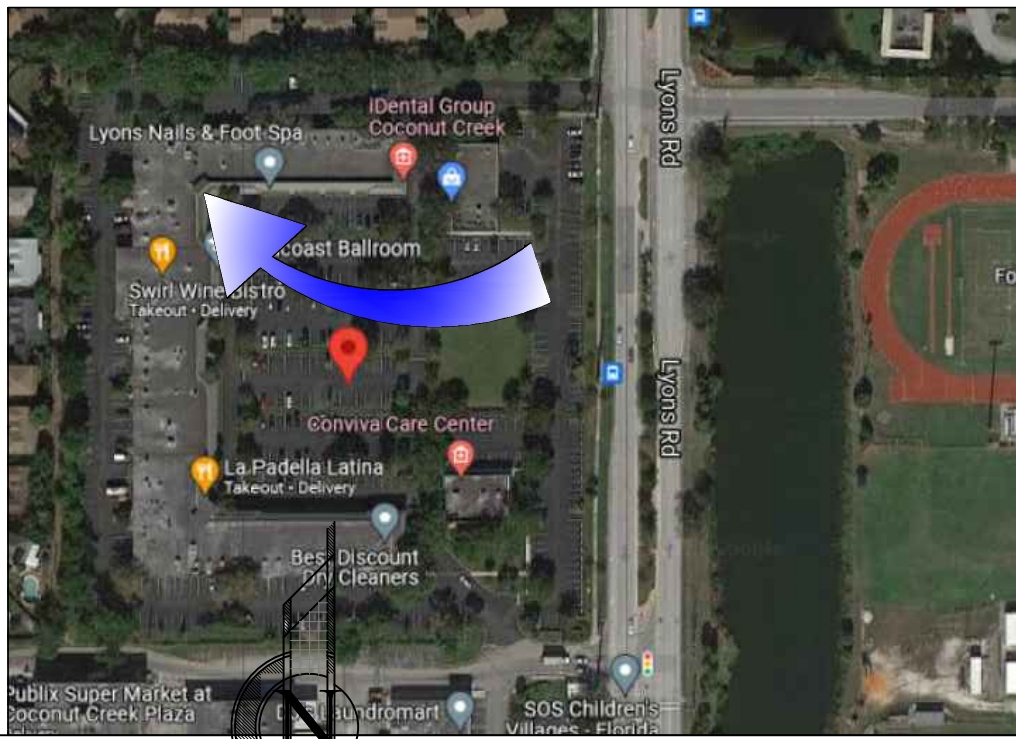
BUILDING DATA

Codes: Florida Building Code 2020, NFPA 101
Zoning: B-4 Regional Shopping
Occupancy: III-B (UNSPRINKLERED)
Type of Construction: 1
Total Number of Stories: 1

Existing/ Tenant Space.....9,824 S.F.
Total Building Square Footage:.....87,228 S.F.
Total Shopping Center GLA.....81,401 S.F.
NO ADDITIONAL SQUARE FOOTAGE WILL BE ADDED.

DESCRIPTION OF WORK

This is a "LEVEL 2 ALTERATION". The tenant build out is for a new Gaming area . There will be no square footage added to the building. All work will be interior only. Electrical, Mechanical and Plumbing will be done accordingly.



SITE LOCATION MAP N.T.S

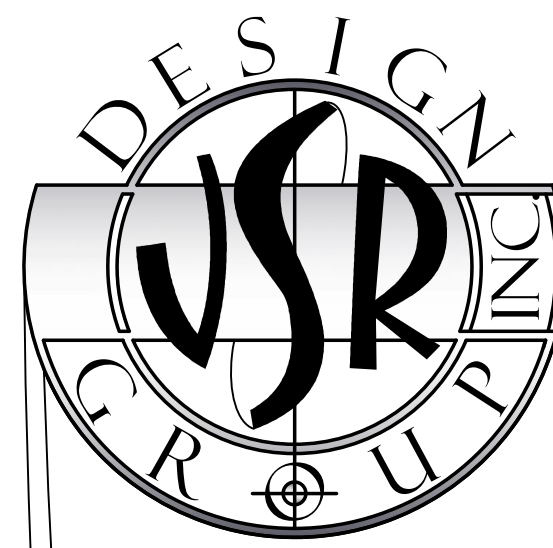
PROJECT TEAM

ARCHITECTURE:
JSR DESIGN GROUP
ONE WEST CAMINO REAL, ST.117-E
BOCA RATON FL 33432
(561)362-7203

MECH., ELECT., PLUMBING:
WHITELOCKE & WILLIAMS
18446 OLD PRINCETON LANE,
BOCA RATON FL 33498
(561)703-0625

DRAWING INDEX

A1	Cover, Demolition Plan	M2	HVAC Schedules
A2	Life Safety Plan	M3	HVAC Details
A3	Proposed Floor Plan	E0	Electrical Specifications
A4	ADA Details	E1	Lighting Plan
A5	Details, Wall Details, Plumbing Count Table	E1.1	Lighting Control Plan
A6	Reflected Ceiling Plan	E2	Power Plan
		E3	Riser Diagram & Schedules
M0	HVAC Specifications	P0	Plumbing Specifications
M1.1	HVAC Plan	P1	Sanitary Plan
		P2	Domestic Water Plan
		P3	Plumbing Details & Schedules
		P4	Plumbing Isometrics



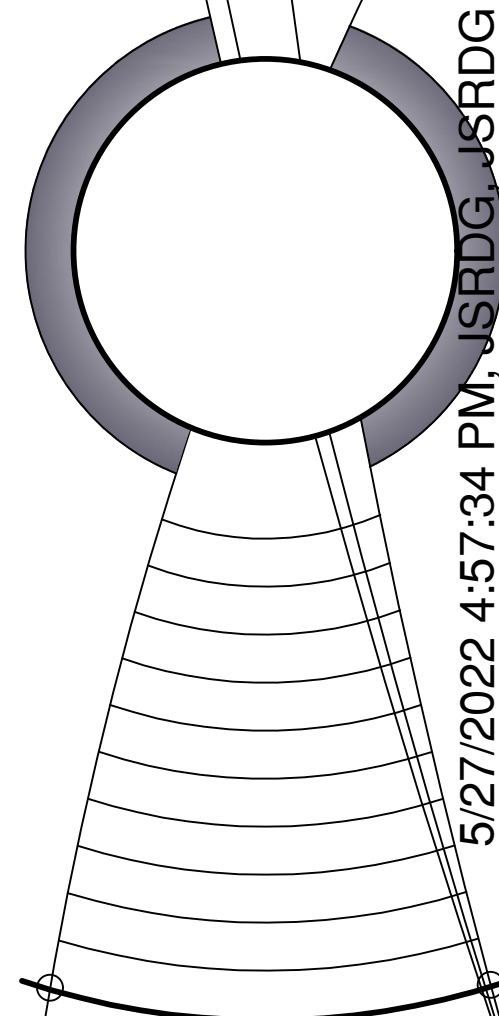
LEVEL 2 ALTERATION

FPC GAMERS HEAVEN

1447 LYONS ROAD
COCONUT CREEK FL 33063

JOHN SHERMAN REED
ARCHITECT
FL LICENSE# AR9571

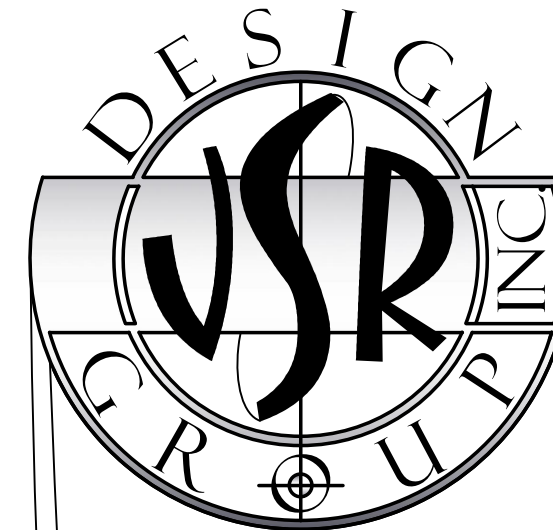
JSR DESIGN GROUP INC.
1 WEST CAMINO REAL, SUITE 117E
BOCA RATON, FL 33432
PH: 561-362-7203
FL LICENSE# AR9571



1. All designs and concepts are the property of JSR Design Group Inc., and may not be modified or copied without written permission by the architect.
2. Contractor to verify all written dimensions (Not scaled) & notify architect of any discrepancies or omissions. Construction shall not proceed until said discrepancies or omissions have been resolved by architect.
3. Contractor to verify and approve all shop drawings and dimensions before having drawings reviewed and accepted by the architect prior to construction.

