



VRRM BASIN CHARACTERISTICS

EXISTING CONDITIONS			
IMPERVIOUS AREA	1,950 SF	0.05 ACRES	
GRASS AREA	8,010 SF	0.18 ACRES	
TOTAL		0.23 ACRES	
PROPOSED CONDITIONS			
IMPERVIOUS AREA	7,410 SF	0.17 ACRES	
GRASS AREA	2,550 SF	0.06 ACRES	
TOTAL		0.23 ACRES	

EROSION CONTROL NOTES

- \* CONTRACTOR SHALL IMMEDIATELY NOTIFY ROANOKE CITY, THE AIRPORT, AND BRUSHY MOUNTAIN ENGINEERING IF DISTURBANCE LIMITS INCREASE AT ANY TIME DURING CONSTRUCTION.
- \* CONTRACTOR IS SOLELY RESPONSIBLE FOR REGULARLY INSPECTING AND MAINTAINING ALL EROSION AND SEDIMENT CONTROL MEASURES IN GOOD WORKING ORDER THROUGHOUT THE ENTIRE PERIOD OF CONSTRUCTION ACTIVITIES AND ON UNTIL SUCH TIME THAT PERMANENT SEEDING HAS BEEN ESTABLISHED IN ALL AREAS.

CONSTRUCTION SEQUENCE

1. INSTALL TEMPORARY SECURITY FENCING.
2. INSTALL SEDIMENT CONTROL MEASURES (SILT FENCE AND GRAVEL CURB INLET SEDIMENT FILTER).
3. REMOVE EXISTING SECURITY FENCING, STRIP TOPSOIL, RELOCATE UNDERGROUND UTILITIES AS NEEDED, AND PREPARE BUILDING PAD.
4. INSTALL NEW UTILITY SERVICES, CONSTRUCT BUILDING, AND POUR CONCRETE APRON AND WALK.
5. FINISH GRADE AROUND BUILDING AND INSTALL PERMANENT SECURITY FENCING
6. PERMANENTLY SEED AND MULCH LANDSCAPE AREAS.

NO.	TITLE	KEY	SYMBOL
3.02	GRAVEL CONSTRUCTION ENTRANCE	CE	
3.05	SILT FENCE	SF	
3.07	GRAVEL CURB INLET SEDIMENT FILTER	CI	
3.31	TEMPORARY SEEDING	TS	
3.32	PERMANENT SEEDING	PS	
3.35	MULCHING (STRAW)	MU	

City of Roanoke  
Planning, Building, & Development  
COMPREHENSIVE DEVELOPMENT PLAN

APPROVED  
by Aaron Cypher 04/02/2020

DATE

02/25/2020  
03/18/2020  
03/27/2020

REVISIONS

# 1 2 3

1ST CITY SUBMITTAL  
2ND CITY SUBMITTAL  
3RD CITY SUBMITTAL - MOVE BLDG WEST 4 FT

SITE DEVELOPMENT PLANS

FOR  
HANGAR # 12

OWNER = ROANOKE REGIONAL AIRPORT COMMISSION  
BUILDER = SUMMIT HELICOPTERS, INC.  
TAX PARCEL ID: 650101  
CITY OF ROANOKE, VIRGINIA

BRUSHY MOUNTAIN  
ENGINEERING, PLLC

3553 Carvins Cove Road  
Salem, VA 24153  
(540) 526-6800  
www.brushymtnengr.com

BME JOB #

19-024

SHEET NAME

GRADING / ESCP

SHEET NUMBER

6 OF 8