## CITY OF LEE'S SUMMIT Development Services Department 220 SE Green Street Lee's Summit, MO 64063 (816)969-1200 **DEVSERVICES.CITYOFLS.NET**

## **Inspection Summary**

Permit #: PRRES20203284 Address: 4417 SW NAUTILUS PL, LEES SUMMIT, MO 64082

This work has been inspected and the inspection results noted below. Please schedule inspections once all corrective actions have been completed. Do not cover any work until approved.

Inspection:	Inspector:	Outcome:	Date:
All Rough Inspection - Residential	Patrick Schonfeldt	Failed	Tuesday, February 23, 2021
Corrective Action Required:			
1 Misc			
	-(4) stud pack at all girder truss support ends per plans		

-All truss hangers per plans

-Truss bracing per plans

-H2.5 truss clip missing at loft

-B vent requires 1" clearance from combustibles

-Fireblock HVAC chase 2nd floor hall

-Flash and install window at 2nd floor bath

-Complete electrical at suspended slab in basement

-Joist hanger required at dbl joist to rim connection above basement stair landing

-Security blocking at basement walkout

-Dbl joist hangers required at connection to triple joist at fireplace cantilever, over 4'

-Anchor bolts required within 12" of plate break in basement

-Shield service panel from pex water line above panel in basement mech room

-Fireblock between top plate and framing/foundation wall in basement, seal any gaps and penetrations through Fireblock material

-Fireblock vertical every 10' between framing/foundation wall in basement, seal any gaps and penetrations through Fireblock

-(3) 2x10 header at basement walkout per plans

-(2) 2x6 at basement walkout per plans

-(3) 2x6 at bed #6 window per plans

-3" SCH steel column at pier location"A" basement stairs per plans

-Attach deck ledger to house per code

-Joist hangers at all deck joists

-(2) bolts required at post/beam connection per code

\*deck incomplete at rough in inspection\*

-Nail exterior sheathing per plans

-Unable to determine 3" grid PFH nailing pattern at garage

-Flashing at garage trim

Comments: