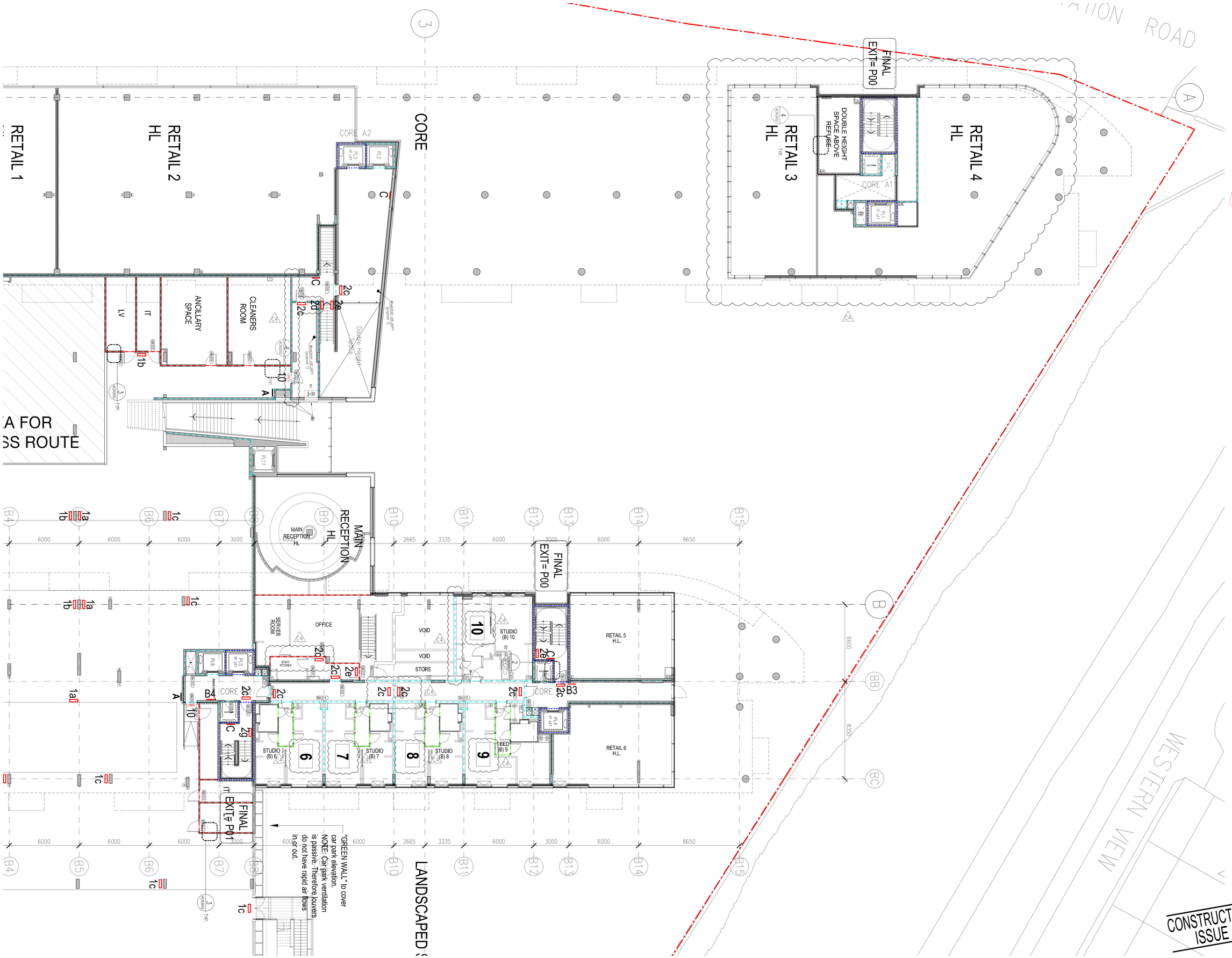

NOTES

1 The Contractor must check and confirm dimensions
2 All discrepancies must be reported and resolved by the Architect before works commence
3 This drawing is not to be scaled
4 All work and materials to be in accordance with current applicable Statutory Legislation and to comply with all relevant Codes of Practice and British Standards.
5 Level datum is 100m above ordinance datum to avoid confusion with previous survey.
6 MAIN ENTRANCE AND LOBBY SHOWN BETWEEN BUILDINGS A & B ARE INDICATIVE ONLY AND ARE STILL TO BE FINALISED.
7 CLOUDED AREAS IN ABEYANCE REQUIRE FURTHER DETAILS FROM THE STRUCTURAL ENGINEER

North

SOME FURTHER SIGNAGE MAY BE REQUIRED, BUT THIS CAN ONLY BE DETERMINED ON SITE

TO BE READ IN CONJUNCTION WITH M & E DRAWINGS AND THE A23 SERIES.

