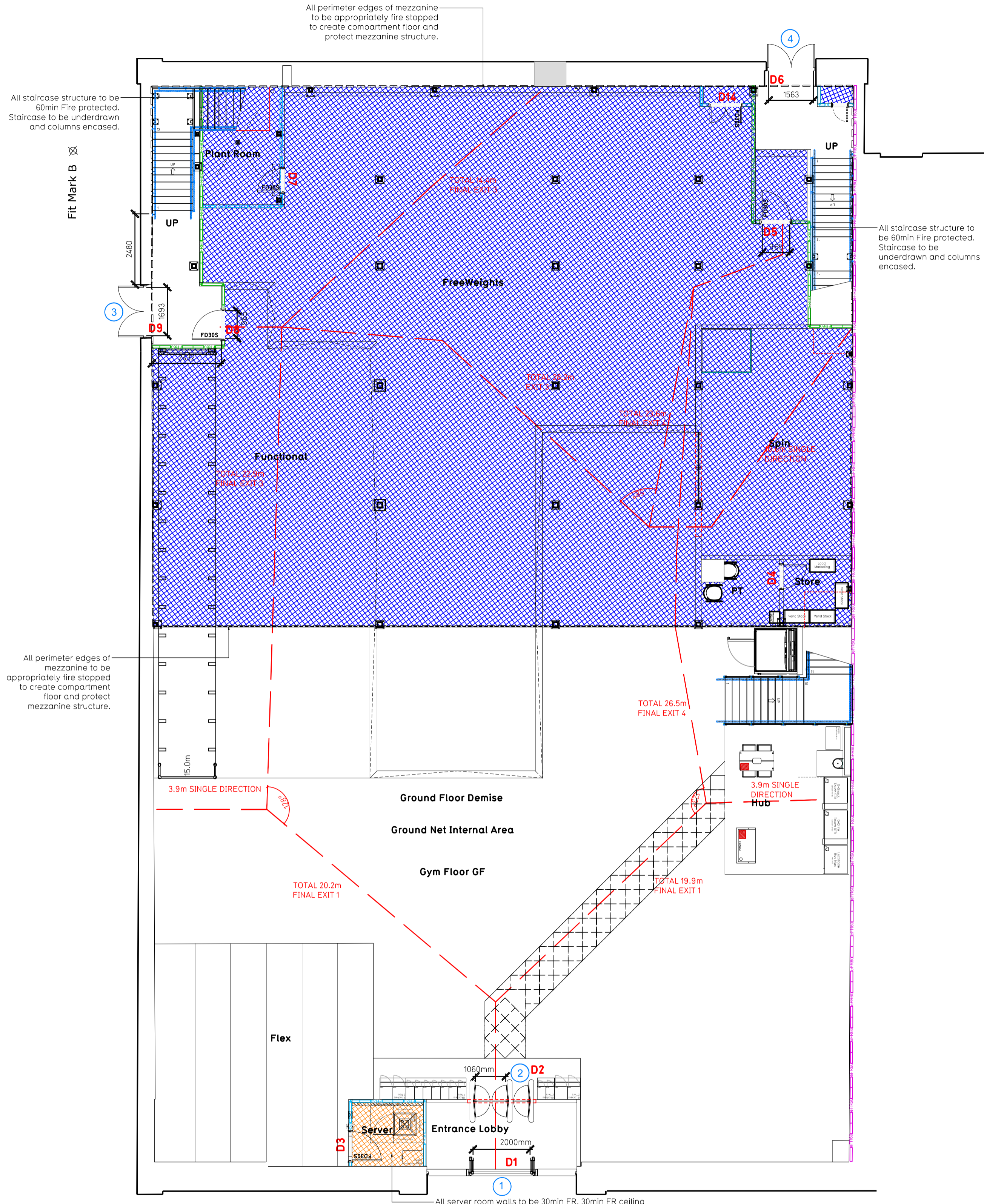
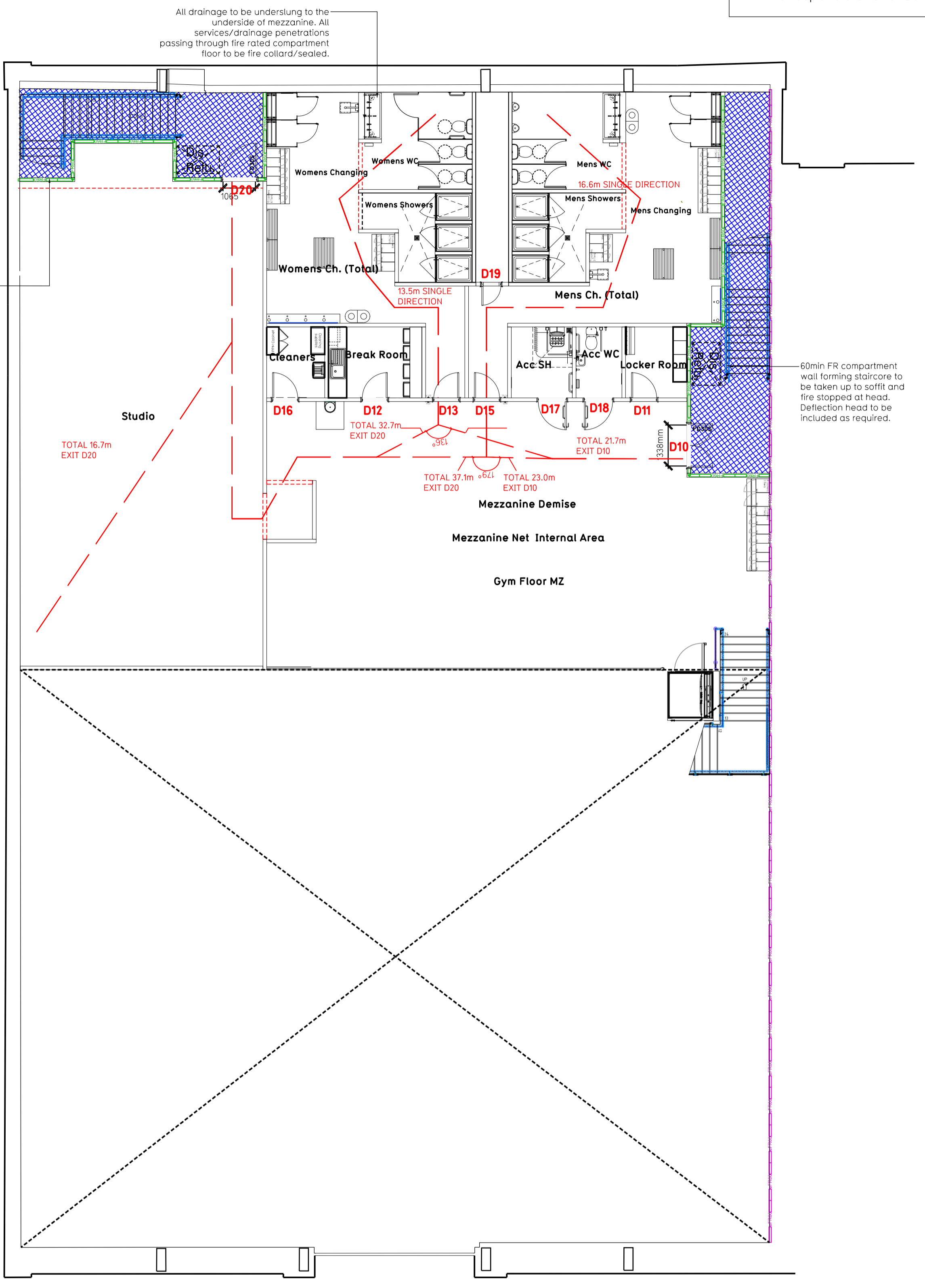


