



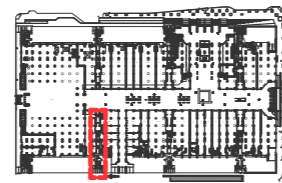
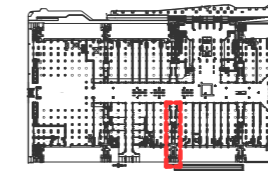


14.03 FIRE STRATEGY - EXISTING STAIRCASES, ESCAPE ROUTES AND INTERVENTIONS

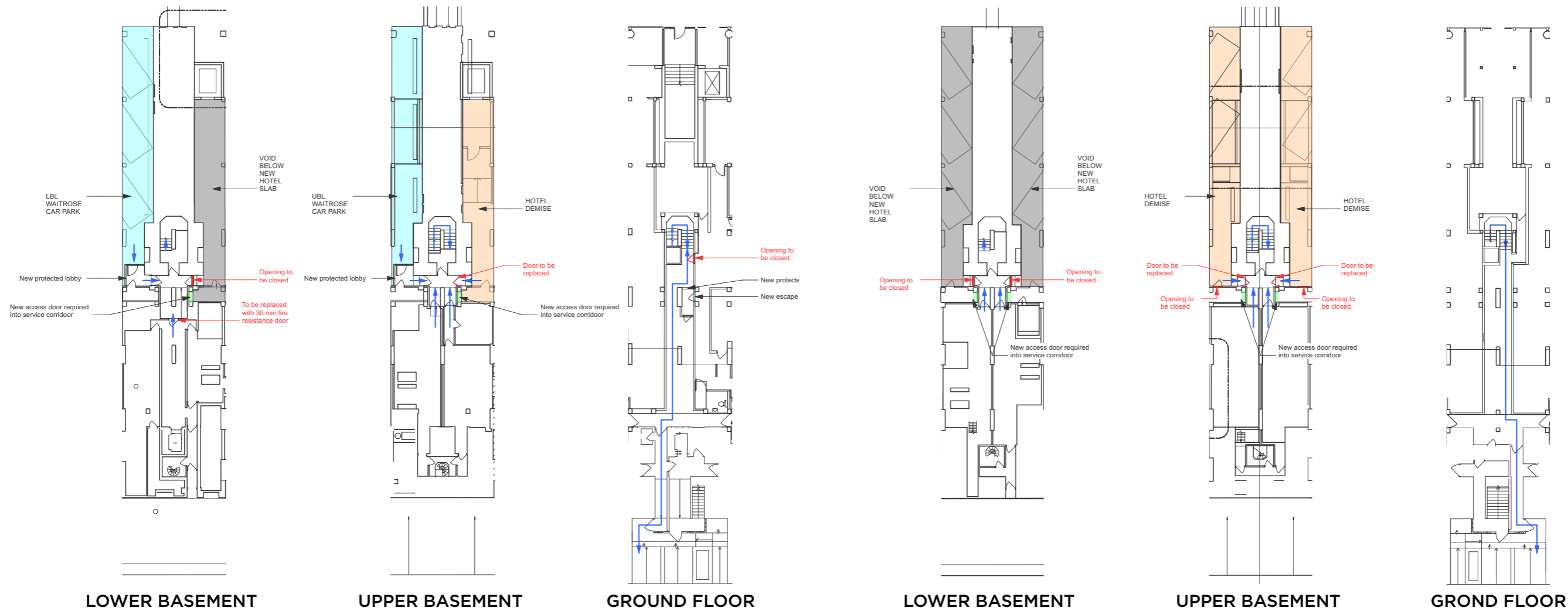
- Key**
- Escape route 
 - Car park 
 - Future hotel demise 
 - New access door 