27521

A1

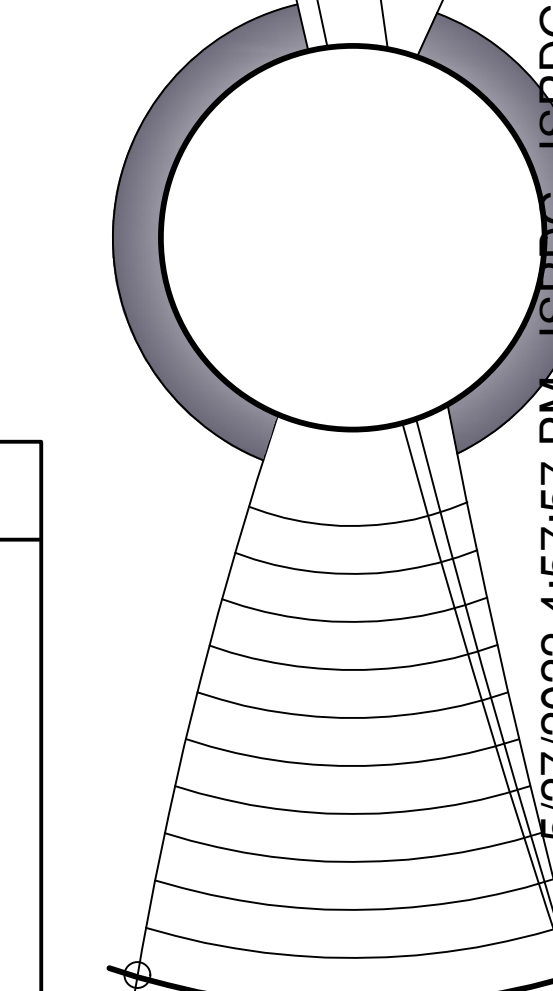


LEVEL 2 ALTERATION

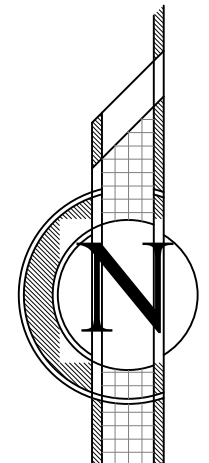
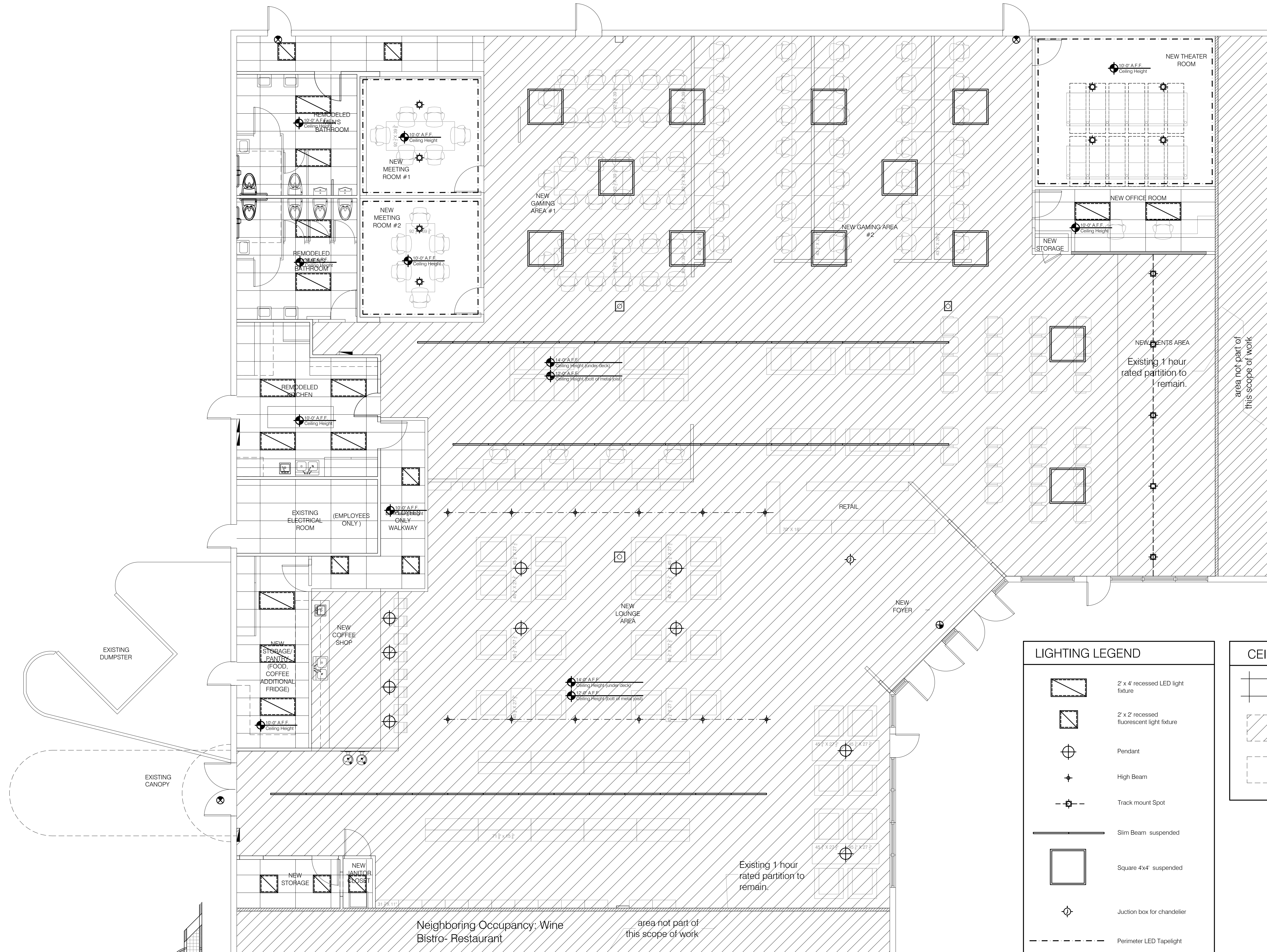
FPC GAMERS HEAVEN
1447 LYONS ROAD
COCONUT CREEK FL 33063

JOHN SHERMAN REED
ARCHITECT
FL LICENSE # AR95171

JSR DESIGN GROUP INC.
1 WEST CAMINO REAL SUITE 107E
BOCA RATON, FL 33432
PH: 561-362-7203
AA26002033



1. All designs and concepts are the property of JSR Design Group Inc., and may not be modified or copied without written permission by the architect.
2. Contractor to verify all written dimensions (Not scaled) & notify architect of any discrepancies or omissions. Construction shall not proceed until said discrepancies or omissions have been resolved by architect.
3. Contractor to verify and approve all shop drawings and dimensions before having drawings reviewed and accepted by the architect prior to construction.