NOTE:

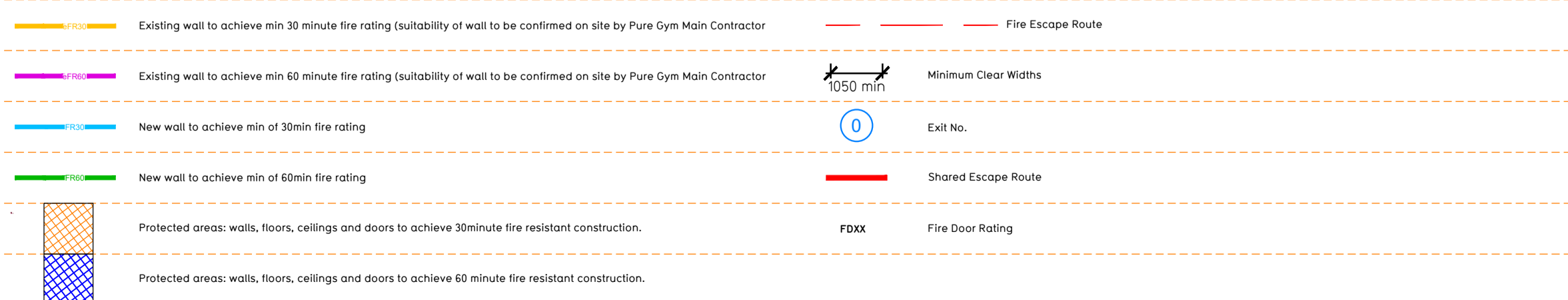
- Proposals must comply with all acoustic, fire & building regulation requirements
- No dimensions are to be scaled from this drawing. The contractor is responsible for checking all dimensions on site



