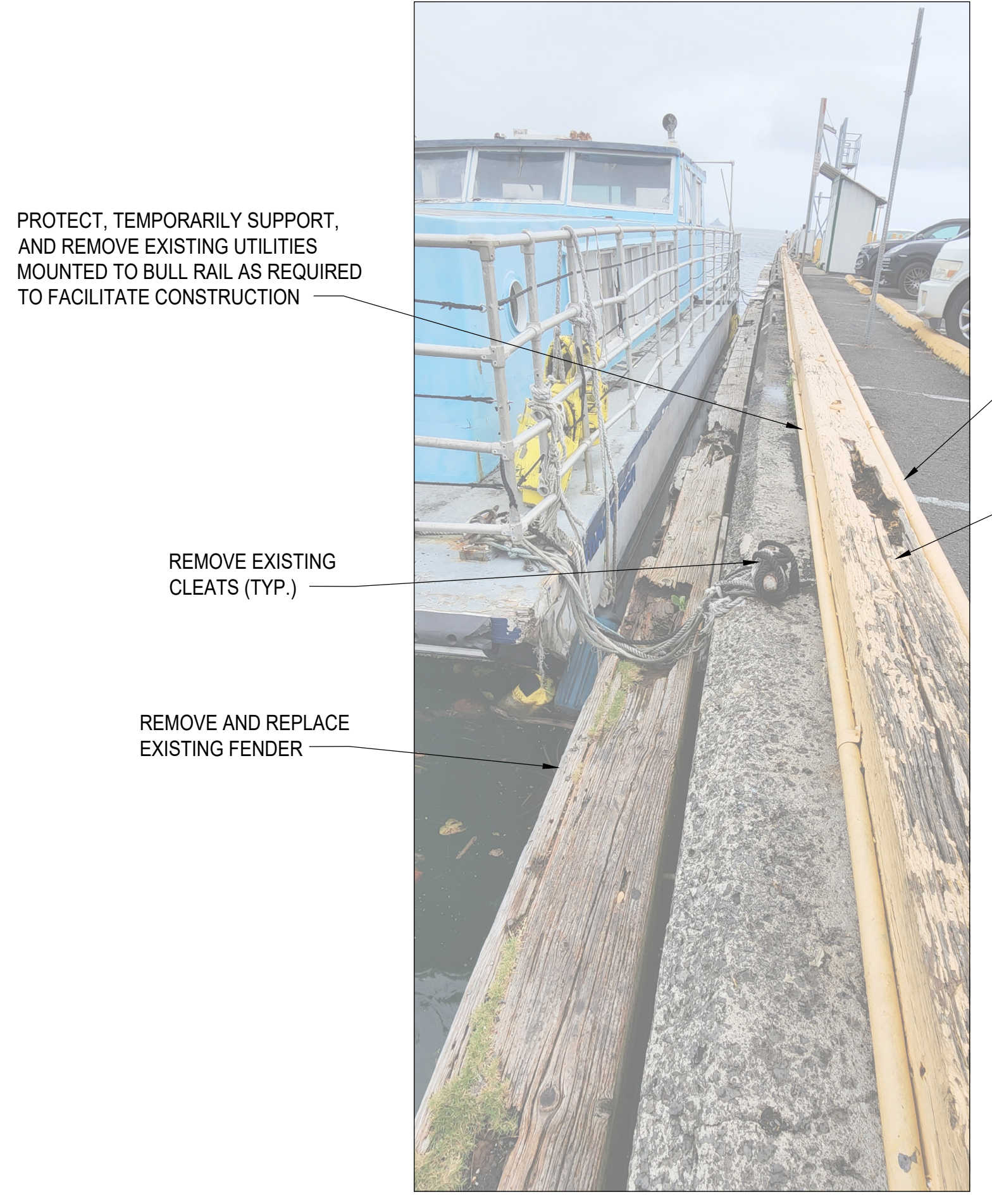


**1** EXISTING FENDER AND BULL RAIL DEMOLITION DETAIL  
 SCALE: 1/8" = 1'-0"  
 0 4" 8" 12" 16" 24"  
 1/8"



**2** EXISTING CONDITIONS / DEMOLITION  
 NOT TO SCALE

- NOTES:
- EXISTING FENDER ANCHOR BOLTS: REMOVE WHERE FEASIBLE. WHERE REMOVAL IS NOT FEASIBLE WITHOUT DAMAGE TO SURROUNDING CONCRETE, CUT A MINIMUM 1" BELOW BULKHEAD FACE. CLEAN EXPOSED STEEL AND APPLY MARINE-GRADE CORROSION PROTECTION COATING. FILL ALL RESULTING HOLES AND VOIDS WITH NON-SHRINK GROUT OR EPOXY GROUT FLUSH WITH ADJACENT SURFACE.
  - EXISTING CLEAT AND BULL RAIL ANCHOR BOLTS: REMOVE WHERE FEASIBLE. WHERE REMOVAL IS NOT FEASIBLE WITHOUT DAMAGE TO SURROUNDING CONCRETE, REMOVE OR CUT AS REQUIRED TO A MINIMUM OF 1" BELOW EXISTING CONCRETE SURFACE. CLEAN EXPOSED STEEL AND APPLY MARINE-GRADE CORROSION PROTECTION COATING. FILL ALL RESULTING HOLES AND VOIDS WITH NON-SHRINK GROUT OR EPOXY GROUT FLUSH WITH ADJACENT SURFACE.
  - EXISTING UTILITIES MOUNTED TO THE BULL RAIL (INCLUDING BUT NOT LIMITED TO WATER LINES, FUEL PIPING, AND ELECTRICAL CONDUIT) SHALL BE REMOVED AS REQUIRED AND REINSTALLED IN-KIND ON THE NEW BULL RAIL. CONTRACTOR SHALL COORDINATE WITH THE ENGINEER FOR ALL UTILITY RECONNECTIONS. PROTECT ALL UTILITIES DURING CONSTRUCTION.
  - CONTRACTOR SHALL REMOVE EXISTING CONCRETE CRADLES TO THE MINIMUM EXTENT NECESSARY. RESULTING VOIDS SHALL BE REPAIRED FLUSH WITH ADJACENT BULKHEAD SURFACE USING MARINE-GRADE NON-SHRINK STRUCTURAL REPAIR MORTAR OR EPOXY GROUT TO PROVIDE CONTINUOUS SOLID BEARING SURFACE.

REVISION NO.	ADDENDUM NO. 1	DATE	05/22/2026
STATE OF HAWAII DEPARTMENT OF LAND AND NATURAL RESOURCES DIVISION OF BOATING AND OCEAN RECREATION			
HEIEIA KEA SMALL BOAT HARBOR BULKHEAD FENDER REPAIRS KANEOHE, OAHU, HAWAII JOB NO. B78C071A			
SHEET TITLE DEMOLITION DETAILS			
DESIGNED BY: SQ, DR		SUBMITTED: 4/21/2026	
DRAWN BY: GP, SQ		DATE: 4/21/2026	
CHECKED BY: DR		SCALE: -	
THIS WORK WAS PREPARED BY ME OR UNDER MY SUPERVISION <i>Donald K. Rely</i> EXPIRATION DATE OF THE LICENSE 4/30/2028			DRAWING NO. <b>C-05</b>