



SBB Touchstone

A Venture of Sree Balaji Builders



A Rare Blend of Elegance and Convenience.
Welcome to Touchstone



ABOUT PROJECT:

- No. of Apartments: 110 Units
- 28 Different Floor Plan Options
- 85% Carpet Area
- 0% Deviation
- 110 Apartments of 2 BHK and 3 BHK
- Two Bedroom unit: 1335 sqft to 1636 sqft
- Three Bedroom unit: 1567 sqft to 2114 sqft

SPECIFICATIONS

Flooring

- Living, Dining, Kitchen & Bedrooms: Vitrified tiles
- Kitchen Utility, Toilets and Balcony: Anti-skid ceramic tiles
- Lift lobby, Common Areas & Staircases: Granite Flooring

Dado

- Kitchen and Toilet dado: Ceramic tiles

Kitchen

- Granite Platform with Stainless Steel Single Bowl Sink with Drain Board
- Provision for Water Purifier

Painting

- Interior Walls and Ceiling: Emulsion Paint
- Exterior finish of the building: Weather-proof acrylic based paint

Joinery

- Door frames: Hardwood door frames
- Main Door shutters: Polished Teak Veneered Shutters
- Other Doors: Molded / Flush Door Shutters
- Windows and Ventilators: Powder Coated Aluminum / UPVC glazed windows with Provision for bug screen. MS Security Grills for all Windows & Window Sills in Granite
- Balcony and Staircase Railing: MS railing

Toilets

- All CP fittings of reputed make
- Provision for Geyser
- European Water Closet

Electrical

- Concealed copper wiring of reputed make and elegant modular switches/sockets of reputed make
- Power point for Geysers in all bathrooms
- 4KW for 2-BHK and 5KW for 3-BHK

Telephone, intercom, internet & cable TV (on subscription basis only)

- Provision for telephone in living room and for an additional telephone in master bedroom
- Provision for intercom in living room only
- Provision for cable TV in living room & master bedroom

Lifts

- Automatic Lifts from Reputed Company with Suitable Capacity

Backup power

- 1KV Power Backup for all Apartments
- 100% Power Backup for Common Area/Facilities and Lifts

