

WASH ROOMS

Main Building Washrooms

The Centre washrooms, located to the left of the main corridor, are modern, well-lit and tiled throughout. Across two rooms, there are a total of 6 separate toilet cubicles, 4 shower cubicles with sliding locks on the doors, 8 sinks with mirrors and hand-dryer. Hot water is moderated in the washbasins and showers to prevent scalding and is unlimited. There are sirens and flashing beacon warning lights to all areas to warn of an emergency activation.

Washroom door signage is modern and easily interchangeable to facilitate your preferred configuration in each room/area eg for leaders only/unisex/ boys only/ girls only etc.

In addition, there is a separate, fully-accessible bathroom with toilet, shower with seated option, sink and rails etc. This room is wheelchair friendly but please note there is no hoist. There is a pull cord for emergencies, reset by pushing the rest button nearby.

Toilet rolls are provided (at least 2 in each cubicle), Spares can be found in Cleaning Cupboard in the Entrance Corridor. Toilet brushes and sanitary waste disposal bins are in all toilets. Eco alkaline-balanced hand wash is also provided. A washing airer is stored between rooms 5 and 6.

Herald Building Washrooms (for school and youth camping groups)

Available for groups with camping added to their booking, our state-of-the art shower and toilet block is housed within our new "Herald Building", also home to our new Charity admin space.

These washrooms, created for campers, feature:

- 2 showers with ceiling high cubicles and doors
- 2 toilet compartments with ceiling high cubicles and doors
- 2 toilets with, 4 sinks and 4 shower cubicles
- 1 further shower and toilet room
- 1 accessible toilet and walk-in shower room fully wheelchair accessible but no hoist

There is a pull cord for emergencies, if this cord is pulled the light outside the door will flash and there is a buzzer (the reset button in the Admin Room)

Hot water is moderated in the washrooms to precent scalding.







