

Ironmongery Schedule

door no.	floor: G = ground F = first	IN = internal, EX = external	room numer	room name	door type	handles				locks				signs						misc			notes	door no.	revision			
						Hinges (pair) as P21/8	Level Handles as P21/38	Pull handles as P21/42	Push plates as P21/44	Mortice Bathroom lock as P21/28	Privacy indicator bolt as P21/26	Cylindar mortice locks as P21/24	Escutcheon as P21/48	Room name sign	Fire door keep closed sign	male wc	female wc	Accessible WC sign	General Toilets sign	Shower sign	Closer as P21/12A	Kick plate as AP21/46	Door stop as P21/50					
DG01	G	EX	E	Reception	0																			New to match existing, Contractor's choice	DG01			
DG02	G	EX	E	Entrance Lobby	0																				New to match existing, Contractor's choice	DG02		
DG03	G	EX	E	Rear Entrance	0																				New to match existing, Contractor's choice	DG03		
DG04	G	IN	N	Reception	A	1	1					1	1		1						1	2	1			DG04		
DG05	G	IN	N	Meeting Room 5	A	1	1							1								2	1			DG05		
DG06	G	IN	N	Accessible WC	B	1	1			1	1							1				2	1			DG06		
DG07	G	IN	N	Cleaner Cupboard	A	1	1					1	1	1	1						1	2	1			DG07		
DG08	G	IN	E	Plant Room	0																					DG08		
DG09	G	IN	E	Plant Room	0																					DG09		
DG10	G	IN	N	Entrance Lobby	A	1	1					1	1	1	1						1	2	1			DG10		
DG11	G	IN	E	Staircase	0																				New to match existing, Contractor's choice	DG11		
DF01	F	IN	E	Staircase	0																				New to match existing, Contractor's choice	DF01		
DF02	F	IN	N	Staircase	A	1	1								1						1	2	1			DF02		
DF03	F	IN	N	Cleaners Cupboard	A	1	1					1	1	1	1						1	2	1			DF03		
DF04	F	IN	N	Post Room	D	2	2					1	1	1	1						2	4	2			DF04		
DF05	F	IN	N	Lobby	B	1	1					1	1		1						1	2	1			DF05		
DF06	F	IN	N	WC Lobby	A	1	1								1				1		1	2	1			DF06		
DF07	F	IN	N	Male WCs	A	1	1									1						2	1			DF07		
DF08	F	IN	N	Female WCs	A	1	1										1					2	1			DF08		
DF09	F	IN	N	Server Room	A	1	1					1	1	1	1						1	2	1			DF09		
DF10	F	IN	N	Shower	A	1	1			1	1									1		2	1			DF10		
DF11	F	IN	N	Lobby	A	1	1					1	1	1	1						1	2	1			DF11		

* Note all locks to be suited