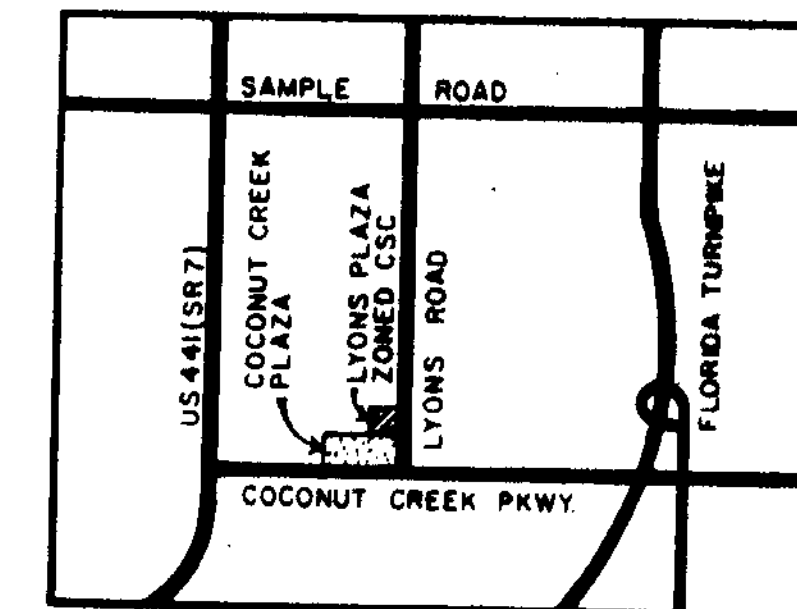
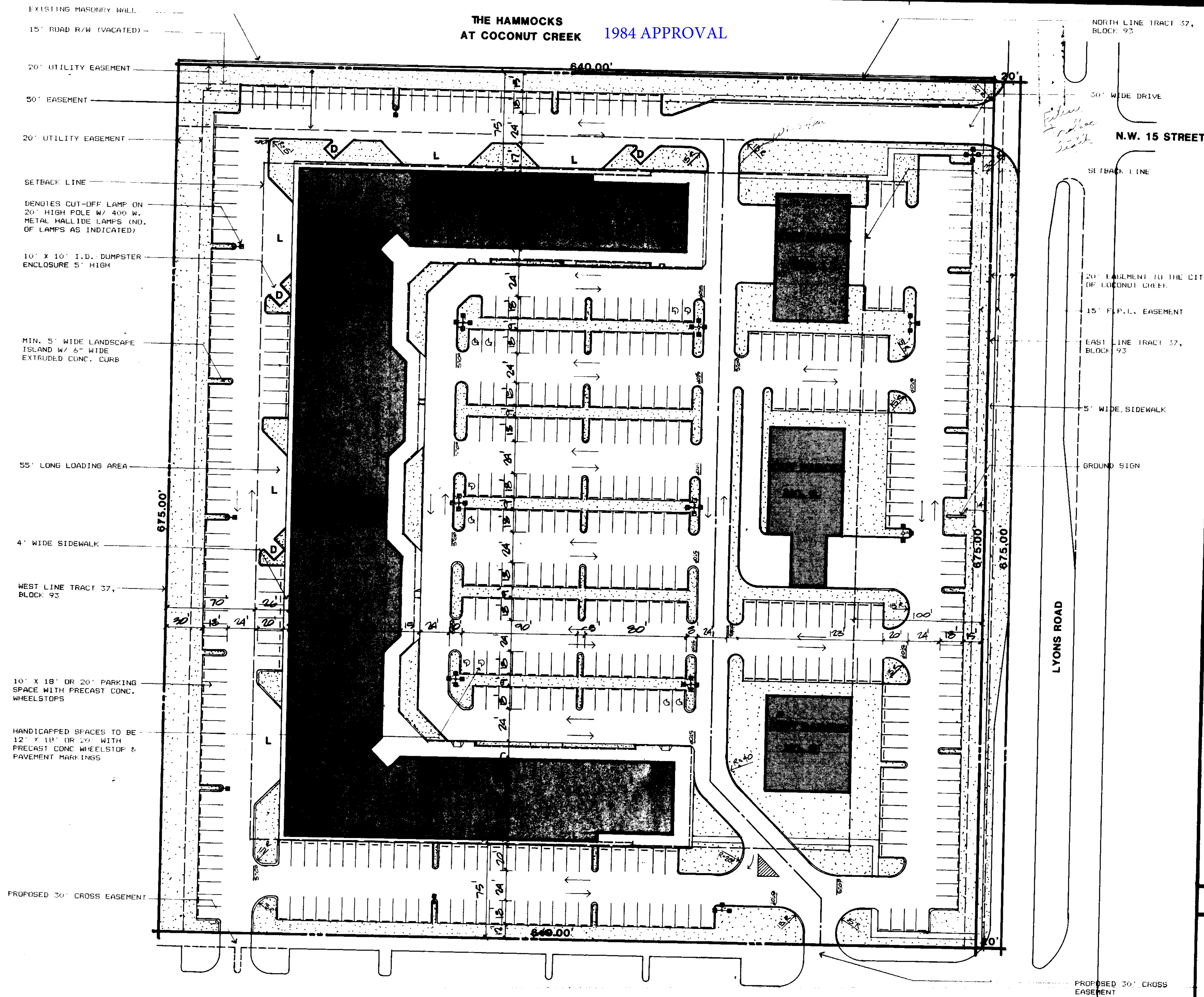


PROPOSED CEILING PLAN
Scale: 3/16"=1'-0"

LIGHTING LEGEND	
	2' x 4' recessed LED light fixture
	2' x 2' recessed fluorescent light fixture
	Pendant
	High Beam
	Track mount Spot
	Slim Beam suspended
	Square 4x4' suspended
	Junction box for chandelier
	Perimeter LED Tapelight
	4" Recessed light

CEILING LEGEND	
	2 x 4 CEILING GRID FOR ACOUSTICAL TILE
	OPEN CEILING (EXPOSED)
	GYPSUM BOARD CEILING

THE HAMMOCKS AT COCONUT CREEK 1984 APPROVAL



LOCATION MAP N.T.S.