STAIRCASE 1



STAIRCASE 2



LOWER BASEMENT

UPPER BASEMENT



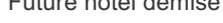

GROUND FLOOR

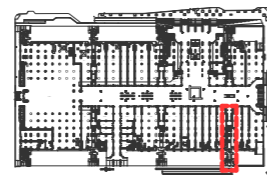
LOWER BASEMENT

UPPER BASEMENT

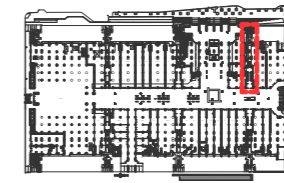
GROND FLOOR

14.03 FIRE STRATEGY - EXISTING STAIRCASES, ESCAPE ROUTES AND INTERVENTIONS

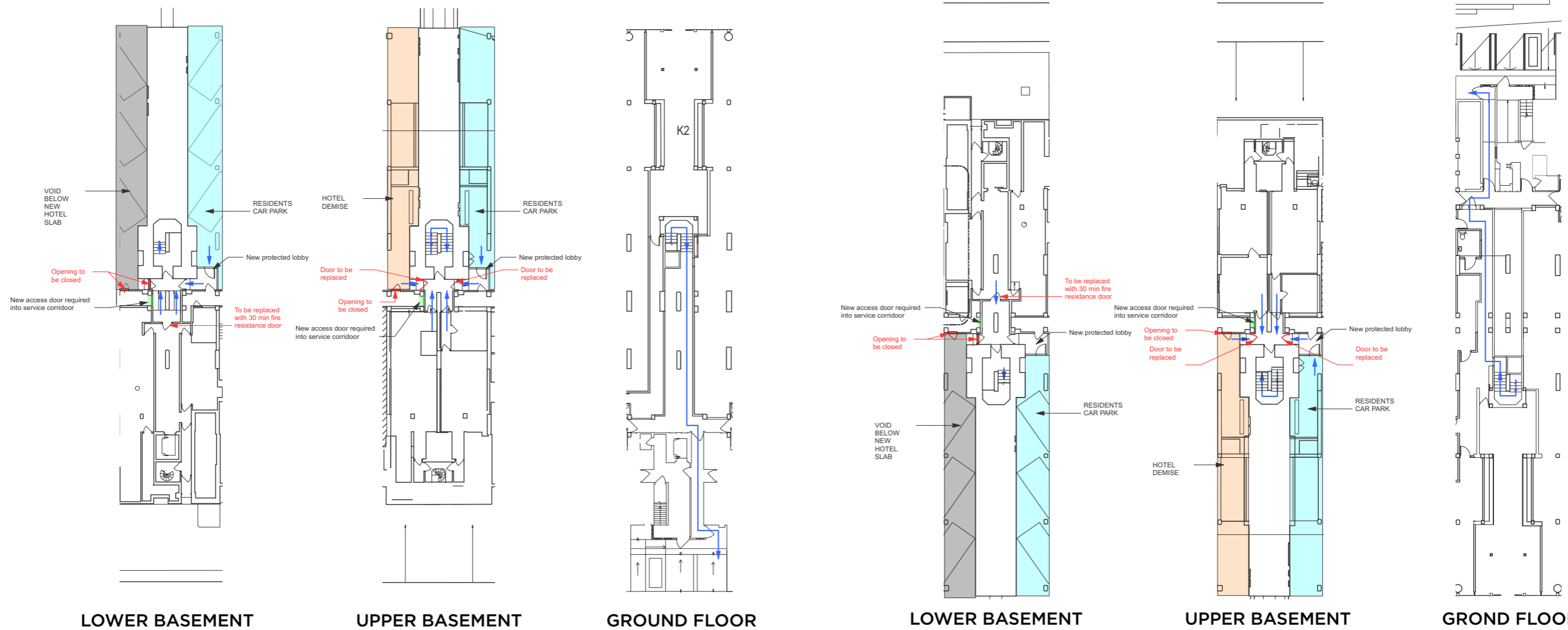
- Key**
- Escape route 
 - Car park 
 - Future hotel demise 
 - New access door 



