3.0 Public Realm Accessibility Code For The Built Environment 3.0 Public Realm Accessibility Code For The Built Environment

- 7. Hazard protection is provided to objects that project more than 100mm into an access route and have a front edge more than 300mm above the ground.
- 8. Sculptures and art objects are placed where they do not form a hazard.
- Where tree pits are installed and impinge on the accessible route they are safe to walk on and accessible for wheelchairs.
- 10. Sharp edges are to be avoided or mitigated with a permanent protection.
- 11.Street furniture should be designed to avoid the provision of elements that can be seen as climbing elements by children.

3.1.2 MANDATORY DESIGN OBJECTIVES

GENERAL

- The public realm, of necessity, contains many elements that could form obstructions and / or hazards if not designed and located correctly. The public realm should be designed so that it provides a supportive and safe environment for all users whilst also affording unobstructed access (see Figure 13),
- 2. Some elements of furniture will have natural groupings, e.g. lighting adjacent to seating and signage. Waste bins should be placed in close proximity to seating but not adjacent to it. Resting areas are multifunctional, providing a place for meeting

- others, resting or people watching. The arrangement and quantity of seating provided should have a qualitative impact on how the public realm is used.
- 3. The placement of furniture should be part of a wider shading and microclimate strategy. Passive and active mechanisms should be used to ensure that seating areas can be used comfortably throughout the year. Passive use building shading and wind channelling. Active use planting or shading devices.
- 4. The materials used for furniture should be considered for their heat absorption and reflective values. The high thermal conductivity of some materials is a dangerous hazard during hot months in Dubai. The reflective glare of polished materials can cause distraction and reduce visual contrast for all users of outdoor space

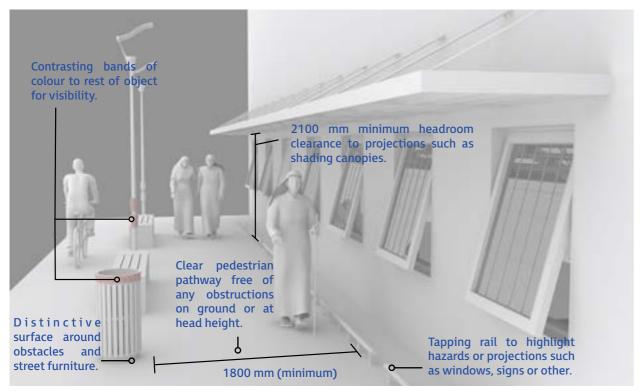


Figure 13 / Street Furniture

3.2 EXTERNAL RAMPS

PERFORMANCE OBJECTIVE

The connectivity of the public realm and access to and between buildings and external spaces shall be designed to minimise the need for ramps. Where site constraints dictate an approach that is 1:20 or steeper the approach shall incorporate a ramped access as well as steps. Steps are not required where the level change is less than 300mm. A ramped access shall be designed, constructed and installed so that it provides safe unobstructed access for all users moving between different levels. Ramps shall be easily identifiable and located to ensure that deviation from the desire line is minimised.

3.2.1 MANDATORY PROVISIONS

The design of external ramps (see figures 14 and 15) will satisfy the performance objectives if:

- 1. Directional signage is provided where the location of a ramp serving a building entrance or forming part of an external accessible route is not immediately apparent.
- 2. Minimum ramp width is 1500mm between walls, kerbs or edgings and where ramps are wider than 2500mm a handrail divides the ramp into two widths with one section being a minimum of 1500mm wide and the space

- between handrails is not less than 1000mm and not more than 2000mm.
- Where the total rise is greater than 2m an alternative means of access is provided for wheelchair users, e.g. a platform lift.
- 4. There is a level landing at the start and finish of the ramp that is a minimum of 1500mm long and the width of the ramp slope, clear of any door swings or other obstructions.
- 5. Intermediate landings of 1500mm minimum width (clear of any door swings) are provided between each straight line ramp slope. Where there is a change in direction at an intermediate landing the landing length is equal or greater than the width of the ramp.

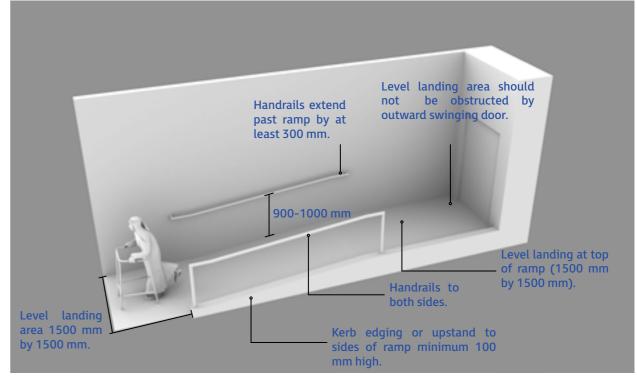


Figure 14 / Short rise ramp

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