

Must meet 2020 MN State Building Code

Building plans must be signed by a MN licensed architect.

SAG review by MET council will be required.

Must meet 2020 MN Accessibility Code.

Provide a detailed code analysis with the plans.

When plans are 80 percent complete please contact Building and Inspections to set up a Building Code review.

Provide an Environmental Health Plan Review application with plan submittal for each proposed food facility.

Provide specification sheets during plan submittal on all new and used equipment being proposed for use in this facility.

Any additions or changes to food service must be approved by the Health Department prior to construction if required.

Recreation and entertainment uses are limited to 25 percent of the building's gross floor area. It is unclear how much space the proposed business would occupy.

It is unclear how the two floors will function. Will the entirety of both floors be occupied by the recreation/entertainment use? A detailed, to-scale floor plan is needed.

What do each of the golf simulators entail? How many participants are using the simulator at one time? Are there tables and chairs for others watching? Are they served food and beverages at the simulator spaces?

Presumably, restaurant seats would be provided near the kitchen as part of the restaurant. Is there a seat count anticipated or will all seats be associated with golf simulator spaces?

Fire alarm system may need to be upgraded depending on the occupancy classification.

Emergency responder radio coverage meeting the requirements of appendix P in the 2020 MSFC shall be provided throughout the property and within the structures.

Type I hood exhaust with kitchen suppression system connected to the building sprinkler system required for operations creating grease laden vapors.

All exterior doors that allow access to the interior of the building(s) shall be numbered in a sequential order starting with the main entrance (public entrance) as number 1 and continue in a clockwise manner.



