Project:	KOKO + Hope & Anchor
Project no:	1012.003.001
Document:	Fire Strategy Commentary
Date:	19 th October 2016

Fire Strategy Principles

Based on Archer Humphyes Architects Finalised Planning : 28.09.2016

The principle use for the building will be Hotel use with a Food and Beverage outlet at ground floor and a lobby bar/restaurant fourth floor.

The purpose group of the building will be based on hotel use as the principle use. From Approved Document , Appendix D, the purpose group is given as:

• Residential (other) – Purpose Group 2 (b)

Neither the ground floor Food and Beverage, nor fourth floor Lobby Bar/Restaurant areas are greater than one fifth of the overall floor area. As booth areas are spatially remote from each other they can be considered as ancillary use to the hotel and do not require separate designation. Means of escape provisions in these areas will be reviewed according to the individual occupancy characteristics, travel distances, and exit capacities.

The following principle areas have been identified with commentary on the fire strategy principles to be employed and developed in future design stages.

Location	Description	Strategy principles
Basement	Back of House staff rooms – Escape via protected dead end corridor.	Dead end corridor to be a protected corridor with furthest travel distance within corridor to exit in to stair ~13.5m.
	Bin store – Escape as inner room via Bike Store.	Overall travel distance from Bin Store to exit into protected corridor <10m and Bike Store as access room to have automatic detection.
Ground	Stair discharging via Food and Beverage, and reception.	Stair does not discharge direct to atmosphere via protected corridor. Introduction of a decision lobby at ground floor will provide final escape via either Hotel reception, or Food and Beverage. Note: opening screens on either side of Merchandise are not to be opened simultaneously as would compromise the the decision lobby approach.
	Food and Beverage - occupancy	Based on 80% of floor area and applying $1m^2$ /person occupancy = 135. Room should therefore have two exits of 1050mm clear width and both doors should open in direction of escape in evacuation mode.

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First	Room 102	Travel distance in room = 10m where maximum permitted travel distance in room = 9m. Small increase in travel distance is permitted as room protected with Automatic detection, and travel distance in protected corridor is ~6m against a permitted 9m. The overall distance to storey exit is 16m and less than the permitted maximum of 18m (9m in room and 9m in corridor).	
	Rooms 103-104	Dead end part of corridor with travel distance up to 6m. Permitted as a maximum travel distance in dead end corridor = 9m.	
	Rooms 104-111	Rooms open in to a protected corridor with alternative escape in to exist KOKO stair (exit adjacent to room 111).	
Second	Room 202	Travel distance in room = 10m where maximum permitted travel distance in room = 9m. Small increase in travel distance is permitted as room protected with Automatic detection, and travel distance in protected corridor is ~6m against a permitted 9m. The overall distance to storey exit is 16m and less than the permitted maximum of 18m (9m in room and 9m in corridor).	
	Rooms 203-204	Dead end part of corridor with travel distance up to 6m. Permitted as a maximum travel distance in dead end corridor = 9m.	
	Rooms 204-211	Rooms open in to a protected corridor with alternative escape in to exist KOKO stair (exit adjacent to room 211).	
	Pantry Kitchen	Single escape from kitchen in to protected lobby. Alternative escape from lobby available via Suite 212 into existing KOKO stair at 3 rd floor level.	
Third	Room 302	Travel distance in room = 10m where maximum permitted travel distance in room = 9m. Small increase in travel distance is permitted as room protected with Automatic detection, and travel distance in protected corridor is ~6m against a permitted 9m. The overall distance to storey exit is 16m and less than the permitted maximum of 18m (9m in room and 9m in corridor).	
	Room 305 and 306	Travel distance in room < 9m. Dead end part of corridor with travel distance < 9m. Although served directly by a single stair, occupants could pass through stair to an alternative escape route at this level via Suite 212.	
	Room 309	Travel distance in room < 9m. Travel distance in dead end corridor > 9m, so alternative escape from room to existing KOKO stair provided.	
	Room 305 and 306	Travel distance in room < 9m. Dead end part of corridor with travel distance < 9m. Occupants have an alternative escape route from protected corridor via Suite 212.	
Fourth	Hotel Roof Terrace	Main stair extends to Hotel Roof Terrace providing principle access and escape route. Alternative Terrace escape available via toilets to existing KOKO stair.	
	Suite Terrace	Main access and escape from Suite 212 area at 3 rd floor. Alternative escape available up to F and B Terrace and through Rooftop Lobby.	

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Fourth	F and B Terrace	Main access and escape through Rooftop Lobby and to stair on north side. Alternative escape available via Suite 212 Terrace.
	Rooftop Lobby	Main access and escape to stair on north side. Alternative escape available via Suite 212 Terrace.
	Dome	Main access and escape via stair to Rooftop Lobby with alternative escape via stair to 3 rd floor and then escape via existing KOKO stair on south side.

Fire and Life Safety Systems		
Development will require fire safety systems as:		
Firefighting Shaft	None required as no floor >18m above ground/access level.	
Fire detection and alarm	Fire alarm detection system in accordance with BS5839: part 1 category L2 with Main Fire Alarm panel in reception (main entrance).	
Staircase / lobby smoke vent	None required as part of current Fire Strategy proposal.	
Automatic suppression (sprinklers)	None required as part of current Fire Strategy proposal. Operator/insurer to confirm any requirements.	