AMENITIES



Gymnasium



Landscaped Area



Children Play Area

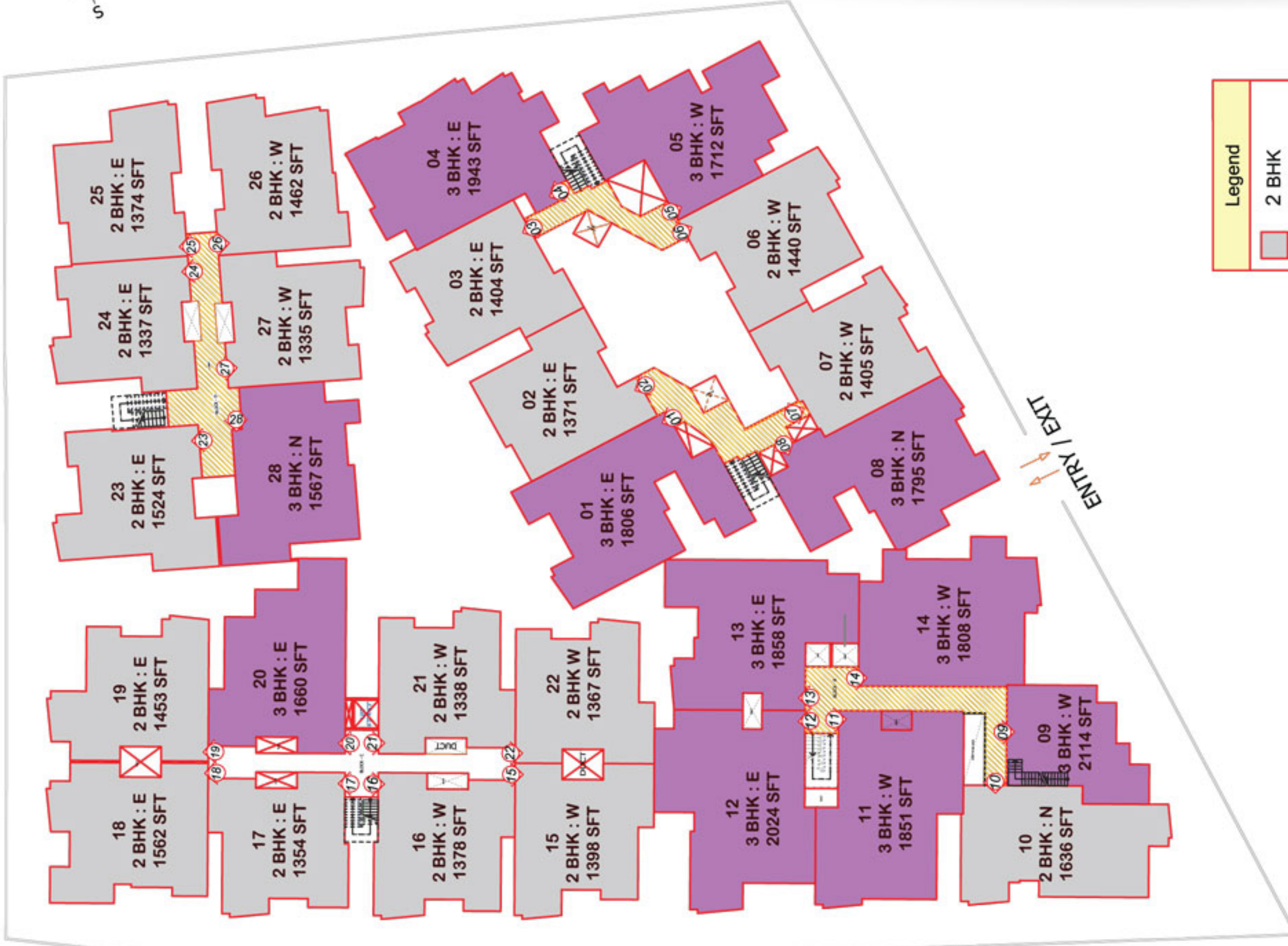


Multi-Purpose Hall



Indoor Games Area

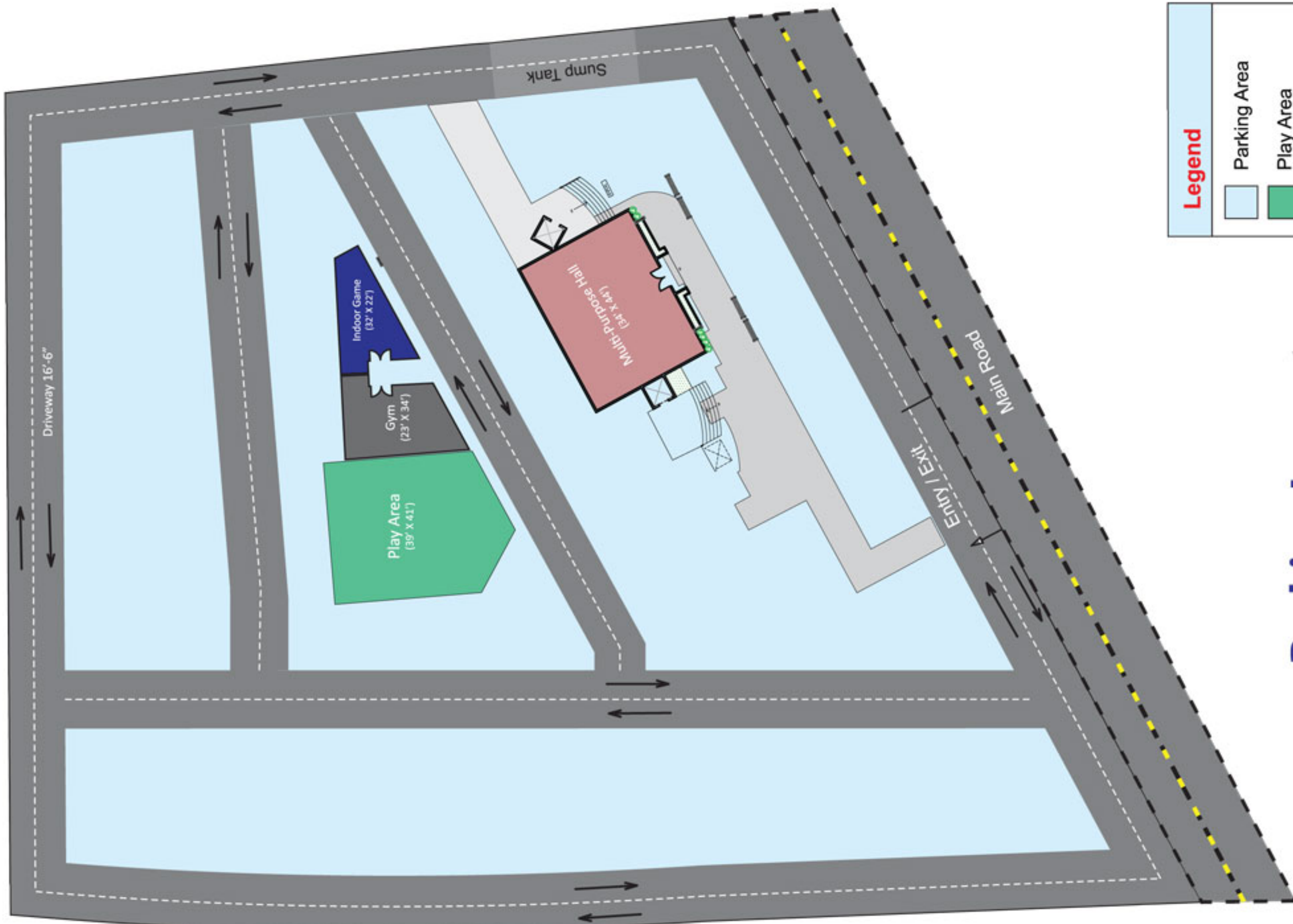
Ground Layout and Parking Layout



Legend	
	2 BHK
	3 BHK

Architects	
S & S ASSOCIATES Bengaluru	

Ground Layout



Legend	
