

# 9.0 BUILDING ACCESS STRATEGY

## 9.2 ACCESS OVERVIEW

### 9.2.2 Layout

All amenities are located at Ground Floor including a cycle store and refuse store for each Building. A communal games area and meeting room are located beneath Buildings A and B; easily accessible off the central courtyard.

Entry points are also located at Ground Floor, containing stairs and lifts to upper floor accommodation. A central courtyard provides an outdoor amenity space for residents as well as being a secure point of entry for the accommodation units.



The site has the potential for double-stacking cycle stands

- KEY
- ➔ Entry points to residential zones
  - Yellow Access to upper floors
  - Pink Refuse store
  - Purple Cycle store
  - Orange Additional services (inc. Communal lounge and games room)



Ground Floor Plan

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### 9.2.3 Accessible Approach

An access strategy has been developed in accordance with Liverpool City Council - Design for Access for All, Supplementary Planning Document.

KEY

Accessible pathways, clear from obstructions with path edges defined.

Accessible seating located throughout the courtyard.

Arriving by car, accessible setting down point.



Ground Floor Plan

