

ROOM DATA SHEET				
Relatives Room		Date	Sept 2018	
		Room no.	R14	
		Rev. no	v1	
<i>This RDS is only a basic guideline of possible procurement items required for clinical & non-clinical rooms. Andrew Associates take no responsibility for individual hospital requirements and any inaccuracies associated with HTM/HBN standards.</i>				
FITTINGS				
Drg. Ref	Group	Item Description	Quantity	
1	1	Wash hand basin on IPS		Ensuite
2		Paper Towel Dispenser (HBN 00-09)		Ensuite whb
3		Soap Dispenser (HBN 00-09)		No soap dishes in healthcare environment
4		Hand Cream Dispenser (HBN 00-09)		
5		Hand Gel Dispenser (HBN 00-09)		
6		PPE Dispenser		
7		Sack holder (Clinical)		
8		Sack holder (domestic)	2	Lounge & Ensuite
9		Variable height examination couch		
10		Therapist Stool		
11		Trolley		
12		Suction Flowmeter		
13		Oxygen Flowmeter		
14		Drip Stand		
15		IV pump		

BUILDING			Comment/ Quantity
Ref.			
B1	Walls	Low Odour Eggshell	■
B2	Splashback		■ Whiterock or Similar
B3	Floors (HBN 00-10 Part A)	Homogeneous Vinyl or Rubber	■
B4	Doors (HBN 00-04)	Single Door	■ With Deadlock or digital lock
B5	Signage (HTM 65)	As Required	■
B6		Room Number sign	■
B7	Ceilings (HBN 00-10 Part B)	Bioguard Ceiling tiles	■
B8	Noise (HTM (08-01)	Privacy	■ 40 (NR)
SERVICES			
Water (HTM 04-01)			
W1	Hot water		1
W2	Cold water		1 - potable
Ventilation, Heating, Cooling (HTM 03-01)			
V1	Heating/Ventilation	As Req'd	■ environment to be 18-28°C
	ensuite	-ve (Extract) 6 AC/Hr	
Electrical (CIBSE design guide)			
E1	13A Double socket E1 Lamps & low level E1 Television above shelf E1 General @ low level Ensuite: - E3 Shaver point E4 Shower	Non-Essential Supply Dedicated supply	2no Twin 1no Twin on dado trunking 1no Twin Within wall mounted light fitting 20amp (see manufacture spec)
E2	Macerator Supply	3 Phase	N/A
Gases (HTM 02-01)			
G1	Oxygen		N/A
G2	Suction		N/A
Lighting (EN12464-1)			
L1	General room lighting		Em = 300lx
L2	Emergency Lighting	Integral	
L3	TableLamps		
Communication (HTM 08-03)			
C1	Data Outlet		As Required
C2	Fire Detection		1 No Smoke