

Hot Springs, SD VA								
AKA: Also known as								
Bld	Name	Floor / Zone	Existing TR#	Existing TR	Existing Cabinet	New TR#	New TR	New cabinet
1	Admin	Basement	(B25/ TB11), (B26/ TB14), (B1C/ B1G), (B1E/ TB13)	4		New building B003A	1	
1	Admin	First	104B, 105	2		New building 113C	1	
1	Admin	Second	204A, 206A, 210	3		New building 217C	1	
1	Admin	Third	305A, 306A	2		New building 315C	1	
2	storage	Sub-Basement	None			None		
2	housekeeping supplies	Basement	None, See lower arcade			B1B	1	
2	kitchen	First	None			None		
2	Admin	Second	(222A/ TB30A small closet)	1		Enlarged 222 (A?)	1	
3	Volunteers	Basement	9A	1		None		
3	DOM Qtrs	First	None			103	1	
3	DOM Qtrs	Second	203	1		None		
4	DOM Qtrs	Basement	4	1		Existing 4	*	
4	DOM Qtrs	First	103	1		Existing 103	*	
4	DOM Qtrs	Second	203	1		Existing 203	*	
5	DOM Qtrs	Basement	10 B closet OIT, 10C Johnson Controls Cabinet	1		none		
5	DOM Qtrs	First	none			none		
5	DOM Qtrs	Second	211 Johnson Controls Security Equipment			211 (will include 210)	1	
6	DOM Qtrs	Basement	1A OIT full cabinet in corridor, 1B Johnson Controls half cabinet in corridor	1		none		
6	DOM Qtrs	First	none			115	1	
6	DOM Qtrs	Second	none			none		
7	DOM Qtrs	Basement	8A OIT full cabinet in corridor, 8B Johnson Controls half cabinet in corridor	1		none		
7	DOM Qtrs	First	none			110	1	
7	DOM Qtrs	Second	none			none		
8	DOM Qtrs	Basement	OIT cabinet in Rm 13, Johnson controls half cabinet in hallway	1		none		
8	DOM Qtrs	First	none			107	1	
8	DOM Qtrs	Second	none			none		
9	Plumber storage	First	none, Fed from Bldg 2			none, Fed from Bldg 2		
9	Protestant Chapel	Second	none, Fed from Bldg 2			none, Fed from Bldg 2		
10	House keeping room	First	none, fed from Bldg 2			none, fed from Bldg 2		
10	Catholic Chapel	Second	none, fed from Bldg 2			none, fed from Bldg 2		
11	Call Center	Ground	002	1		Building enlarged 001	1	
11	Auditorium	First	None			None		
11	Auditorium/Balcany	Second	None			None		
12	Hospital	Basement Sector A	AB10B, AB08C, AB06	2		AB06	1	
12	Hospital	Basement Sector C, D	DB01A	1		N/A		
12	Hospital	Ground Sector A	A038	1		Enlarged A038	1	
12	Hospital	Ground Sector B	B001 (not a TR, fiber enters building here)	*		B001 (not a TR, fiber enters building here)	*	
12	Hospital	Ground Sector C, D	D011, C005, C006	3		C003 (AKA C004) D003	2	
12	Hospital	First Sector A	TB13 smaller	1		Enlarged A119 (AKA TB13)	1	
12	Hospital	First Sector B	none			C106 (d?)	1	

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12	Hospital	First Sector C, D	D104B(Biomed), TB5,C134B	*,2		D104B(Biomed)	*	
12	Hospital	Second Sector A	N/A			N/A		
12	Hospital	Second Sector B	N/A			N/A		
12	Hospital	Second Sector C, D	D215, C212,TB6	3		C208	1	
12	Hospital	Third Sector B	N/A			B303	1	
12	Hospital	Third Sector C, D	C310, TB7	2		none		
12	Hospital	Fourth Sector	407A, TB8	2		404C	1	
13	Painter/Pipfitter	First	Cabinet		1	fed from 14		
14	engineering	First	106	1		106 enlarged (AKA 105)	1	
14	engineering	Second	N/A			N/A		
17	Equipment Repair	Attic						
17	Equipment Repair	First	Free standing cabinet		1	cabinet		1
17	Equipment Repair	Basement						
18	Boiler Plant	First	Cabinet		1	Cabinet		1
18	Boiler Plant	Mezzanine	none			none		
20	Appartment Residences	Basement	?			Cabinet		1
20	Appartment Residences	First	N/A			N/A		
20	Appartment Residences	Second	N/A			N/A		
23	Historical House	Basement	cabinet in SW corner		1	cabinet		1
23	Historical House	First	N/A			N/A		
23	Historical House	Second	N/A			N/A		
29	TR House	Basement	?			cabinet		1
29	TR House	First	N/A			N/A		
29	TR House	Second	N/A			N/A		
30	Transportation	Ground				fed from 14		
43	Laundry	Basement	cabinet		1	cabinet		1
43	Laundry	First	N/A			N/A		
53	Mechanical	Basement	none			none		
53	Kitchen	Ground	none			none		
53	Library/admin	First	107	1		102B	1	
65	IT	First	109 data center	DC		109 data center	DC	
65	IT	First	105, to be eliminated	1				
66	IT	First	127	1		new building addon 132	1	
Arcade		Lower	(B1D/TB10 north), (B1E/TB15-south), (B1C/TB9 south) All near building 2	3		none		
Arcade		Upper	none			none		