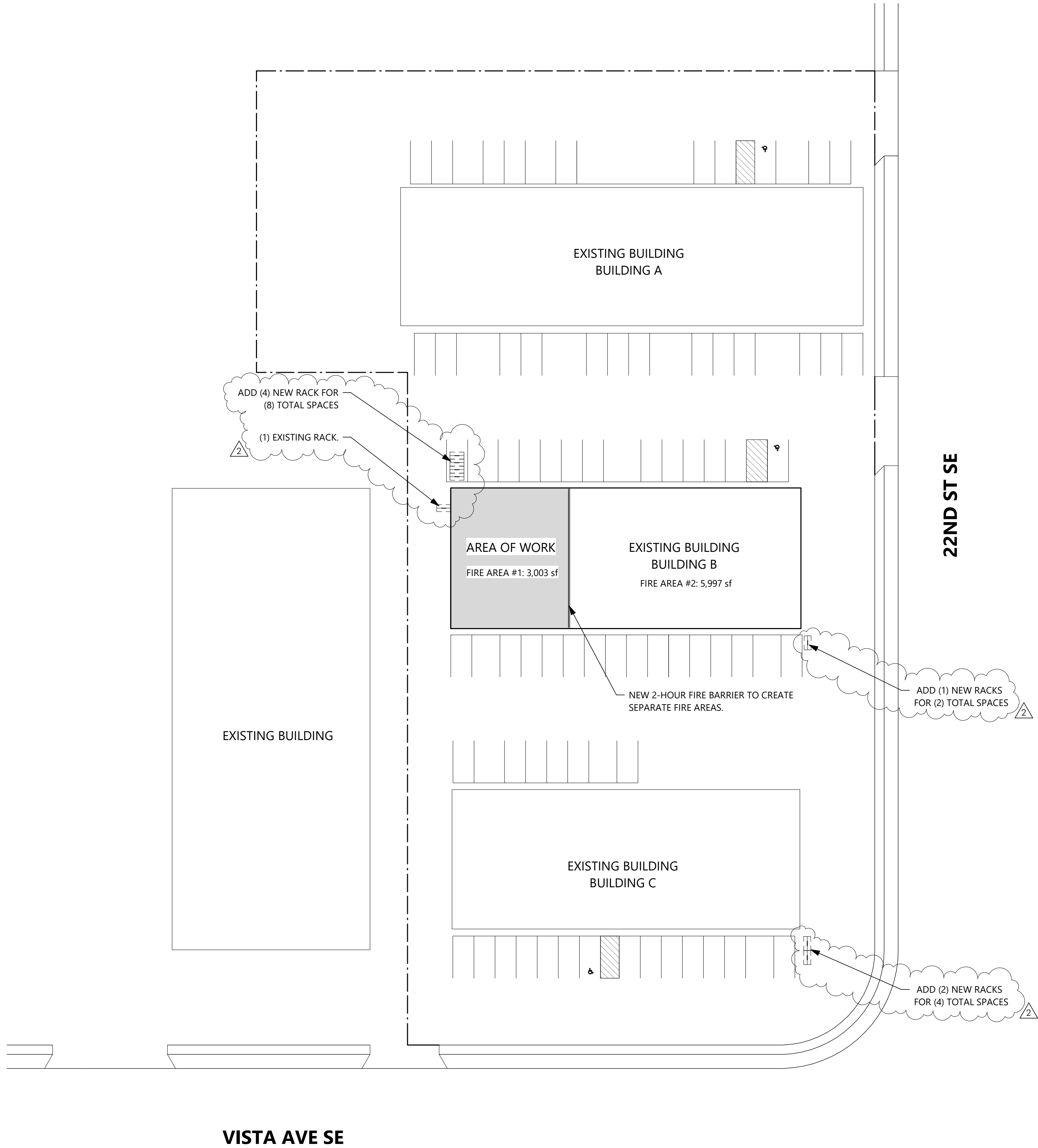


1 SITE PLAN

SCALE: 1" = 30'-0"



BIKE PARKING REQUIREMENTS (FOR ALL 3 BUILDINGS COMBINED):

- 9,000 total sq ft Construction Contracting = 4 spaces (100% may be long-term)
- 3,000 sq ft Warehousing = 4 spaces (100% may be long-term)
- 1,500 sq ft Wholesale = 0
- 6,000 sq ft General Manufacturing = 4 total spaces (75% may be long-term)
- 6,000 sq ft Commercial entertainment indoor = 12 spaces (1 per 500 sq ft) (25% may be long-term)
- 3,000 sq ft Eating & Drinking Establishment = 4 spaces (25% may be long-term)
- 1,500 sq ft Motor vehicle services = 0

