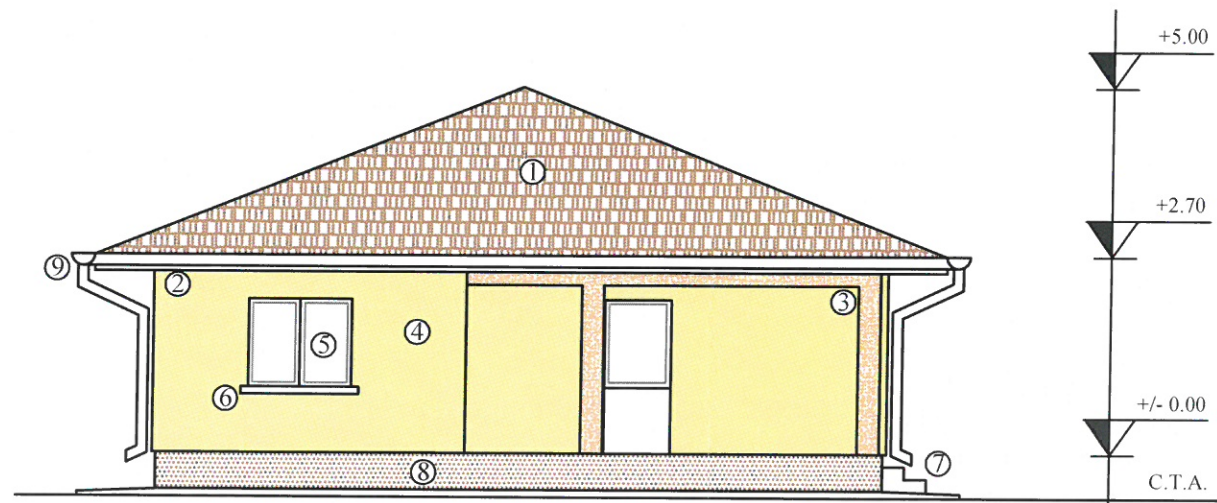


FATADA PRINCIPALA



LEGENDA:

1. Invelitoare tabla amprentata, maro
2. Pазie lemn, imbracata in tabla
3. Tencuiala decorativa, maro
4. Tencuiala decorativa, bej
5. Tamplarie P.V.C. cu geam termopan, alba
6. Glaf mozaicat frecat
7. Trepte beton
8. Soclu tencuiala mozaicata, maro
9. Jgheaburi si burlane tabla, maro

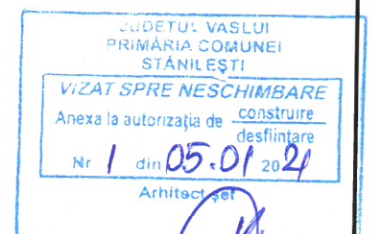
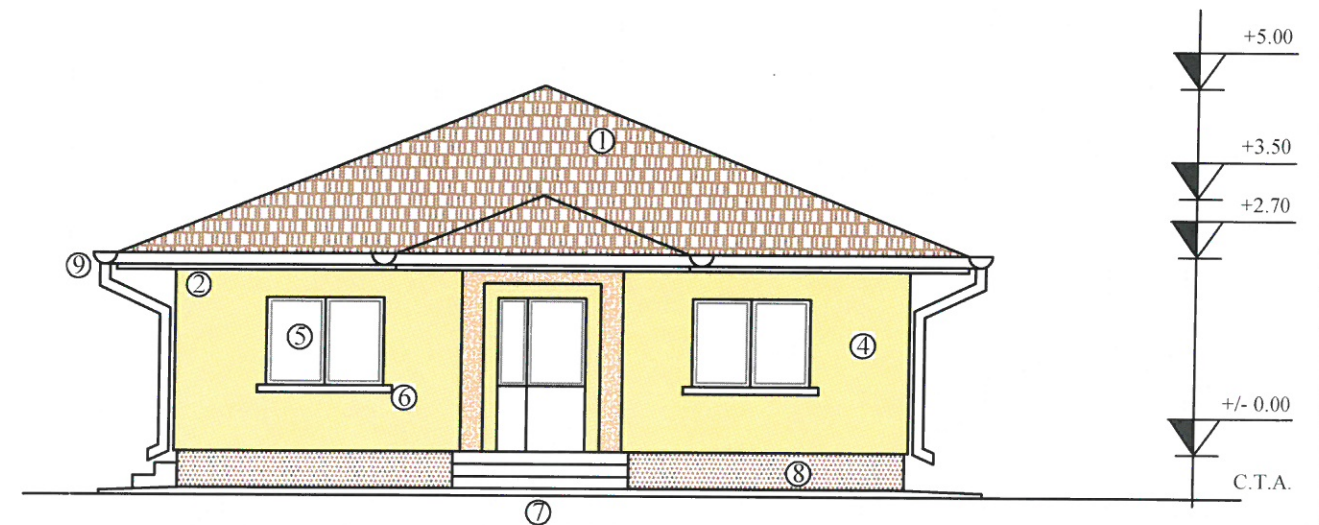
ag=0.25g; Tc=0,70s