	Parking Area
	Play Area
	Gym
	Indoor Game
	Multi-Purpose Hall

Parking Layout



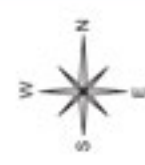
Block - A



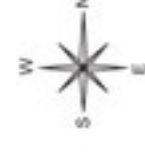
TYPE - 01
AREA - 1806 sfl.
3 BED ROOM



TYPE - 02
AREA - 1371 sfl.
2 BED ROOM



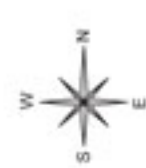
TYPE - 03
AREA - 1404 sfl.
2 BED ROOM



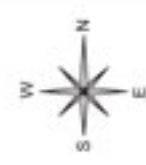
TYPE - 04
AREA - 1943 sfl.
3 BED ROOM



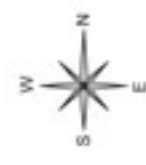
TYPE - 08
AREA - 1795 sfl.
3 BED ROOM



TYPE - 07
AREA - 1405 sfl.
2 BED ROOM

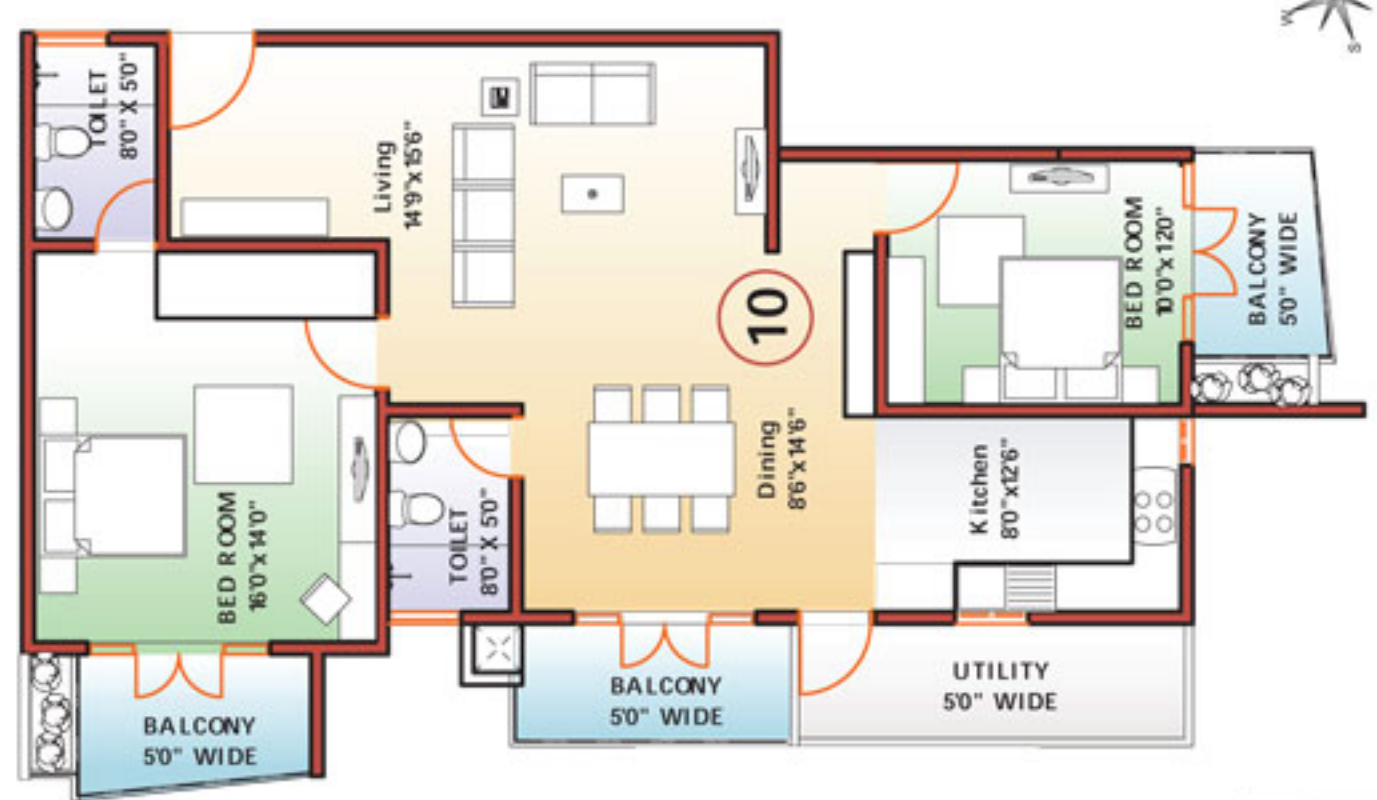
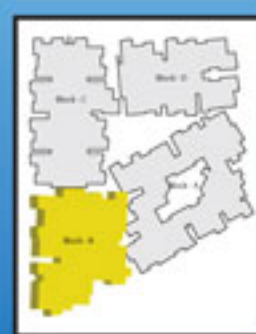