Ground Floor Plan



Mezzanine Floor Plan



**Escape Route Widths:**  
In line with Sections 3.21 & 3.22 of 'Approved Document B, Vol. 2 - buildings other than dwellings' - the adjacent calculations provide justification for the clear opening widths for escape from each floor level / room in accordance with Table 4 & Appendix C.

**Ground Floor**  
Final Exit 1 (limited by Door D2 clear opening width) = 1060mm (Allows 222 persons to escape)  
Final Exit 3 (limited by Door D8 clear opening width) = 900mm (Allows 110 persons to escape)  
Final Exit 4 (limited by Door D5 clear opening width) = 900mm (Allows 110 persons to escape)  
Largest opening to be discounted. **Ground floor occupancy = 220 persons**

**Escape from Mezzanine**  
Stair A Clear Route Width = 1200mm (Allows 240 persons to escape)  
Stair B Clear Route Width = 1000mm (Allows 240 persons to escape)  
Each stair to be discounted in turn to ensure capacity is adequate. **Mezzanine occupancy = 240 persons**

**Merging Flow Calculation for Ground Floor Final Exits 3 & 4**  
As per Approved Document B Vol. 2, clause 2.23:  
 $W = (0.7 \times 2.5) + (0.55) / 0.8$

**Final Exits 3 & 4 Clear Opening Width =  $(110 / 2.5) + (0.8 \times 2.1) / 0.8 = 145m$**

**Summary**  
Based on NIA of 14,849m<sup>2</sup>, the Pure Gym Peak Occupancy Target = 222 Persons. Note this is calculated using Pure Gym Fire Safety Occupancy Levels Forecast Tool.

The designed occupancy of the unit as calculated would allow a maximum no. of 450 persons to escape, which is larger than the total estimated occupancy target of 222 persons and is therefore thought to meet with the Approved Document Part B. To allow free movement between the floors the occupancy has not been split 50/50% but rather allows for occupancy based on gym stations and function assuming that a high percentage of the total occupancy could be on a single floor at one time.

**Fire Alarm**  
Fire Alarm designed and installed to BS 5839: Smoke & heat detection / emergency lighting by specialist. Please refer to M&E engineer's drawings / specifications.

**Escape Lighting**  
Emergency escape lighting designed and installed in accordance with BS 5266: Part 1. Please refer to M&E Engineer's drawings for final layout and specification.

**Escape Signage and emergency lighting** is COP under the M&E specification. Details of contractors proposals to be provided to Building Control Approved Inspector and Fire Officer within the Contractors Proposals Package, Clause 14.

**Fire Stopping**  
All perimeter edges of mezzanine to be appropriately fire stopped to create compartment floor and protect mezzanine structure. All services/drainage penetrations passing through fire rated compartment floor to be fire collared/sealed.

**Mezzanine**  
Mezzanine Design COP: New mezzanine structure including deck and column connections to be 60min FR using a boarded solution. Ceiling to be clear and flat ready to receive decoration. Service penetrations to be coordinated and suitably fire stopped. Contractor to submit proposals for design to be reviewed by Building Control and Fire Officer. Escape Signage and emergency lighting is COP under the M&E specification. Details of contractors proposals to be provided to Building Control Approved Inspector and Fire Officer within the Contractors Proposals Package, Clause 14.

Rev	Date	Description	Drawn/Checked
C01	01.11.23	Updated to suit GA C01 revision	MJI
PROJECT TITLE			DRAWING TITLE
Dagenham Unit 2, Merriellands Retail Park, RM9 6SJ			Fire Evacuation Plan Ground & Mezzanine Floors
DRAWING NO.	DATE	SCALE	DRAWING No.
HI/HB/MJI	05.10.23	1:100 @ A1	2185
DRAWING PURPOSE			003-FEP
CONSTRUCTION			C01

Pure Gym Ltd  
Town Centre House  
The Merrion Centre  
Leeds  
LS2 8LY

e: architecture@puregym.com  
t: 0113 285 8787  
w: www.puregym.com