Clasa de importanta: IV

Categoria de importanta: "D"

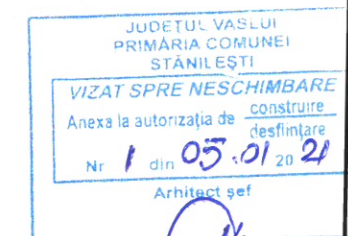
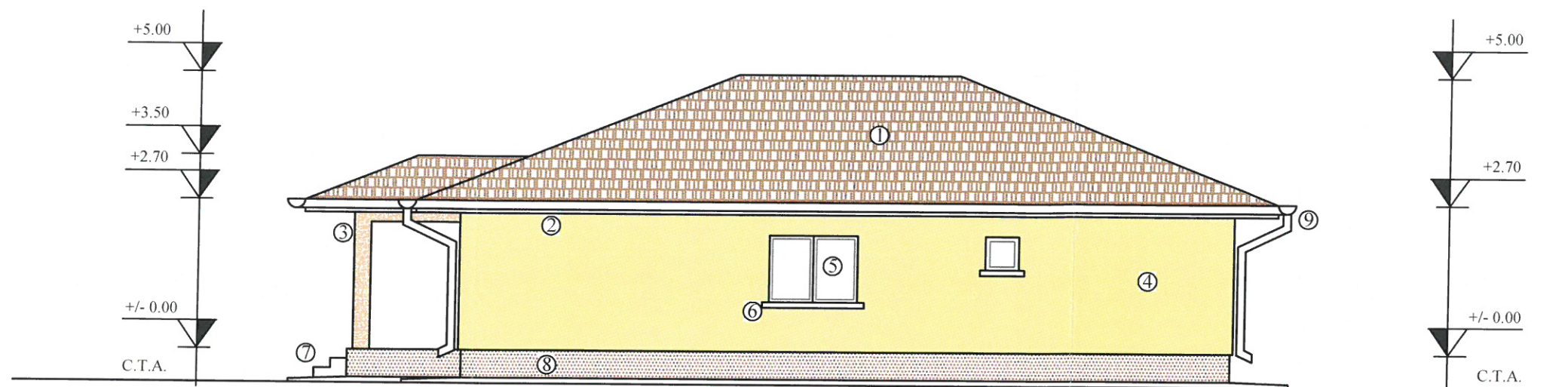
Nivel de stabilitate la foc IV