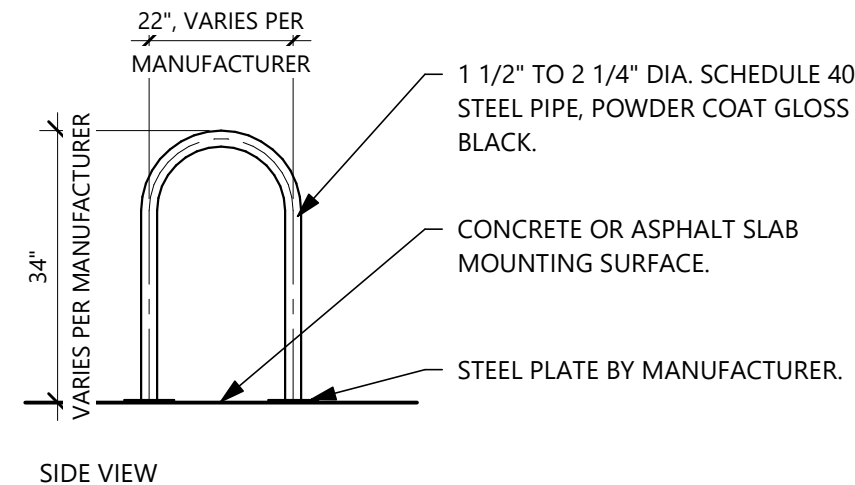
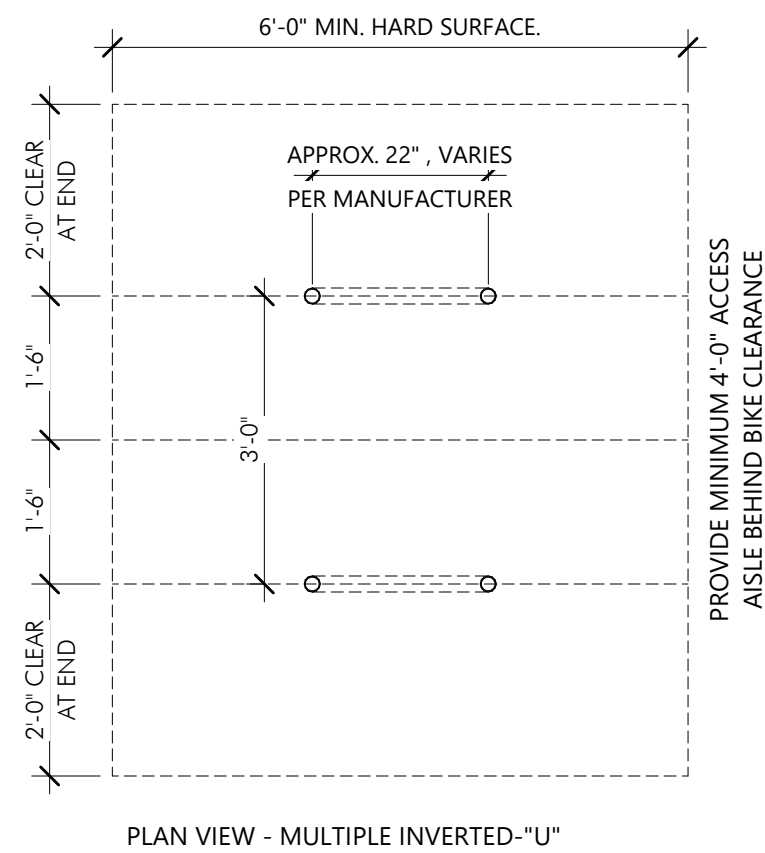
28 total required for all uses by square footage  
\*15 total can be long-term spaces (e.g., indoor, wall-mounted hanging racks)

BIKE PARKING PROVIDED:

- 14 short-term (outdoor, inverted-U style racks)
- 14 long-term (indoor, wall-mounted racks)

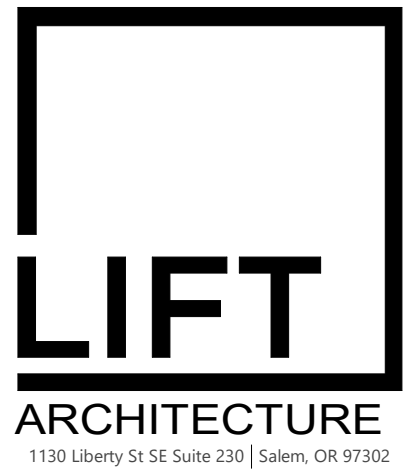
INDOOR BIKE PARKING REQUIREMENTS

BUILDING	TENANT	TENANT SF	REMARKS
Building A	LUXTOMI - 2907,1915 22nd St	3,000	1 new long-term space to be installed
	Destiny Communication - 2913 22nd St	1,500	1 new long-term space to be installed
	Bell Installation - 2911, 2903, 2905 22nd St	4,500	2 new long-term spaces to be installed
	Wolesale2U - 2909 22nd St	3,000	2 new long-term spaces to be installed
Building B	Tsunami Taproom - 2925 22nd St	3,000	
	Thomas Kay Flooring - 2929 22nd St	3,000	4 new long-term spaces to be installed
	Vacant - 2921 22nd St	3,000	1 new long-term space to be installed
Building C	Forshey Training - 2945, 2949 22nd St	4,500	1 new long-term space to be installed
	NW Athlete Performance - 2941 22nd St	1,500	2 new long-term spaces to be installed
	Salem Brew Supply - 2951 22nd St	1,500	No spaces required
	Soh3 Films - 2947 22nd St	1,500	No spaces required
TOTAL			14 indoor long-term spaces proposed



2 BIKE RACK DETAIL

SCALE: 1/2" = 1'-0"



TENANT IMPROVEMENT  
TSUNAMI TAPROOM  
2925 22ND ST SE, SALEM, OR 97302

REVISIONS:

1	7/16/24	Plan Review
2	7/19/24	Bike Racks

SHEET:

A1.01

SITE PLAN

PROJECT # 2024-034

DATE: 6/11/2024