

Mariners Guest House Access Statement

- There is parking opposite the guesthouse or by the children's play park using the pay and display parking spaces. A parking ticket is required between 10am and 4pm. All day visitors tickets can be purchased from the guest house. There is also a small pay and display car park opposite.
- A small step 6cm in height leads from the road to the pavement, which is 1.5 metres wide, and then the pathway leading to front door measures 1.5 metres wide and is 3.25 metres in length.
- Entry to the front entrance hallway is via a step 12cm in height then through The main front door, measuring 90cm wide and 2 metres in height, a small hallway 1.1 metres square leads to the inner door, which is a glass panelled door measuring 75cm wide and 1.95 metres high.
- Entrance to dining room and room 5 leads off the entrance hallway at the bottom of the Staircase.
- Access to all the other rooms is via the staircases, which have solid wood banister rails.
- Access to rooms 1 and 2, which are on the first landing area, is via a flight of stairs consisting of 13 steps measuring 77cm wide and 18cm in height, rooms 3 and 4 are up a further flight of stairs consisting of 5 steps
- Access to rooms 6,7, 8 and 9 is on the second landing, via a further two flights of stairs; the first has 9 steps and the second has 8 steps. All the steps are the same measurement.
- The toilet and shower for rooms 1 and 2 is accessed from the first landing area.
- All rooms are accessed through fire doors measuring 75cm wide and 1.98 metres in height.
- The staircases and landing areas are well lit and have emergency lighting; there is also a full fire alarm system in the building.
- All rooms have their own key and there is no restriction on entry. The front door is always locked.
- Medicines can be refrigerated if necessary, There is also a small fridge in the dining room for guest use.
- All rooms have Colour TV and Hospitality Tray with Tea, Coffee and Biscuits.
- The décor in the establishment is all good color contrasting.