

Building Department

Research & Building Systems Section

New Commercial Centers Checklist



New Commercial centres >10.000 m2

Entrance	Path	Level Changes Stairs, Ramp, Elevators	Sanitary Provisions	Changing Room	Furniture	Parking & drop off point	Tactile maps
----------	------	---	------------------------	------------------	-----------	-----------------------------	--------------

All	UA*	UA	UA	FT/F	UA	UA	TA/FT
-----	-----	----	----	------	----	----	-------

UA
Universally Accessible

UA*
When the building is built in a floodable zone the entrances of the building can have a change in level from the exterior floor level. In this exceptional case the entrances solutions may be permitted.

FT/F
Additional to the Universal Accessible toilets a Family toilet and a feeding room are requested.

TA/FT
Tactile maps are required and accessible toilets outside toilets blocks are not accepted as family toilets.

CODE	CRITERIA	EVALUATION			COMMENTS	AUDIT PHASE
E	Entrance	YES	N/A	NON		
E1	Gradients of entrances ≤ 5%					PERMIT
E2	When several paths, both accessible and inaccessible marked					ACCOMPLISH
E3	If accessible door not the main door, it is marked with directional sign					ACCOMPLISH
E4	Identification number and exact address for each entrance					OPERATION
E5	In public use buildings, reception desk near the entrance					ACCOMPLISH
E6	Dimensions doors ≥ 900mm width x 2100mm height					PERMIT
E7	Automatic door					ACCOMPLISH
E8	3 seconds or more to move from closed to fully open position - Remain fully open for a minimum 5 seconds - Force not more than 66N					ACCOMPLISH
E9	Doormats levelled with ± 2mm					ACCOMPLISH

SPab3	Two horizontal bars mounted between 700 – 800 mm with the same length of wash basin							ACCOMPLISH
SPab4	All Accessories at a height between 700 - 1200 mm							ACCOMPLISH
SPab5	Provides bidet shower system, soap and paper							ACCOMPLISH
SPab6	Approaching free space of 1200 mm							ACCOMPLISH
SPab7	The approaching free space with contrast \geq 30 points LRV							ACCOMPLISH

CHR	Changing rooms								Audit Phase
	Accessible dressing or changing rooms								
CHR1	Corridors width \geq 1000mm and direction changes with maneuvering turning space of 1500mm						NON		PERMIT
CHR2	Approaching space for lockers, benches and furniture 1420 x 865mm								PERMIT
CHR3	1 of 10 showers is accessible, if provided								PERMIT
CHR4	1 of 10 toilet is accessible, if provided								PERMIT

FU	Furniture									Audit Phase
FU1	Without sharp edges, protruding objects, burning surfaces. With contrasting colour. Made with non-toxic material, and noted if causing allergy						NON			OPERATION

Tables							
FUt							
FUt1	Height of the top ≤ 800 mm						OPERATION
FUt2	Clearance height under the table ≥ 680mm						OPERATION
FUt3	Clearance depth under the table ≥ 480mm						OPERATION
FUt4	Tables without integrated seats						OPERATION
FUc	Chairs and Benches						
FUc1	Seat height of 430 mm with a ± 30 mm tolerance						OPERATION
FUc2	Seat depth between 400 – 450 mm						OPERATION
FUc3	With backrest height between 400 - 460 mm						OPERATION
FUc4	Some seats with armrests						OPERATION
FUc5	At least in one side has lateral interaction spacem for wheelchair min 865 x 1420mm with international symbol						OPERATION
FUc6	Outdoor spaces - benches every 100 meters accompanied with shaded areas every 50 m In buildings - benches or seat types every 50 meters						OPERATION
FUd	Drinking fountains, if provided						
FUd1	Two fountains with different heights ≤ 915mm for the lower one with leg clearance						OPERATION
FUd2	Comfortable frontal and lateral approach						OPERATION
FUd3	If manual button, minimum height = 700mm for the lower one and maximum 1200mm for the higher one						OPERATION

PA5	With lateral access aisle \geq 1200 mm						PERMIT
PA6	Signs mounted at 2200 mm with international symbol						ACCOMPLISH
PA7	Marked with international symbols						ACCOMPLISH
PA8	Curb cut with maximum 8% slope						ACCOMPLISH

TM	Tactile maps	YES	N/A	NON	Comments	Audit Phase
TM	Tactile maps					
TM1	Tactile maps are provided as in GWA					ACCOMPLISH