

NOTES

1. All dimensions are to be checked on site prior to the commencement of work and any discrepancy is to be reported to the construction manager before construction.

2. All work is to comply with current Building Regulations and allied legislation.

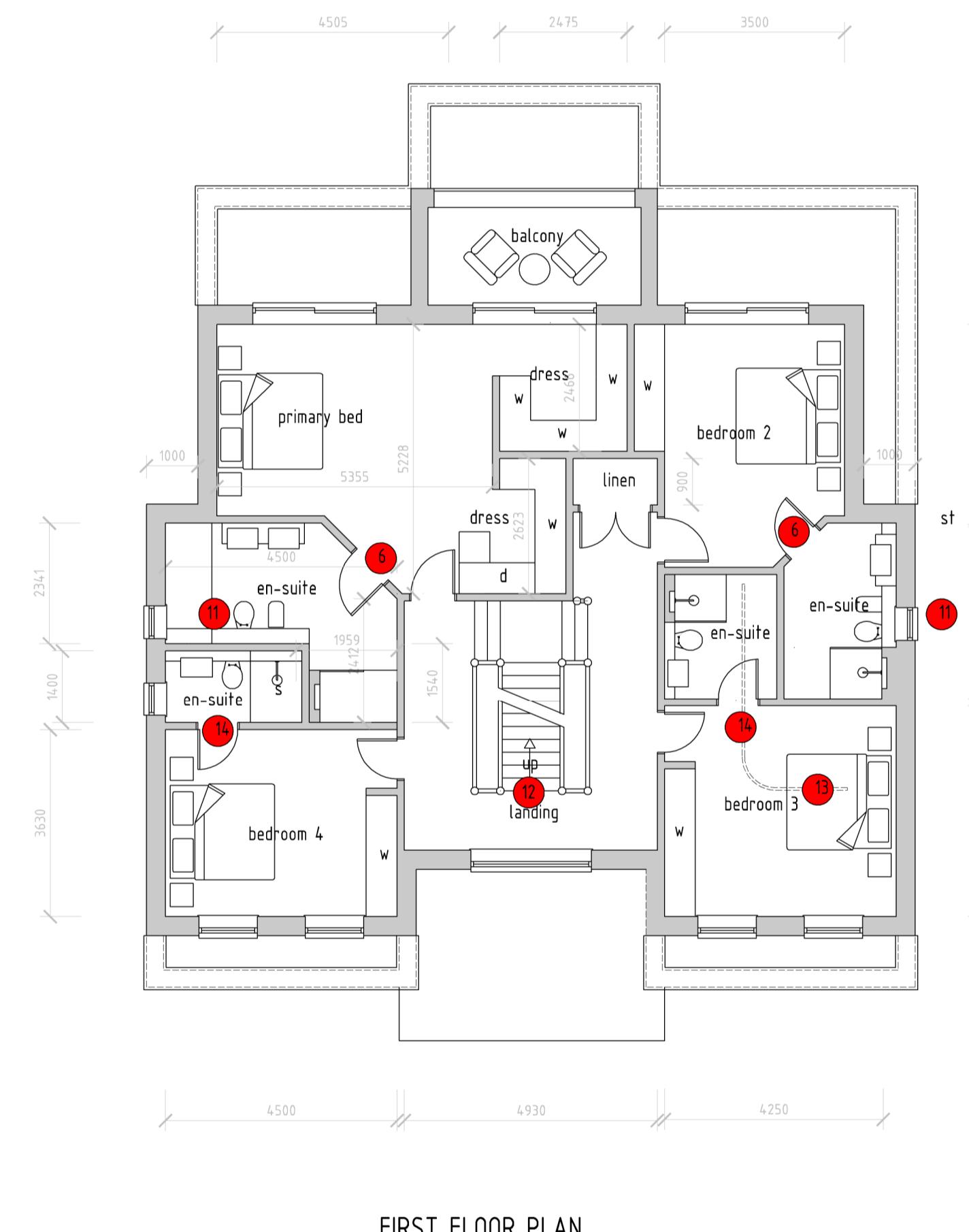
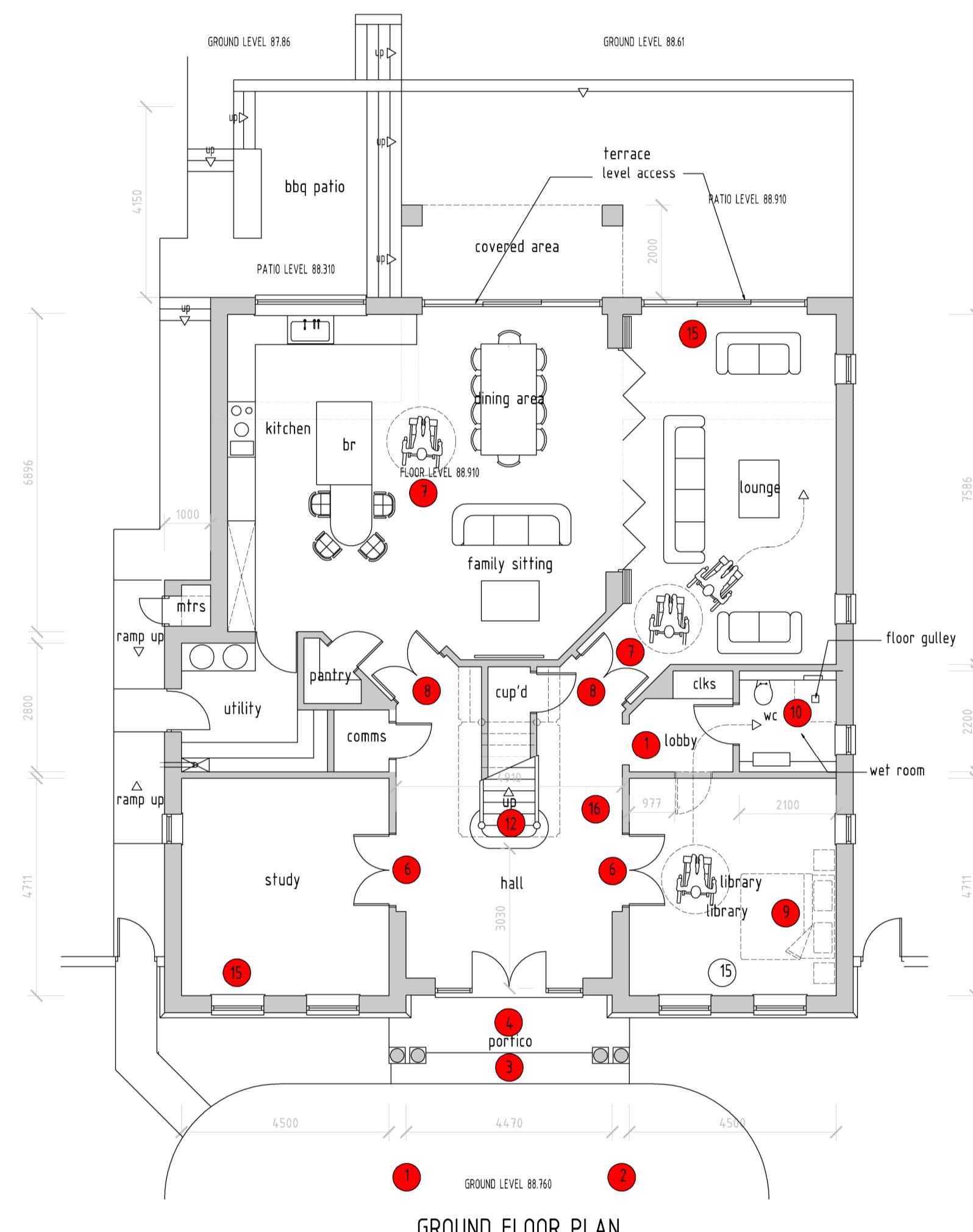
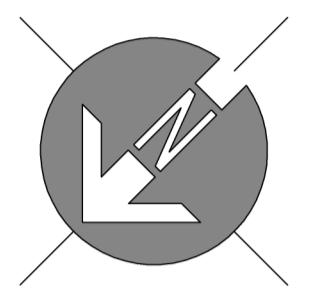
3. All contractors and sub-contractors must ensure that they have the latest issue of this drawing and details before the commencement of work on site.

