**Annie Rubel**

**3495 Burns Ave**

**Detroit, MI 48214**

**Indian Village Historic District**

**Backyard Patio Project Request for Approval**

**Description of existing conditions:**

Currently, the backyard consists of an exposed aggregate driveway along the south side of the house and a path that extends the width of the back of the house. The rest of the yard is lawn. There is a small tree by the Garage, but no other trees or bushes.

**Description of project:**

The project consists of laying a patio off of the back of the house that extends from the fence-line on the north side of the yard to the driveway with access from both the porch off the sunroom and the porch off of the kitchen.

The patio material will be a Unilock paving system (details in an attached document) that looks like flagstone and is harmonious with the house’s historic appearance and consistent with other patios that can be found in Indian Village Historic District. There will be a soldier course of red brick that helps tie the patio into the brick materials of the house. There will be a seating wall along the outside perimeter of the patio with a break in the wall for access to the lawn.

There will be no built-in features such as fire pit, outdoor kitchen, or pergola.

Drawing attached.

**Detailed Scope of Work**

**Flat work:**

-Remove approx. 7-8” of topsoil

-Install 6” of 21aa Crushed Limestone Base, compacted every 2”

-Install ½-3/4” Sharp sand

-Install Unilock pavers (see attached brochures for materials specs), approx. 525 sq. ft.

-Install Unilock Copthorne in Old Oak soldier course around exterior of patio

-Install EV-Evolution polymeric sand in grey to open joints

**Seat Wall:**

-Remove approx. 7-8” of topsoil from specified area (approx. 30 linear feet around patio)

-Install 6” of 21aa Crushed Limestone Base, compacted every 2”

-Install ½-3/4” Sharp sand

-Install Unilock Rivercrest Wall System in Buff, approx. 30 linear feet and 2 feet tall (not including coping)

-Install Unilock Rivercrest coping stone to match wall