

Design and Access Statement

The proposed design is a ground floor extension to an existing dental practice to allow disabled access and improved reception facilities.

In addition, the existing property has suffered from several cases of fire due to lit cigarettes being dropped down the existing light well. As a consequence, the owner is keen to close the light well in order to prevent this happening again. This has been discussed and agreed with Christine Dyer, Property Manager, Camden Council.

The extension to the dental surgery would bring the property in line with the adjacent shop "Laurence Corner", creating a continuous street frontage and removing a potential dark corner in an area which can be threatening at night.

Above the property are three storeys of residential units, managed by London Borough of Camden. Following advice from Camden Planning, these have not been included in the development as the applicant does not live in these units and there is no access from the surgery.

The proposed ground floor extension would be constructed using masonry and finished in white render, to match the existing white façade. White sash windows would be used to match the style of the existing building (see drawing 0601_011).

Access

The main aim of the proposal is to provide access for all to the dental surgery. The surgery currently has several patients who require wheelchair access and it is hoped to provide a permanent solution.

Ramps provide a level approach from the site boundary (to conform with 1.13 Approved Document Part M), replacing the 2 existing steps. The design follows the guidelines set out in the Building Regulations Approved Document Part M. Turning circles, ramp gradients, direction of door swings, handrail heights and corridor widths have all been considered and are compliant. Please see drawing 0601_008 proposed plan and drawing 0601_012 proposed section for further details.

Finishes will be non slip and care will be taken to incorporate design for the visually impaired using contrasting colours to highlight changes in level.

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