NOTES

ALL FLOORS WITHIN THE BUILDING, CONSTRUCTED AS COMPARTMENT FLOOR: 90 MINS
MEZZANINE FLOOR: 60 MINS.
INTERMEDIATE FLOORS WITHIN THE DUPLEX APARTMENTS: 30 MINS

WALL BETWEEN INDIVIDUAL APARTMENTS AND BETWEEN APARTMENTS AND COMMON PART OF THE BUILDING: 90 MINS.
WALL ENCLOSING ANY REFUSE STORAGE CHAMBER: 90 MINS.
WALL SEPARATING DIFFERENT PURPOSE GROUPS & OCCUPANCIES. (I.E. WALL SEPARATING RESIDENTIAL BUILDINGS FROM THE CAR PARK & SEPARATING THE RETAIL UNITS FROM THE RESIDENTIAL PART OF THE BUILDING: 90 MINS
STAIRCASES (FIRE-FIGHTING), LIFT-WELL, VENTILATION SHAFTS, SMOKE SHAFTS, RISERS FOR SERVICES & ANY OTHER SHAFTS PENETRATING THE COMPARTMENT FLOOR: 90 MINS

FIRE FIGHTING CORE, STAIR SHAFT, LIFT SHAFT: 120 MINS.

TRANSFORMER ROOMS, SWITCH GEAR ROOMS, BOILER ROOMS, STORAGE SPACE FOR FUEL EXCEPT FOR T3 (TRANSFORMER ROOM) AND GENERATOR ROOM: 60 MINS.

ALL CORRIDOR WALLS IN THE INTERIOR OF THE FLATS, HOTEL ROOMS: 30 MINS

Fire Resistance Legend:

- 30 Minutes
- 60 Minutes
- 90 Minutes
- 120 Minutes
- 240 Minutes

Fire Signage Legend:

To be read in conjunction with Door Signage Schedule 3942/ A_26_C01 & A_26_C02

- Exit/ Running Man sign Refer Fire Signage Schedule A26C02 for directions
- Fire Lift Control Switch

1a EXIT / RUNNING MAN / ARROW (TO THE LEFT)
1b EXIT / RUNNING MAN / ARROW (TO THE RIGHT)
1c EXIT / RUNNING MAN / ARROW (STRAIGHT ON)
2a EXIT / RUNNING MAN / ARROW (TO THE LEFT)
2b EXIT / RUNNING MAN / ARROW (TO THE RIGHT)
2c EXIT / RUNNING MAN / ARROW (STRAIGHT ON)
2d EXIT / RUNNING MAN / ARROW (DOWN & TO THE LEFT)
2e EXIT / RUNNING MAN / ARROW (DOWN & TO THE RIGHT)
2f EXIT / RUNNING MAN / ARROW (UP & TO THE LEFT)
2g EXIT / RUNNING MAN / ARROW (UP & TO THE RIGHT)
6 FIRE LIFT CONTROL SWITCH
10 EMERGENCY EXIT SIGN WITH GREEN RUNNING MAN LEGEND

KEY TO DIRECTION SIGNAGE	
SIGNAGE NAME	DESCRIPTION
A	BUILDING NAME
C	LEVEL REFERENCE
B3	6 - 10 (Arrow to the left)
B4	6 - 10 (Arrow to the left)
C2	4 - 5 (Arrow to the right) 6 (Arrow to the left)
D2	001 - 002 (Arrow to the right)

Rev		Date
C4	WAY FINDING SIGNAGE ADDED, MINOR AMENDMENTS PROVIDED	24/04/12
C3	ISSUED WITH WAYFINDING SIGNAGE ADDED	24/02/11
C2	BUILDING CONTROL COMMENTS INCORPORATED	23/04/08
C1	GENERAL UPDATE	04/03/08
	ISSUED FOR CONSTRUCTION	

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Client
BALLYMORE (HAYES) LIMITED

Project
HIGH POINT VILLAGE

Drawing
MEZZANINE FLOOR PLAN
SIGNAGE LAYOUT 1 OF 4

Scale	Date	Drawn
1:100 (A0)	JUNE 2007	RG

Drawing No	Revision
3942 / A(26)P0Ma	C4

CAD Ref No
C:\3942\A_Series\General\A26\A26P0Ma

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CONSTRUCTION ISSUE