SITE DATA

SITE AREA:	432,000 S.F.	9.92 ACRES
BUILDING AREA:		
RETAIL CENTER	68,644 S.F.	
OUT PARCEL NO. 1	5,000 S.F.	MAX
OUT PARCEL NO. 2	5,000 S.F.	MAX
OUT PARCEL NO. 3	5,000 S.F.	MAX
TOTAL:	84,644 S.F.	19.59%
LANDSCAPED AREA:	105,556 S.F.	24.44%
PAVED AREA:	220,950 S.F.	51.14%
CONCRETE WALKS:	20,850 S.F.	4.83%
PARKING REQUIRED:	84.64 x 5.5 =	466 SPACES
PARKING PROVIDED:		466 SPACES
LOADING REQUIRED:	84,835/20,000 =	5 SPACES
LOADING PROVIDED:		5 SPACES
ZONING:	CSC - COMMERCIAL SHOPPING CENTER	

LEGAL DESCRIPTION

A PARCEL OF LAND IN THE SOUTHEAST QUARTER (Q. 1/4) OF SECTION 30, TOWNSHIP 4N, SOUTH, RANGE 42E, EAST 1/2, SAID PARCEL INCLUDING TRACT 37 IN BLOCK 93, ACCORDING TO THE PALM BEACH LANDS COMPANY PLAT NO. 3, AS RECORDED IN PLAT BOOK 17 AT PAGE 45 THROUGH 54 INCLUSIVE OF THE PUBLIC RECORDS OF PALM BEACH COUNTY, FLORIDA TOGETHER WITH THE SOUTH HALF OF A 30.00 FOOT VACATED ROAD RIGHT-OF-WAY LYING NORTH OF AND ADJACENT TO THE NORTH BOUNDARY OF SAID TRACT 37 AND BEING MORE PARTICULARLY DESCRIBED AS FOLLOWS:

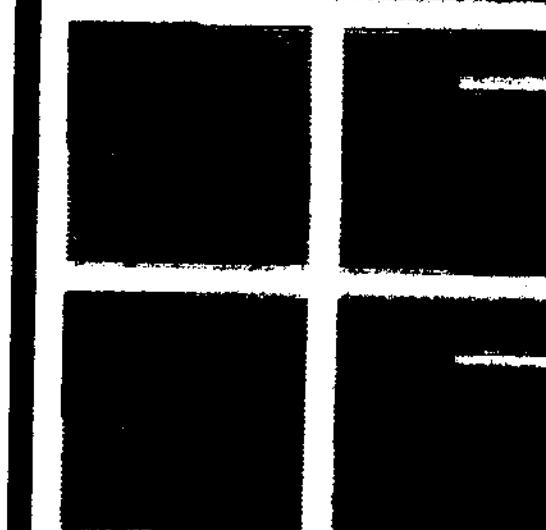
BEGINNING AT THE SOUTHWEST CORNER OF SAID TRACT 37 IN BLOCK 93; THENCE NORTH 00°22'24" WEST ALONG THE WEST LINE OF SAID TRACT 37 A DISTANCE OF 675.00 FEET; THENCE NORTH 89°35'06" EAST ALONG THE NORTH LINE OF SAID SOUTH 1/2 OF A 30.00 FOOT VACATED ROAD RIGHT-OF-WAY AS RECORDED IN D.R. BOOK 1273 AT PAGE 79 OF THE PUBLIC RECORDS OF BROWARD COUNTY, FLORIDA A DISTANCE OF 660.00 FEET; THENCE SOUTH 00°22'24" EAST ALONG THE EAST LINE OF SAID TRACT 37 A DISTANCE OF 675.00 FEET TO THE SOUTHEAST CORNER OF SAID TRACT 37; THENCE SOUTH 89°35'06" WEST ALONG THE SOUTH LINE OF SAID TRACT 37 A DISTANCE OF 660.00 FEET TO THE POINT OF BEGINNING.

SAID LAND LYING AND BEING IN THE CITY OF COCONUT CREEK, BROWARD COUNTY, FLORIDA AND CONTAINING 10.23 ACRES, MORE OR LESS.

INDEX OF DRAWINGS

SHEET #	DESCRIPTION
A-1 of 7	SITE PLAN
A-2 of 7	LANDSCAPE PLAN
A-3 of 7	FLOOR PLAN - NORTH HALF
A-4 of 7	FLOOR PLAN - SOUTH HALF
A-5 of 7	EXTERIOR ELEVATIONS
A-6 of 7	EXTERIOR ELEVATIONS
A-7 of 7	TYPICAL WALL SECTION
C-1 of 1	UTILITY SCHEMATIC
	SURVEY

APPROVED
DATE
P. & Z. [Signature]



ARCHITECT
JEFF
FALKANGER &
ASSOCIATES
INCORPORATED

614 SOUTH FEDERAL HWY.
FT. LAUDERDALE, FL 33301
(305)764-6575

DESIGNED

DRAWN

CHECKED

5 NOV. 84 REV. AS
PER DRG

REVISIONS

COMM.

84149

DATE 12-22-84

LYONS PLAZA

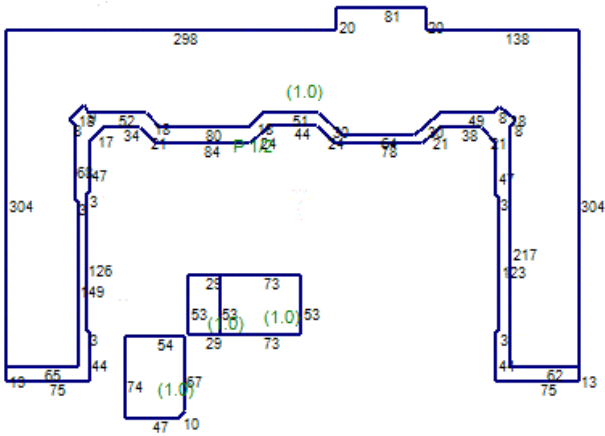
CITY OF COCONUT CREEK
RECEIVED
NOV 6 1984
COMMUNITY DEVELOPMENT

COCONUT CREEK, FLA.

SITE PLAN

A-1 OF 7

BCPA Sketch : 484230200010
Building 1 of 1



Code	Description	Long Description
(1.0)	One Story	One Story
P 1/2	Porch	Porch

Details :

Page : 1
File : 8230-20-0010.xml
Subject information :

Area Summary :

Code	Description	Area	Perimeter	Adj. Area	Adj. Perim	Factor	Stories	Level
(1.0)	One Story	3,869.00	252.00	3,869.00	252.00	1.00	1.00	1.00
(1.0)	One Story	1,537.00	164.00	1,537.00	164.00	1.00	1.00	1.00
(1.0)	One Story	3,971.50	204.90	3,971.50	251.90	1.00	1.00	1.00
(1.0)	One Story	72,023.50	1,892.37	72,023.50	1,892.37	1.00	1.00	1.00
P 1/2	Porch	11,653.00	1,974.67	5,826.50	1,974.67	0.50	1.00	1.00

Gross Leasable Area (GLA) = 81,401 SF

Total Area including Porch = 87,228 SF



MARTY KIAR
BROWARD
COUNTY
PROPERTY APPRAISER

Site Address	1301-1507 LYONS ROAD, COCONUT CREEK FL 33063	ID #	4842 30 20 0010
Property Owner	LYONS PLAZA COCONUT CREEK LLC	Millage	3212
Mailing Address	361 NE 167 ST NORTH MIAMI BEACH FL 33162	Use	11-05
Abbr Legal Description	LYONS PLAZA 122-31 B PARCEL A, LESS POR AS PER MMB 9-40 PG 3 BROWARD COUNTY RECORDS		

The just values displayed below were set in compliance with [Sec. 193.011](#), Fla. Stat., and include a reduction for costs of sale and other adjustments required by [Sec. 193.011\(8\)](#).

* 2022 values are considered "working values" and are subject to change.