STAIRCASE 3



STAIRCASE 4



LOWER BASEMENT

UPPER BASEMENT





GROUND FLOOR

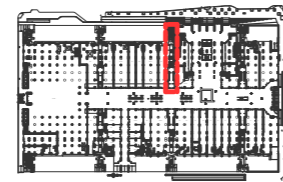
LOWER BASEMENT

UPPER BASEMENT

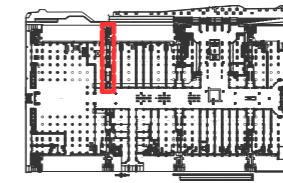
GROND FLOOR

14.03 FIRE STRATEGY - EXISTING STAIRCASES, ESCAPE ROUTES AND INTERVENTIONS

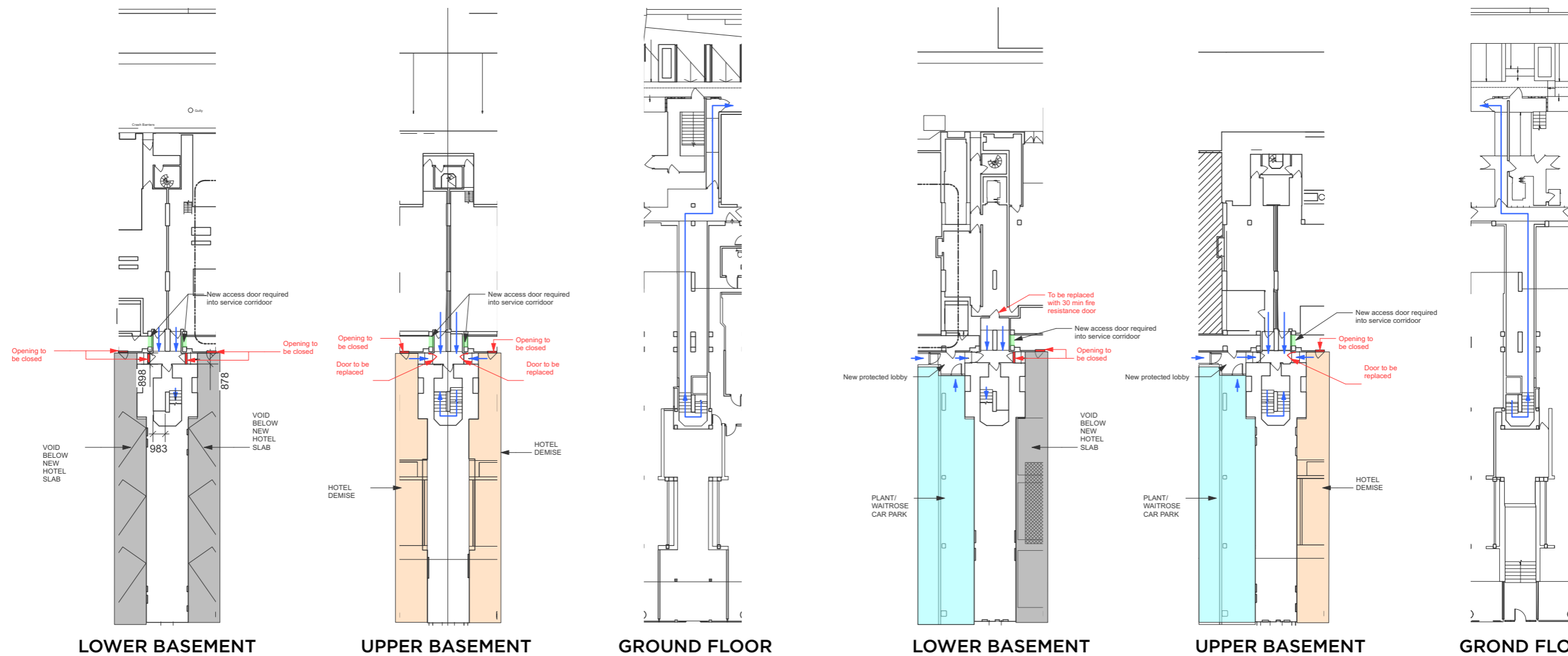
- Key**
- Escape route 
 - Car park 
 - Future hotel demise 
 - New access door 



STAIRCASE 5



STAIRCASE 6



LOWER BASEMENT

UPPER BASEMENT

GROUND FLOOR

LOWER BASEMENT

UPPER BASEMENT

GROND FLOOR