TYPE - 06
AREA - 1440 sfl.
2 BED ROOM



TYPE - 05
AREA - 1712 sfl.
3 BED ROOM

Block - B



TYPE - 09
AREA - 1636 sq ft
2 BED ROOM



TYPE - 09
AREA - 2114 sq ft
3 BED ROOM



TYPE - 11
AREA - 1851 sq ft
3 BED ROOM



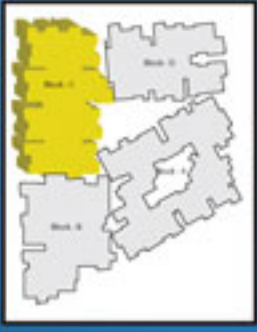
TYPE - 12
AREA - 2024 sq ft
3 BED ROOM



TYPE - 13
AREA - 1858 sq ft
3 BED ROOM



TYPE - 14
AREA - 1808 sq ft
3 BED ROOM



Block - C



TYPE - 18
AREA - 1536 sq.ft.
2 BED ROOM



TYPE - 19
AREA - 1453 sq.ft.
2 BED ROOM



TYPE - 17
AREA - 1354 sq.ft.
2 BED ROOM



TYPE - 20
AREA - 1660 sq.ft.
3 BED ROOM



TYPE - 16
AREA - 1378 sq.ft.
2 BED ROOM



TYPE - 21
AREA - 1338 sq.ft.
2 BED ROOM

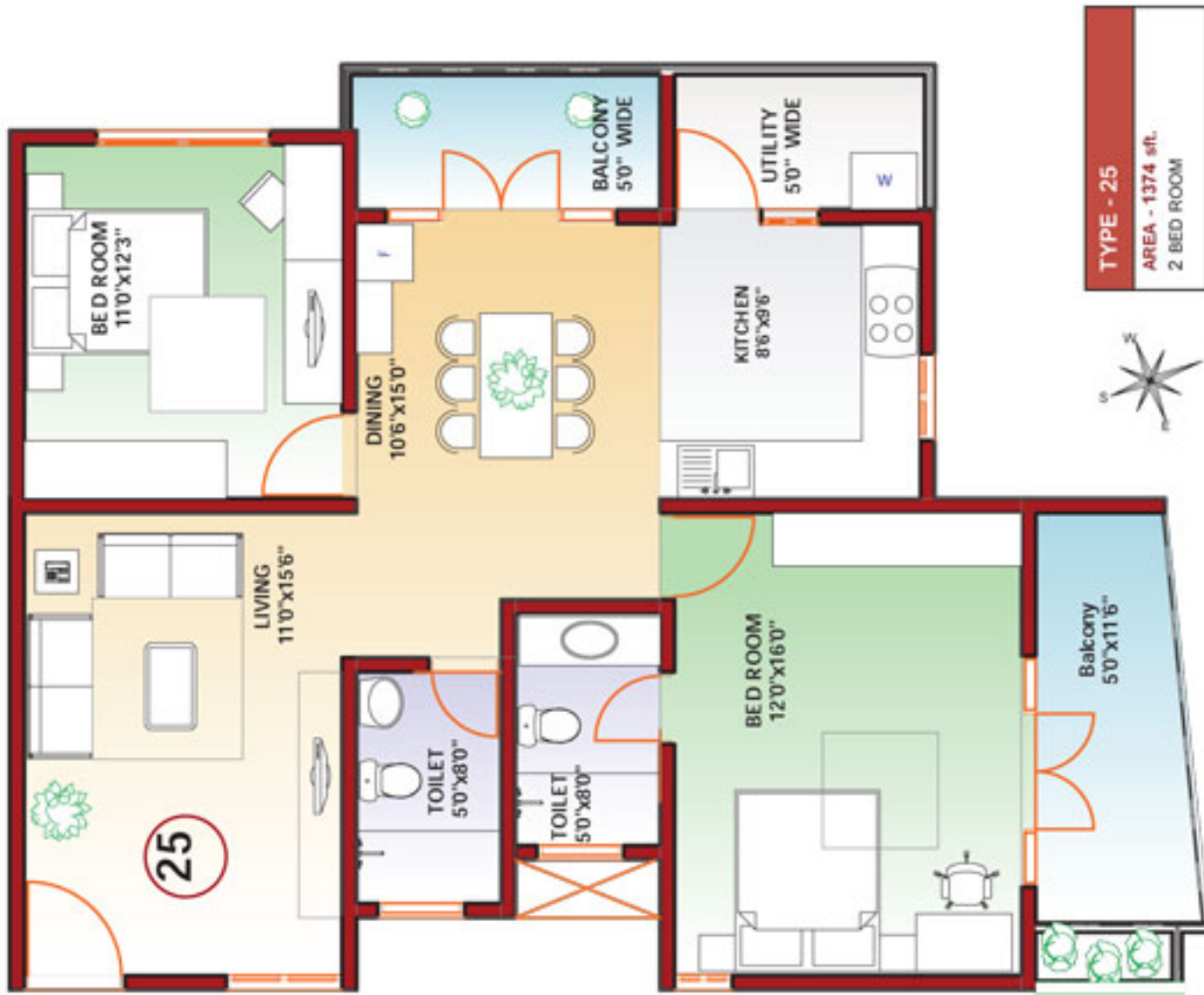


TYPE - 15
AREA - 1398 sq.ft.
2 BED ROOM



TYPE - 22
AREA - 1367 sq.ft.
2 BED ROOM

Block - D





About Us

Since 2001, Our core vision is to create communities in vibrant places near world-class organizations and design large workable floor plans to bring lots of natural light into the apartment. We also ensure that these communities are situated amidst lush green spaces and beautiful common areas and they continue to be evident in the projects we take on today. We have remained a private entrepreneurial closely held firm, which allows us to pursue Projects that interest and excite us and as well as to act quickly, decisively and in a flexible manner.

Our basic operational model is to create user friendly spacious homes, to suit families expecting comfort with purpose.

