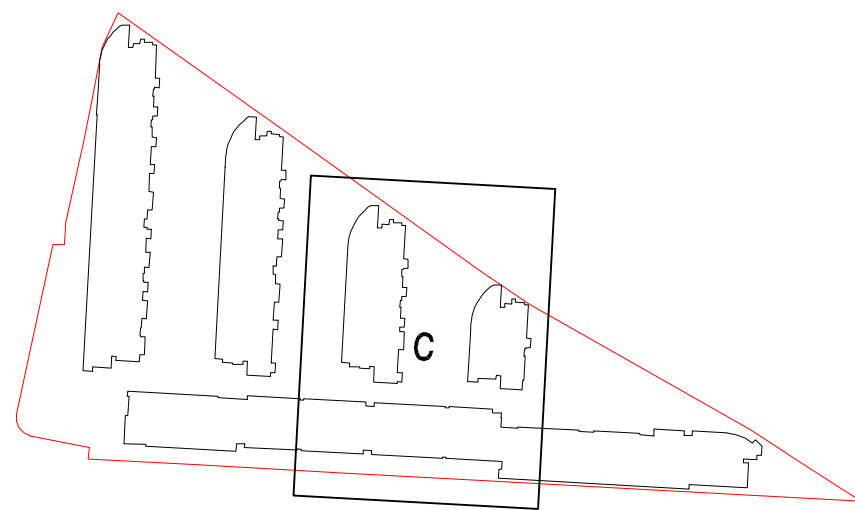
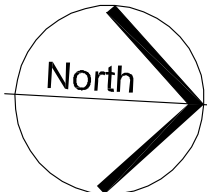


- NOTES
- 1 The Contractor must check and confirm dimensions
 - 2 All discrepancies must be reported and resolved by the Architect before works commence
 - 3 This drawing is not to be scaled
 - 4 All work and materials to be in accordance with current applicable Building Legislation and to comply with all relevant Codes of Practice and British Standards.
 - 5 Level datum is 100m above reference datum to avoid confusion with previous survey.
 - 6 MAIN ENTRANCE AND CORE 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



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 13 (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)
- 1d FIRE LIFT CONTROL SWITCH
- 1e 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)

CS SIGNAGE AMENDED AS INSTRUCTED 30/04/12
C4 WAY FINDING SIGNAGE ADDED 24/04/12
MINOR AMENDMENTS PROVIDED 24/02/11
C3 ISSUED WITH WAYFINDING SIGNAGE ADDED 24/02/11
C2 BUILDING CONTROL COMMENTS INCORPORATED 23/04/08
C1 GENERAL UPDATE 04/02/08
Rev. ISSUED FOR CONSTRUCTION Date

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Client
BALLYMORE (HAYES) LIMITED

Project
HIGH POINT VILLAGE

Drawing

MEZZANINE FLOOR PLAN
SIGNAGE LAYOUT 3 OF 4

Scale
1:100 (A0)

Date
JUNE 2007

Drawn
RG

Revision
C5

Drawing No
3942 / A(26)POMc
CAD Ref No
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CONSTRUCTION
ISSUE