Year	Land	Building / Improvement	Just / Market Value	Assessed / SOH Value	Tax
2022*	\$3,106,650	\$6,491,620	\$9,598,270	\$9,598,270	
2021	\$3,106,650	\$5,888,240	\$8,994,890	\$8,994,890	\$272,728.73
2020	\$3,106,650	\$5,888,240	\$8,994,890	\$8,994,890	\$265,990.36

2022* Exemptions and Taxable Values by Taxing Authority

	County	School Board	Municipal	Independent
Just Value	\$9,598,270	\$9,598,270	\$9,598,270	\$9,598,270
Portability	0	0	0	0
Assessed/SOH	\$9,598,270	\$9,598,270	\$9,598,270	\$9,598,270
Homestead	0	0	0	0
Add. Homestead	0	0	0	0
Wid/Vet/Dis	0	0	0	0
Senior	0	0	0	0
Exempt Type	0	0	0	0
Taxable	\$9,598,270	\$9,598,270	\$9,598,270	\$9,598,270

Sales History				Land Calculations		
Date	Type	Price	Book/Page or CIN	Price	Factor	Type
1/16/2015	SWD-D	\$5,800,000	112765568	\$7.25	428,503	SF
8/1/1991	SWD	\$4,300,000	18644 / 457			
7/1/1989	WD	\$7,600,200				
				Adj. Bldg. S.F. (Card, Sketch)		87228
				Eff./Act. Year Built: 1990/1986		

Special Assessments

Fire	Garb	Light	Drain	Impr	Safe	Storm	Clean	Misc
32			CM					
C			CM					
87228								

FINISHES: FLOORING: VINYL (CLASS II) WALLS: PAINT (CLASS A or B) CEILING: ACOUSTIC TILES (CLASS A or B)	NFPA Interior Finish Schedule per section 10.2 Floors: Interior floor finishes in exist enclosures and exit access corridors: Class II Walls and Ceilings: Required: Class A or B	EGRESS DOORS Required: 2 Provided: 4 TOTAL 468" Total
Provide sign in a conspicuous location stating "MAXIMUM OCCUPANCY - 254 PEOPLE"	Egress Note: Egress routes illustrated are from the furthest travel distance	LEGEND ILLUMINATED EXIT SIGN (BATTERY BACKUP) F.E. FIRE EXTINGUISHERS TO BE 5 LB ABC WITH TAG. LOCATE WITHIN 75' MAX. TRAVEL DISTANCE FROM ANY POINT. VFY. W/ NFPA.
See E-1 for Exit lighting exact location and type	Contractor to verify that the final illumination for exit access will be at least 0.2 foot candelas at floor level per F.B.C. 1016.1.4	

NOTE

THIS LAYOUT WAS APPROVED FOR THIS USE AND NUMBER OF OCCUPANTS ONLY. ANY CHANGE ON THIS LAYOUT SHALL BE PRIOR REVIEWED AND APPROVED BY THE ARCHITECT.

OCCUPANCY LOADS

Occupancy classification by F.B.C.:
(F.B.C. Building, Table 1004.5- Maximum Floor Area Allowances per Occupant)

Assembly A-3
Assembly with fixed seats
number of seats = 172 occupants

Stage
The area per occupant is 1 to 15 S.F. gross
375 S.F./ 15 gross = 25 occupants

Assembly Waiting areas
The area per occupant is 1 to 15 S.F. gross
1274 S.F./ 15 gross = 85 occupants

Kitchen:
The area per occupant is 1 to 200 S.F. gross
414 S.F./200 gross = 3 occupants

Storage:
The area per occupant is 1 to 300 S.F. gross
251 S.F./300 gross = 1 occupant

Library (Stack Area):
The area per occupant is 1 to 100 S.F. gross
754 S.F./100 gross = 8 occupants

Mercantile (Retail Area):
The area per occupant is 1 to 60 S.F. gross
109 S.F./60 gross = 2 occupants

*** Total Occupant Load Allowed: 296**

Occupancy classification by NFPA.:
(NFPA 101, Table 7.3.1.2 Occupant Load Factor)

Assembly
Assembly with fixed seats
number of seats = 172 occupants

Stage
The area per occupant is 1 to 15 S.F. gross
375 S.F./ 15 gross = 25 occupants

Assembly Waiting areas
The area per occupant is 1 to 7 S.F. gross
1274 S.F./ 15 gross = 85 occupants

Kitchen:
The area per occupant is 1 to 100 S.F. gross
(NFPA 101, Table 7.3.1.2 Occupant Load Factor)
414 S.F./100 gross = 5 occupants