4. All materials are to be used and installed in strict compliance with the relevant manufacturers instructions and recommendations.

5. All works on site, managed and implemented as a result of the designs indicated on this drawing, are to be given full consideration to compliance with the Health and Safety CDM Regulations in respect of design and implementation on site and no works are to be undertaken if it is considered that compliance with the Building Regulations cannot be achieved.

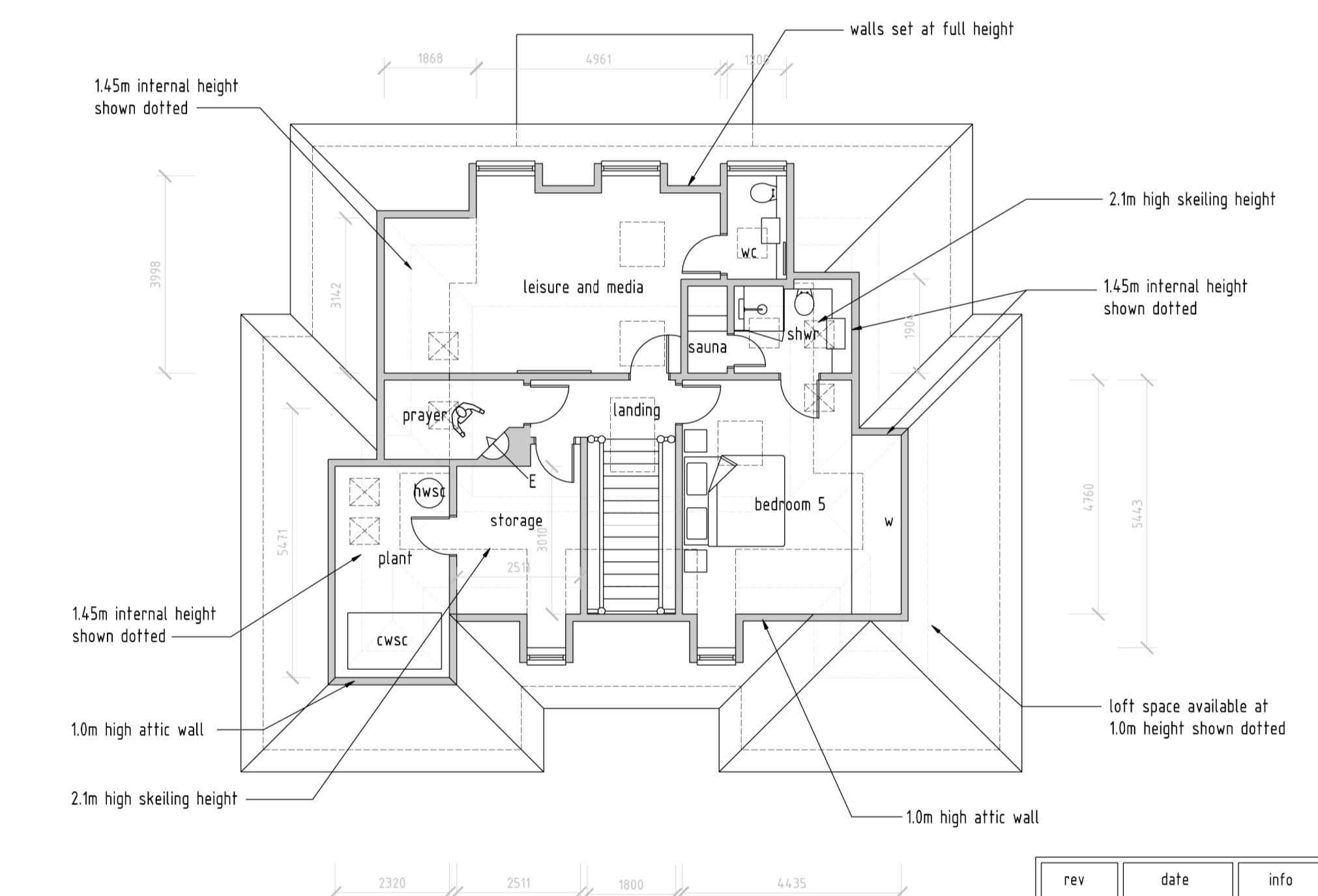
6. All dimensions shown in millimetres.

7. Footprint of buildings shown at 0m above ground level.



LIFETIME HOMES CRITERION

- 1 - Car parking capable of enlargement.
- 2 - Parking close to access.
- 3 - Level or ramped approach.
- 4 - Level access, illuminated and covered entrance.
- 5 - Communal stairs, accessible lifts. NOT APPLICABLE
- 6 - Minimum door widths (772mm clear)
- 7 - Wheelchair turning space.
- 8 - Living rooms at entrance level.
- 9 - Ground floor bed space- Partly applicable.
- 10 - Wheelchair accessible w.c.
- 11 - Bath/ wc walls capable of supporting handrail fixings.
- 12 - Stairlift provision.
- 13 - Hoist from bedroom to bathroom.
- 14 - Ease of access to bathrooms.
- 15 - Living room window sill heights max 800mm above FFL.
- 16 - Switches for lights, heating controls to be set between 450-1100mm above FFL



rev	date	info	drawn: pd/d
			scale: 1:100 @ A1 date: 27-09-22 drw no: 622-P-7
drawing: PLANNING PROPOSALS LIFETIME HOMES FLOOR PLANS			
project: 41 COPSE WOOD WAY, NORTHWOOD, HA6 2TZ			
client: MR & MRS P. RUDRAN			

