



### **PLAN REVIEW CONDITIONS**

December 01, 2021

Mindgames and Magic, LLC  
206 SE 2ND ST  
LEES SUMMIT, MO 64063

Permit No: PRCOM20212416  
Project Title: MINDGAMES AND MAGIC  
Project Address: 206 SE 2ND ST, LEES SUMMIT, MO 64063  
Parcel Number: 61230091000000000  
Location: WM B HOWARDS 1ST ADD THE RES OF LOTS 1 & 2 BLK 15 ---AN UN-NUMBERED TRACT-RES OF LOTS 1 & 2 BLK 15 D OF 2ND ST 160' TH NWLY ALG WLY ROW LI OF JOHNSON ST 210' TH SWLY 160' TO POB (EX PT TAKEN FOR ROW)  
Type of Work: CHANGE OF TENANT  
Occupancy Group: MERCANTILE  
Description: CHANGE OF TENANT FOR RETAIL SALES OF GAMES AND COLLECTABLES - INCLUDES SPACES FOR PUBLIC GAME PLAY - ONLY CONSTRUCTION IS EMERGENCY LIGHTING AND EXIT SIGNS

***The following is a list of requirements from the City of Lee's Summit that have not been satisfactorily addressed in the plans and specifications. Please contact the appropriate department regarding clarification of comments.***

Development Services Department (816) 969-1200

Fire Department (816) 969-1300

#### **Fire Plan Review**

**Reviewed By: Michael Weissenbach**

**Approved with Conditions**

1. 2018 IFC 906.5- Conspicuous location. Portable fire extinguishers shall be located in conspicuous locations where they will be readily accessible and immediately available for use. These locations shall be along normal paths of travel, unless the fire code official determines that the hazard posed indicates the need for placement away from normal paths of travel.

(Action Required)

Provide and mount one 2A10BC Fire Extinguisher.

12/01/2021

(Verified At Inspection)

2. 2018 IFC 1008.1 Illumination required. The means of egress, shall be illuminated at all times the building space served by the means of egress is occupied.

(Action Required)

Show existing emergency/exit lighting in the space. If not existing add emergency/exit lighting over exit doors and include exterior emergency lighting. Add additional emergency lighting throughout the space.

12/01/2021

(Verified At Inspection)

Add exterior emergency lighting.

**Building Plan Review**

**Reviewed By: Joe Frogge**

**Pending**

1. 2018 IBC 1008.3 Emergency power for illumination. The power supply for means of egress illumination shall normally be provided by the premises' electrical supply.

1008.3.1 General. In the event of power supply failure in rooms and spaces that require two or more means of egress, an emergency electrical system shall automatically illuminate all of the following areas:

1. Aisles.
2. Corridors.
3. Exit access stairways and ramps.

1008.3.2 Buildings. In the event of power supply failure in buildings that require two or more means of egress, an emergency electrical system shall automatically illuminate all of the following areas:

1. Interior exit access stairways and ramps.
2. Interior and exterior exit stairways and ramps.
3. Exit passageways.
4. Vestibules and areas on the level of discharge used for exit discharge in accordance with Section 1028.1.
5. Exterior landings as required by Section 1010.1.6 for exit doorways that lead directly to the exit discharge.

1008.3.3 Rooms and Spaces. In the event of power supply failure an emergency electrical system shall automatically illuminate all of the following areas:

1. Electrical equipment rooms.
2. Fire command centers.
3. Fire pump rooms.
4. Generator rooms.
5. Public restrooms with an area greater than 300 square feet.

Action required: Show locations of emergency lights. If not there, they will need to be installed in all required locations by a licensed electrical contractor.

2. 2018 IBC Exit Signs 1013.1 Where Required. Exits and exit access doors shall be marked by an approved exit sign readily visible from any direction of egress travel. The path of egress travel to exits and within exits shall be marked by readily visible exit signs to clearly indicate the direction of egress travel in cases where the exit of the path of egress travel is not immediately visible to the occupants. Intervening means of egress doors within exits shall be marked by exit signs. Exit sign placement shall be such that no point in an exit access corridor or exit passageway is more than 100 feet or the listed viewing distance for the sign, whichever is less, from the nearest visible exit sign. (see code section for exceptions)

Action required: Update drawing to show locations of exit signage. If not existing they will need to be installed at front door, rear door, and at opening between game room and retail. Exit sign at game room/retail opening to be positioned such that occupants are led out of game room.

***The approval of plans and specifications does not permit the violation of any section of the Building Codes or other City Ordinances or State Law.***

***The review conducted by the City of Lee's Summit Development Services Department shall not be construed as a structural review of the project.***