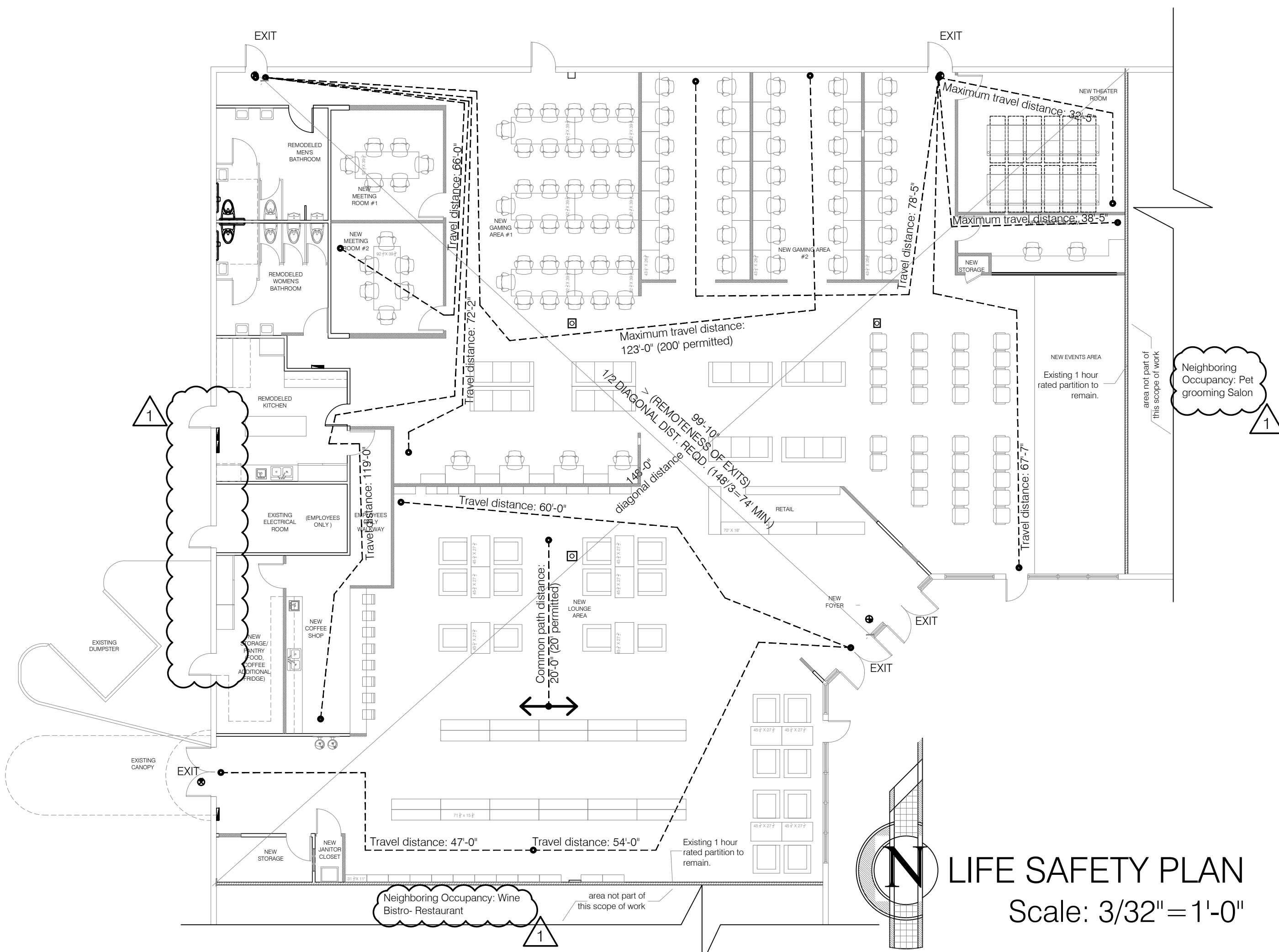
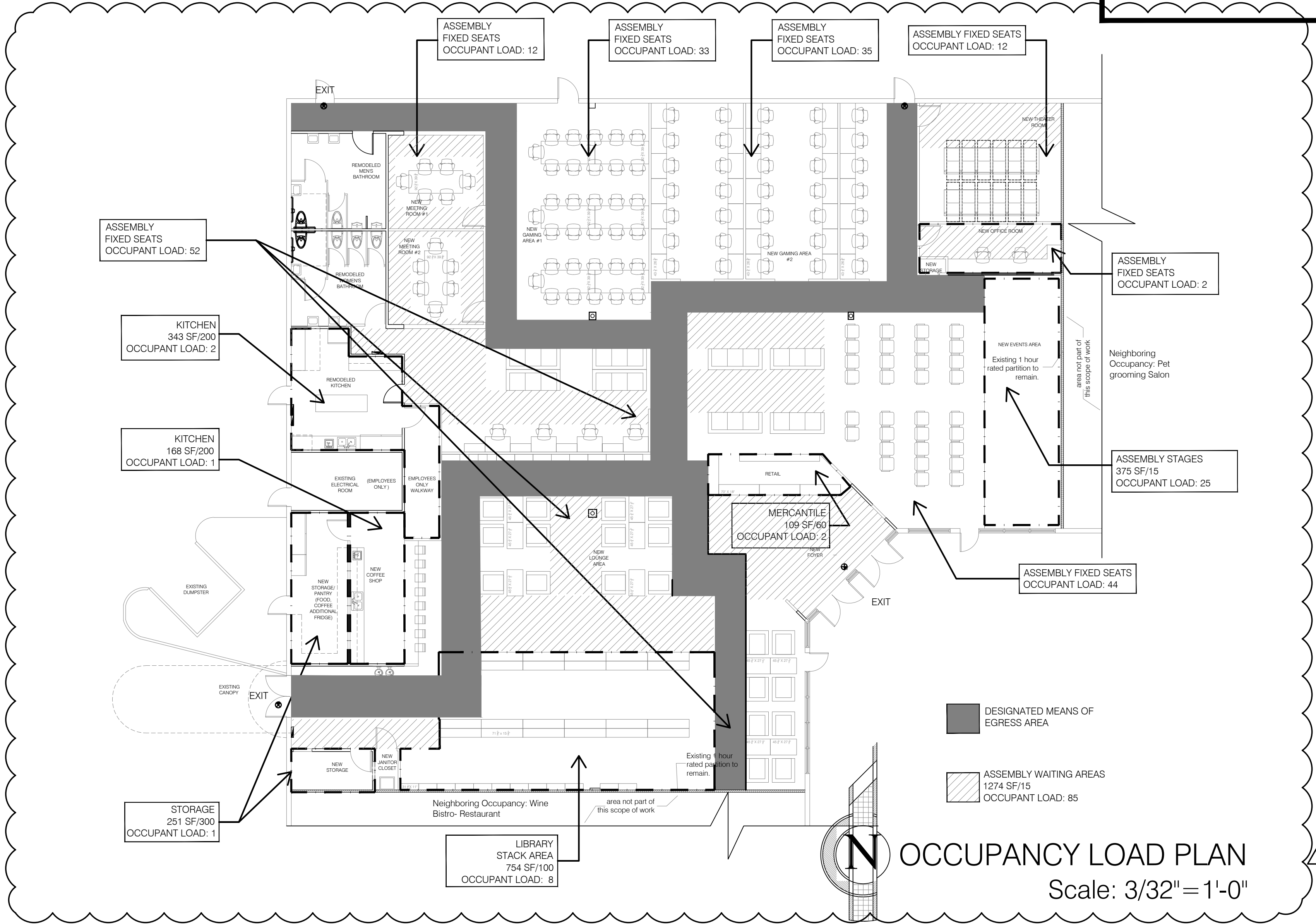
Storage:
The area per occupant is 1 to 500 S.F. gross
251 S.F./500 gross = 1 occupant

Library (Stack Area):
The area per occupant is 1 to 100 S.F. gross
754 S.F./100 gross = 8 occupants

Mercantile (Retail Area):
The area per occupant is 1 to 30 S.F. gross
109 S.F./30 gross = 4 occupants

*** Total Occupant Load Allowed: 300**
(most stringent to be used).

NFPA 101 table A.7.6		
New Assembly		
Common Path Limit Unsprinklered	max. 20'	provided 20'
Dead-End Limit Unsprinklered	20	0"
Travel Distance Limit Unsprinklered	200'	123'
FBC 2020 table 1017.2		
Occupancy A-3		
Common Path Limit Unsprinklered	max. 75'	provided 20'
Dead-End Limit Unsprinklered	20	0"
Travel Distance Limit Unsprinklered	200'	123'



DESIGN GROUP INC.

LEVEL 2 ALTERATION

FPC GAMMING

1447 LYONS ROAD
COCONUT CREEK FL 33063

JOHN SHERMAN REED ARCHITECT
FL LICENSE# AR9571

JSR DESIGN GROUP INC.
1 WEST CAMINO REAL SUITE 171E
BOCA RATON, FL 33432
PH. 561-362-7203
AA26002033

City Commission
03/30/2022

6/9/2022 3:11:05 PM: JSRDG, JSRDG

27521

A2

1. All designs and concepts are the property of JSR Design Group Inc., and may not be modified or copied without written permission by the architect.
 2. Contractor to verify all written dimensions (Not scaled) & notify architect of any discrepancies or omissions. Construction shall not proceed until said discrepancies or omissions have been resolved by architect.
 3. Contractor to verify and approve all shop drawings and dimensions before having drawings reviewed and accepted by the architect prior to construction.

- 1 Interior partition, 1/2" min. drywall both sides.
Floor to ceiling high ($\pm 10 \cdot 0'$ high- to match existing walls height)
- 10 Interior partition, 1/2" min. drywall both sides.
Floor to ceiling high ($\pm 10 \cdot 0'$ high- to match existing walls height). Provide green board on wet areas as required.
- 2 Interior partition, 1/2" min. drywall both sides.
7'-0" high
- 3 Interior partition, 1/2" min. drywall both sides.
5'-0" high
- 4 Interior partition, 1/2" min. drywall both sides.
Floor to ceiling high ($\pm 10 \cdot 0'$ high- to match existing walls height). Provide green board on wet areas as required.

Note:
1) All interior glass to be 1/2" tempered safety clear glass.
2) Top and bottom aluminum u-frame.
3) Silicone joints/jambs.

MARK	SIZE	TYPE	MATERIAL	REMARKS
D1	3" x 8" x 8"	Swing, Solid Core	Wood	Level handles hardware w/ privacy lock, to comply with ADA.
D2	3" x 8" x 8"	Swing, Solid Core	Wood	Level handles hardware w/ privacy lock to comply with ADA. Provide closer
D3	3" x 8" x 8"	Swing, Solid Core	Wood	Level handles hardware w/ privacy lock to comply with ADA. Provide closer
D4	3" x 8" x 8"	Swing, Solid Core	Wood	Level handles hardware w/ privacy lock to comply with ADA. Provide closer
D5	3" x 8" x 8"	Swing, Solid Core	Wood	Level handles hardware w/ privacy lock to comply with ADA. Provide closer
D6	3" x 8" x 8"	Swing, Solid Core	Wood	Level handles hardware w/ privacy lock, to comply with ADA.
D7	3" x 8" x 8"	Swing, Solid Core	Wood	Level handles hardware w/ privacy lock, to comply with ADA.
D8	3" x 8" x 8"	Swing, Solid Core	Wood	Level handles hardware w/ privacy lock, to comply with ADA.
D9	2" x 4" x 8"	Swing, Solid Core	Wood	Level handles hardware w/ privacy lock, to comply with ADA.
D10	3" x 8" x 8"	Swing, Solid Core	Wood	Level handles hardware w/ privacy lock, to comply with ADA.

DIVIDE BETWEEN FREE TO ENTER AND PAY TO ENTER AREAS

- FREE TO ENTER AREAS**
- ALCOHOL RESTRICTED AREAS**

**N PROPOSED FLOOR PLAN
Scale: 3/16" = 1'-0"**

DIVIDE BETWEEN FREE TO ENTER AND PAY TO ENTER AREAS

FREE TO ENTER AREAS

ALCOHOL RESTRICTED AREAS

A3

Wall Legend

interior partition, 1/2" min. drywall both sides.
Floor to ceiling high (±10'-0" high- to match existing walls height)

interior partition, 1/2" min. drywall both sides.
Floor to ceiling high (±10'-0" high- to match existing walls height). Provide green board on wet areas as required.

interior partition, 1/2" min. drywall both sides.
7'-0" high

interior partition, 1/2" min. drywall both sides.
5'-0" high

interior partition, 1/2" min. drywall both sides.
Floor to ceiling high (±10'-0" high- to match existing walls height). Provide window- see Elevation on page A-5

Note:

- See wall sections for more information.

- Provide Batt. insulation @ restrooms locations.

Note:

1) All interior glass to be 1/2" tempered safety clear glass.

2) Top and bottom aluminum u-frame.

3) Silicone joints/jambis.

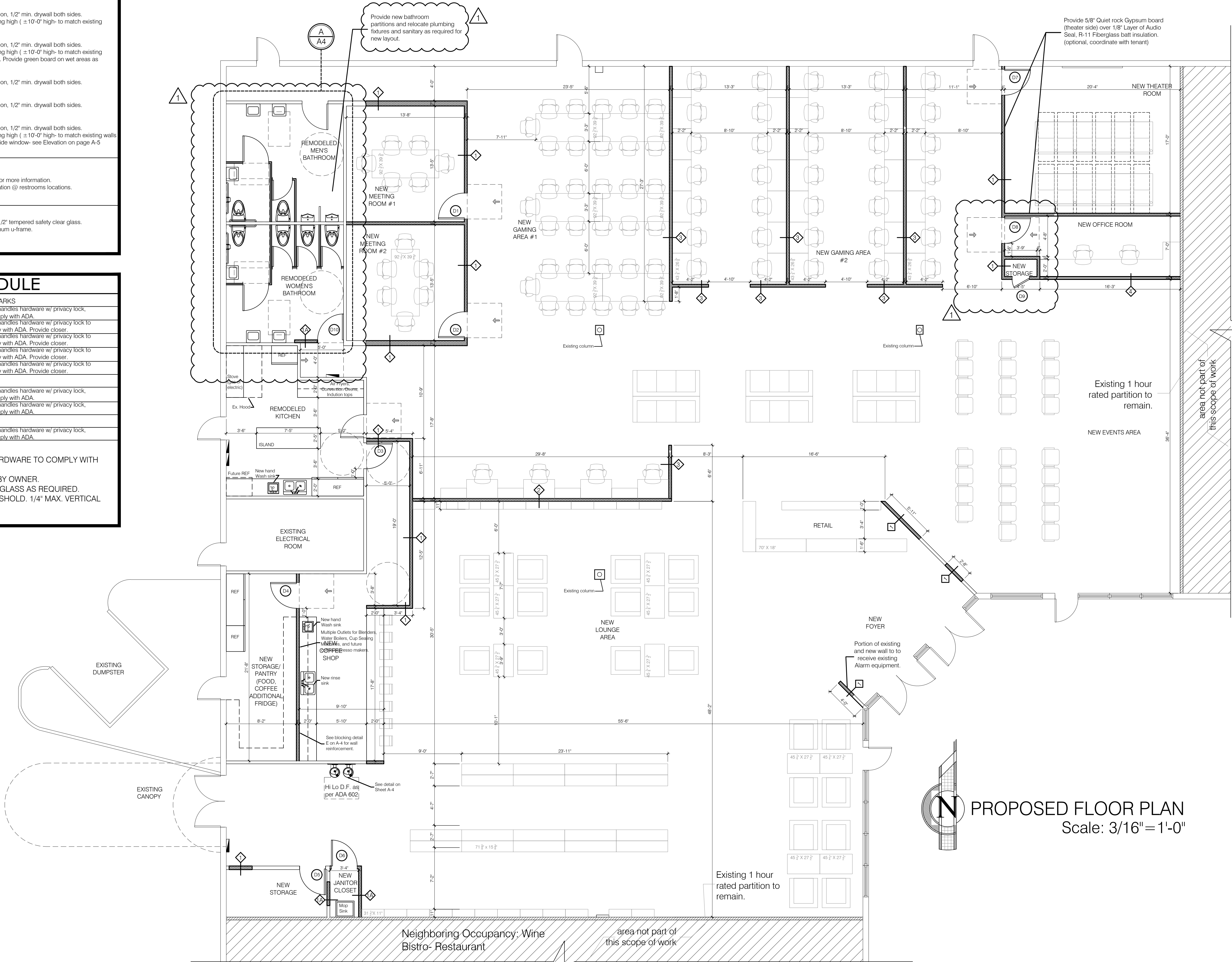
DOOR SCHEDULE				
MARK	SIZE	TYPE	MATERIAL	REMARKS
D1	3'-0" x 8'-0"	Swing, Solid Core	Wood	Lever handles hardware w/ privacy lock, to comply with ADA.
D2	3'-0" x 8'-0"	Swing, Solid Core	Wood	Lever handles hardware w/ privacy lock to comply with ADA. Provide closer.
D3	3'-0" x 8'-0"	Swing, Solid Core	Wood	Lever handles hardware w/ privacy lock to comply with ADA. Provide closer.
D4	3'-0" x 8'-0"	Swing, Solid Core	Wood	Lever handles hardware w/ privacy lock to comply with ADA. Provide closer.
D5	3'-0" x 8'-0"	Swing, Solid Core	Wood	Lever handles hardware w/ privacy lock to comply with ADA. Provide closer.
D6	3'-0" x 8'-0"	Swing, Solid Core	Wood	Lever handles hardware w/ privacy lock, to comply with ADA.
D7	3'-0" x 8'-0"	Swing, Solid Core	Wood	Lever handles hardware w/ privacy lock, to comply with ADA.
D8	3'-0" x 8'-0"	Swing, Solid Core	Wood	Lever handles hardware w/ privacy lock, to comply with ADA.
D9	2'-4" x 8'-0"	Swing, Solid Core	Wood	Lever handles hardware w/ privacy lock, to comply with ADA.
D10	3'-0" x 8'-0"	Swing, Solid Core	Wood	Lever handles hardware w/ privacy lock, to comply with ADA.

HARDWARE IS TO BE SELECTED BY OWNER. ALL HARDWARE TO COMPLY WITH ADA REQUIREMENTS PER FBC AND FAC.

FRAME COLOR AND GLASS TINT TO BE SELECTED BY OWNER.

DOORS QUANTITIES VERIFIED BY OTHERS. TEMPER GLASS AS REQUIRED.

DOORS TO HAVE 1/2" MAX. LEVEL CHANGE AT THRESHOLD. 1/4" MAX. VERTICAL PLUS 1/4" BEVELED.



