

**Special notes**

- 1 Compliance with the following legislation, regulations, and codes is required:  
Building Act 2004  
The Building Code  
Building (Forms) Regulations 2004.
- 2 Please note other standards are referenced in the Building Code Handbook, available from <http://www.dbh.govt.nz/UserFiles/File/Publications/Building/Compliance–documents/handbook.pdf>
- 3 Reference documents:  
The Building Code Compliance Documents  
<http://www.dbh.govt.nz/building–code–compliance–documents>  
Building Officials – Building Act 2004 overview  
<http://www.dbh.govt.nz/bofficials-buiding-act-2004-overview>
- 4 All activities must comply with: any policies, procedures, business protocols, and requirements of the organisation/s involved; and ethical codes and standards of relevant professional bodies.

**Element 1**

Demonstrate knowledge of Clause D1 – access routes in the Building Code.

Range may include but is not limited to – slip resistance, doors, corridors, stair geometry, landings, open risers, treads, internal handrails, external handrails, uniform risers, doors opening onto landings, automatic doors, head heights, winders, spiral steps, signage, loading spaces, thresholds, accessible units, internal space for manoeuvrability.

Performance Criteria	Candidate	Assessor
1.1 The objectives of Clause D1 – access routes are described in terms of the Building Code.	Describe the objectives and functional requirements of Clause D1 on building access routes in the New Zealand Building Regulations 1992	Description must include: <ul style="list-style-type: none"> <li>• safeguarding people from injuries during movement in to, within and out of buildings, movement of vehicles, access for people with disabilities</li> <li>• adequate access to allow safe movement of people, and vehicle access</li> </ul>
1.2 The functional requirements of Clause D1 regarding pedestrian and vehicle access are described in terms of the Building Code.		
1.3 The performance measures required to ensure safe and easy access to buildings for people are described in terms of the Building Code and applied to a given scenario.	With reference to Scenario 1, describe the requirements under D1 of stair geometry for the upper floor which contains only bedrooms.	Scenario 1's answers must include descriptions of requirements for: <ul style="list-style-type: none"> <li>• uniform risers and treads</li> <li>• handrails</li> <li>• slip resistance</li> <li>• Stair geometry appropriate to use</li> </ul> Scenario 1's answers may include descriptions of requirements for: <ul style="list-style-type: none"> <li>• Landings</li> <li>• Open risers</li> <li>• Doors opening onto landings</li> <li>• Automatic doors</li> <li>• Head heights</li> <li>• Winders</li> <li>• Spiral steps</li> </ul>

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**Element 1** *Continued from the previous page....*

Demonstrate knowledge of Clause D1 – access routes in the Building Code.

Performance Criteria	Candidate	Assessor
1.4 The performance measures required to ensure parking and manoeuvrability for vehicles are described in terms of the Building Code and applied to a given scenario.	Describe the stair geometry for an internal access garage and external steps to the main entry.	Description must include the requirement for: <ul style="list-style-type: none"><li>• slip resistance,</li><li>• ramps,</li><li>• internal space for manoeuvrability,</li><li>• parking,</li><li>• access within the building for people with disabilities,</li></ul>
1.5 The performance measures required to provide access within the building for people with disabilities are described in terms of the Building Code and applied to a given scenario.	With reference to Scenario 4, under D1 what performance standards would you apply to the design for the approach and use of the building?	Description should include requirement for at least three from the following eleven points: <ul style="list-style-type: none"><li>• Internal and external handrails</li><li>• Uniform risers</li><li>• Stair geometry</li><li>• Doors and automatic doors</li><li>• Corridors</li><li>• Loading spaces</li><li>• Thresholds</li><li>• Signage</li><li>• Accessible units</li></ul>