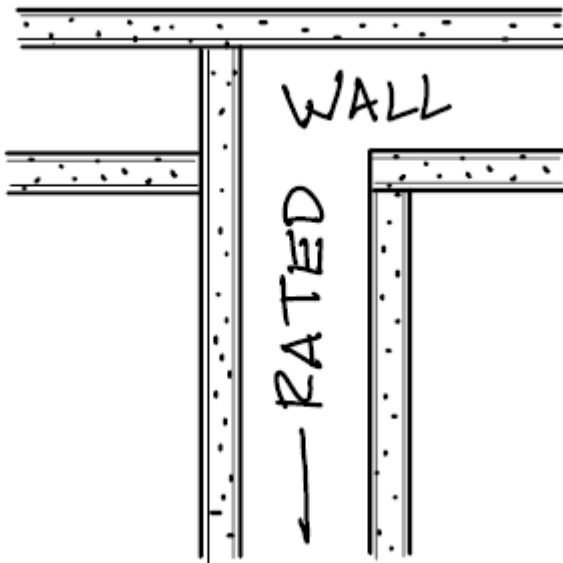
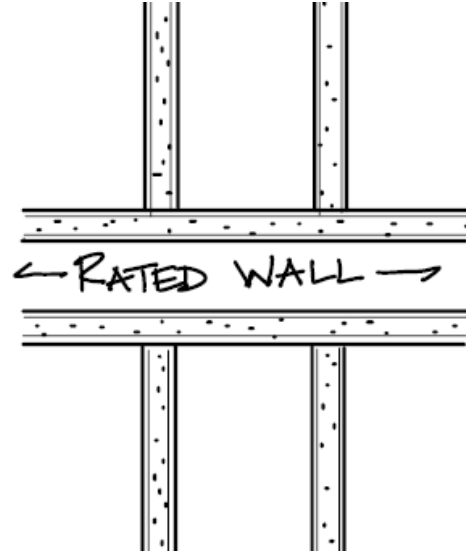
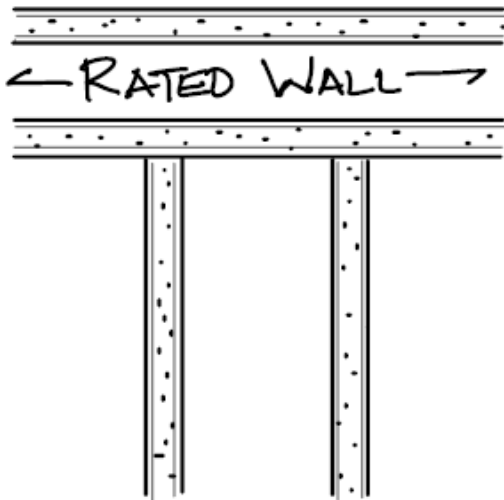


Where walls of different functions/ratings intersect, walls of higher priorities shall be continuous in construction, including at columns.



<b>Wall Priorities</b>	
<b>Wall Types</b>	<b>Priority</b>
4 Hour Fire / Smoke	<div style="text-align: center;"> <p>Higher</p> <p>↑</p> <p>↓</p> <p>Lower</p> </div>
3 Hour Fire / Smoke	
2 Hour Fire / Smoke	
2 Hour Fire	
1 Hour Fire / Smoke Barrier	
1 Hour Fire	
Smoke Partition	
Sound Control Partition (Non-Fire Rated)	
Non-Fire Rated Partition	

Lower priority walls shall abut and be sealed at higher priority walls and shall not interrupt the continuity of the higher priority walls.