N

PROPOSED FLOOR PLAN

Scale: 3/16" = 1'-0"

DESIGN
JSR
GROUP
INC.

LEVEL 2 ALTERATION

FPC GAMERS HEAVEN

1447 LYONS ROAD
COCONUT CREEK FL 33063

JOHN SHERMAN REED
ARCHITECT
FL LICENSE# AR95171

JSR DESIGN GROUP INC.
1 WEST CAMINO REAL SUITE 107E
BOCA RATON, FL 33432
BOCA PH. 561-362-7203
AZ6002033

City Comments
03/30/2022

5/9/2022 11:38:43 AM, JSR.DWG, JSR.DWG

1. All designs and concepts are the property of JSR Design Group Inc., and may not be modified or copied without written permission by the architect.
2. Contractor to verify all written dimensions (Not scaled) & notify architect of any discrepancies or omissions. Construction shall not proceed until said discrepancies or omissions have been resolved by architect.
3. Contractor to verify and approve all shop drawings and dimensions before having drawings reviewed and accepted by the architect prior to construction.

27521

A3

NOTES:

① Accessible lavatory to be as as per FBC 2020 Accessibility Section 606 and shall have a clear floor space 30 inches min. by 48 inches min. complying with Section 305 positioned for a forward approach and centered with the center line thru the lavatory as, and have knee and toe clearance as per Section 306. Control for faucets shall comply with FBC 2017 Accessibility Section 309 and their operation shall not require tight grasping, pinching, or twisting of the wrist.

② Min. 42" long side grab bars w/ 1-1/2" outside diameter and 1-1/2" wall clearance, set 33" min. and 36" max. above the finish floor measured to the top of the gripping surface, located 12 inches maximum from the rear wall and extending 54 inches minimum from the rear wall. Min. 250 lbs design load, provide solid blocking as req.

③ Min. 36" long rear grab bars w/ 1-1/2" outside dia. and 1-1/2" wall clearance, set 33" min. and 36" max. above the finish floor measured to the top of the gripping surface, extend from the centerline of the water closet 12 minimum on one side and 24 inches minimum on the other side. Min 250 lbs design load, provide solid blocking as req'd.
NOTE: install both grab bars at same height

④ WATER CLOSET: The seat height above the finish floor shall be 17" min. to 19" max. measured to the top of the toilet seat as per FBC 2017 Accessibility Section 604.4. Flush control to be as per FBC 2017 Accessibility Section 604.6 located on the open side of the water closet

NOTE:
Provide Moisture Resistant Green Board in all wet locations including, but not limited to sink walls.

STUDS IN BEARING WALLS, EXTERIOR WALLS AND NONBEARING PARTITIONS SUPPORTING WALL HUNG PLUMBING FIXTURES AND WALL CABINETS SHALL BE NOT LESS THAN 2X4, WHERE SPACED NOT MORE THAN 16 INCHES (406 MM) ON CENTER OR, NOT LESS THAN 2X6, WHERE SPACED NOT MORE THAN 24 INCHES (610 MM) ON CENTER.

VERIFY MOUNTING HGTS.

4" MIN.

BLOCKING AS REQUIRED

16"

SCHEDULED WALL

SCHEDULED GYPSUM BOARD

VERIFY MOUNTING HGTS.

STUDS IN BEARING WALLS, EXTERIOR WALLS AND NONBEARING PARTITIONS SUPPORTING WALL HUNG PLUMBING FIXTURES AND WALL CABINETS SHALL BE NOT LESS THAN 2X4, WHERE SPACED NOT MORE THAN 16 INCHES (406 MM) ON CENTER OR, NOT LESS THAN 2X6, WHERE SPACED NOT MORE THAN 24 INCHES (610 MM) ON CENTER.

E
A4

BLOCKING DETAIL (TYP.)
SCALE : 1/2" = 1'-0"

NOTES:

1) Verify all fixtures, accessories, tile, colors and plastic laminate with owner prior to ordering.

2) Provide fire retardant 2x wood blocking behind all wall mounted plumbing fixtures and accessories.

3) All faucets/controls for lavatories, sinks and drinking fountains shall be lever-operated type.

4) Wrap plumbing pipes below lavs/sinks to protect against sharp edges and scalding.

HIGH DRINKING FOUNTAIN

LOW DRINKING FOUNTAIN

SPOUT SHALL BE WITHIN 3" OF FRONT AND SHALL DIRECT FLOW PARALLEL TO FRONT FLOW SHALL BE A MINIMUM OF 4" HIGH

3'-6"

3'-0"

2'-3"

1'-7"

30"

48"

SIDE APPROACH CLEAR ACCESS SPACE

6" 8" MIN MAX

6" 8" MIN MAX

D
A4

ADA DRINKING FOUNTAIN DETAILS
SCALE : 1/2" = 1'-0"

12" min.

48" min.

12" min.

48" min.

24" min.

48" min.

24" min.

48" min.

22" min.

48" min.

Front approach, push side

Front approach, pull side

Latch approach, push side, door provided with closer

Latch approach, pull side, door provided with closer

Hinge approach, push side, door provided with both closer & latch

C
A4

2017 FBC ACCESSIBILITY
404.2.4.1 MANUVERING CLEARANCES
SCALE : 1/2" = 1'-0"

42" Grab Bar

36" Grab Bar

3'-0"

6"

33'-36"

19" min

18"

TO C OF TOILET

HC WC

Towel Dispenser

48" max. to highest operable part

34" max

27" min

Wrap pipe with insulation

TILT MIRROR

LAV HC

B.1
A4

TYPICAL HANDICAP RESTROOM ELEVATIONS
SCALE : 1/2" = 1'-0"

1.5" Ø RAIL (SS OR CHROME)

1'

3'-6"

3" MAXIMUM

T.P.

17'-19"

19" MINIMUM

33'-36"

B.2
A4

TYP. HANDICAP W.C. ELEVATION
SCALE : 1/2" = 1'-0"

MIRROR

17" MIN.

19" MAX.

8" MIN

34" MAX

40" MAX

27" MIN

15" MAX

LEVER VALVE

PROTECTED PIPING

B.3
A4

TYP. HANDICAP LAVATORY ELEVATION
SCALE : 1/2" = 1'-0"

REMODELED MEN'S BATHROOM

REMODELED WOMEN'S BATHROOM

REF

6'-9"

5'-11"

6'-9"

5'-0"

2'-8"

2'-8"

2'-8"

2'-8"

5'-0"

6'-9"

60" x 59" clear

30" x 48" clear

30" x 48" clear

4'-0"

1'-0" max.

3'-6"

A
A4

ENLARGED RESTROOMS PLAN
SCALE : 1/2" = 1'-0"

DESIGN
JSR
GROUP
INC

LEVEL 2 ALTERATION

FPC GAMERS HEAVEN

1447 LYONS ROAD
COCONUT CREEK FL 33063

JOHN SHERMAN REED
ARCHITECT
FL LICENSE# AR95171

JSR DESIGN GROUP INC.
1 WEST CAMINO REAL SUITE 117E
BOCA RATON, FL 33432
BOCA PH. 561-362-7203
AZ6002033

City Comments
03/30/2022

5/9/2022 11:38:49 AM, JSR.DWG, JSR.DWG

1. All designs and concepts are the property of JSR Design Group Inc., and may not be modified or copied without written permission by the architect.

2. Contractor to verify all written dimensions (Not scaled) & notify architect of any discrepancies or omissions. Construction shall not proceed until said discrepancies or omissions have been resolved by architect.

3. Contractor to verify and approve all shop drawings and dimensions before having drawings reviewed and accepted by the architect prior to construction.

27521

A4