FATADA PRINCIPALA

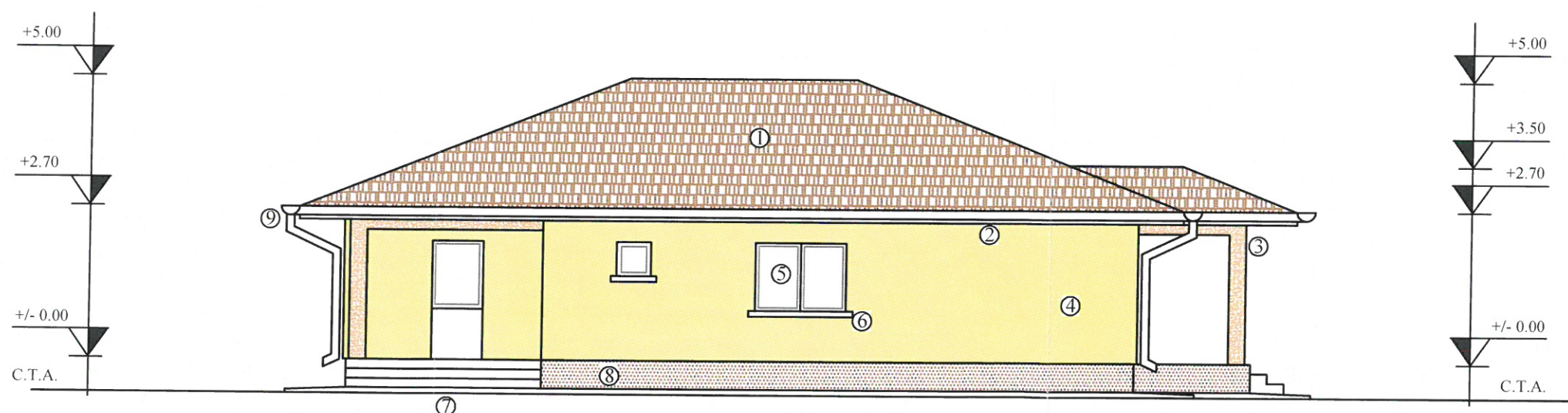


SPECIFICATIE	NUME	SEMNATURA	BENEFICIAR/EXPERTIZA NR./DATA
PFA ING. BLAJ IOAN CUI: 21630092			Beneficiar: COZMA CRISTI-IONUT COZMA ALINA-MIHAELA Adresa: sat Stanilesti, comuna Stanilesti Jud. Vaslui
scara: 1/100 data: 2020			Proiect nr. 24 FAZA D.T.A.C. Titlu proiect: DESFIINTARE LOCUINTA CI. CONSTRUIRE LOCUINTA PARTER Amplasament: Sat Stanilesti, Com. Stanilesti CF 73139, Jud. Vaslui Titlu plansa: CONSTRUIRE LOCUINTA PLAN FATADE
SEF PROIECT	ing. Blaj Ioan		PLANSA A9
PROIECTAT	Arh. Bujdei V.		
DESENAT	ing. Blaj Ioan		

FATADA LATERAL DREAPTA



FATADA LATERAL STANGA



LEGENDA:

1. Invelitoare tabla amprentata, maro
2. Pazie lemn, imbracata in tabla
3. Tencuiala decorativa, maro
4. Tencuiala decorativa, bej
5. Tamplarie P.V.C. cu geam termopan, alba
6. Glaf mozaicat frecat
7. Trepte beton
8. Soclu tencuiala mozaicata, maro
9. Jgheaburi si burlane tabla, maro

ag=0.25g; Tc=0,70s
Clasa de importanta: IV
Categorie de importanta: "D"
Nivel de stabilitate la foc IV

SPECIFICATIE	NUME	SEMNAȚURA	BENEFICIAR/EXPERTIZA NR./DATA	
PFA ING. BLAJ IOAN CUI: 21630092			Beneficiar : COZMA CRISTI-IONUT COZMA ALINA-MIHAELA sat Stanilesti, comuna Stanilesti Jud. Vaslui	Proiect
scara: 1/100			Adresa : sat Stanilesti, comuna Stanilesti Jud. Vaslui	nr. 24
data: 2020			Titlu proiect: DESFIINTARE LOCUINTA C.I. CONSTRUIRE LOCUINTA PARTER	FAZA D.T.A.C.
DESENAT			Amplasament: Sat Stanilesti, Com. Stanilesti CF 73139, Jud. Vaslui	PLANSA A10
PROIECTAT			Titlu planșă: CONSTRUIRE LOCUINTA PLAN FATADE	
SEF PROIECT				