



# NATAL COMMAND

## Dilapidation report

### ABOUT:

The Natal Command site, which is set to transform the face of the Durban beachfront promenade, will boast high-end venues including hotels, flats, restaurants and a shopping centre. The development of the site is expected to create thousands of jobs during the construction phase, with a few thousand remaining once the businesses become operational. Key to the development will be the building of a film studio, which the municipality has longed for as it aims to develop the local film industry.

# GROUND FLOOR

- 1- Ex. Plaster & paint wall - walls to be scraped, treated, fill all imperfections to receive 2 coats plaster primer  
1 coat plascon/dulux – to architect spec.
- 2- Timber Panelling – all timber panels to be inspected for wood rot and water damage  
Affected panel to be removed & replaced with solid timber veneered panelling to match  
All panelling to be sanded, sealed, stained to matched existing
- 3- Ex. Timber window to be inspected to be inspected for wood rot and water damage.  
Affected mullions to be removed and replaces to match. All damage and broken glass to be replaced with 6mm toughened safety glass as per sans 10400 Part N or equally approved my specialist  
Window hinges to be replaced with brass type hinge style and fixed wood brass screws
- 4- Window handles to be replaced with brass type and fixed with brass screws (look for code)
- 5- Windowsill to be inspected for inspected for wood rot and water damage. Affected sills to be removed and replaces to match.
- 6- Timber door frames to be inspected for wood rot and water damage. Affected sills to be removed and replaced with new timber door frames to match.

# ROOM - 1





# ROOM - 2

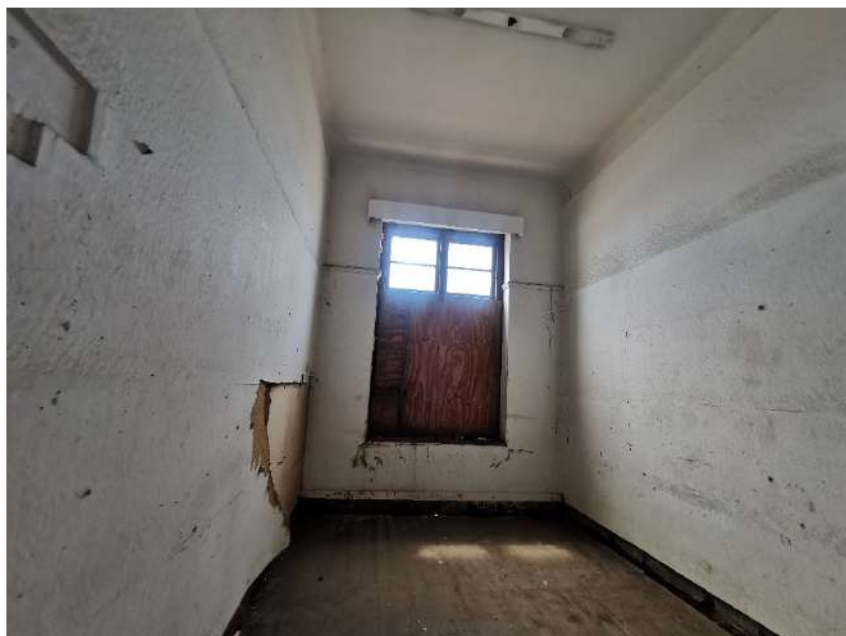


# ROOM - 3





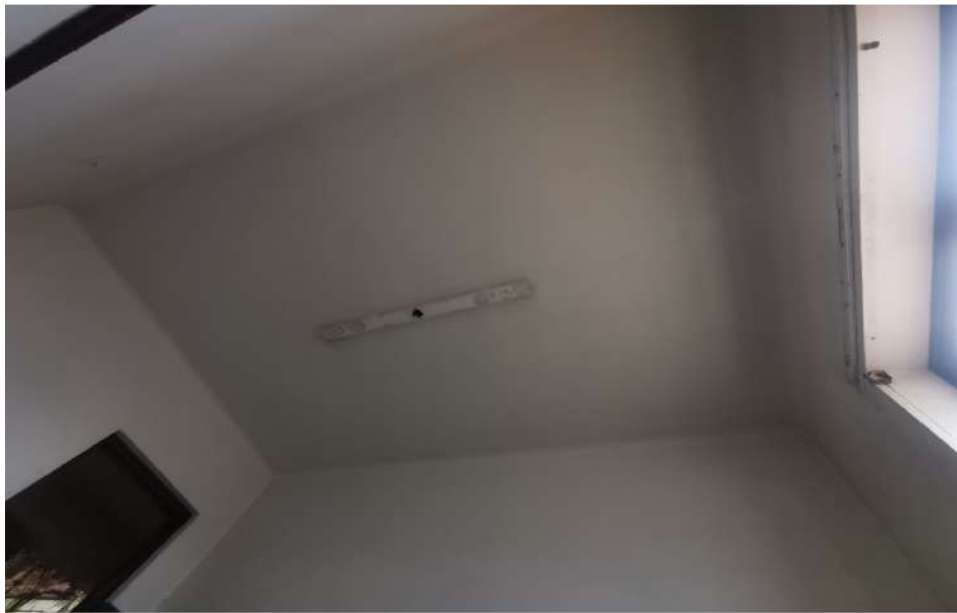
## ROOM - 4



## ROOM - 5



## ROOM - 6





# ROOM - 7





# ROOM - 8



## ROOM 9



# FOYER



# ROOM – 10



# ROOM - 11





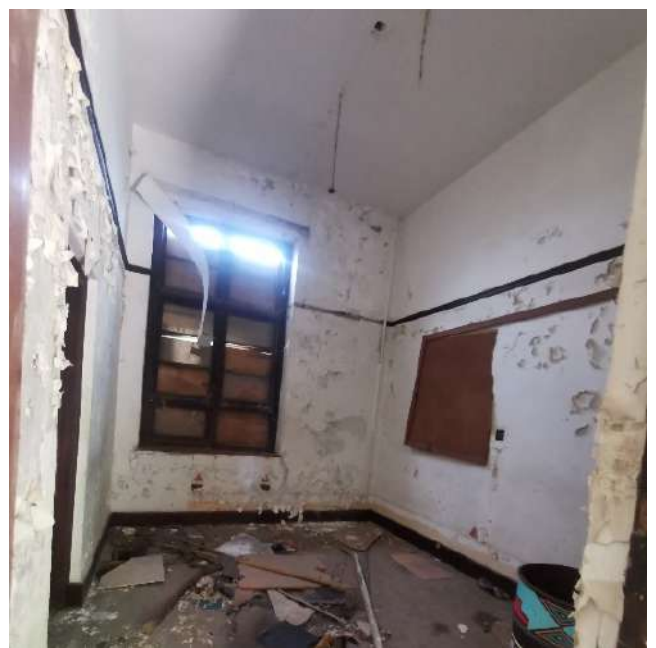
# GROUND FLOOR: ABLUTION



# STRONG ROOM

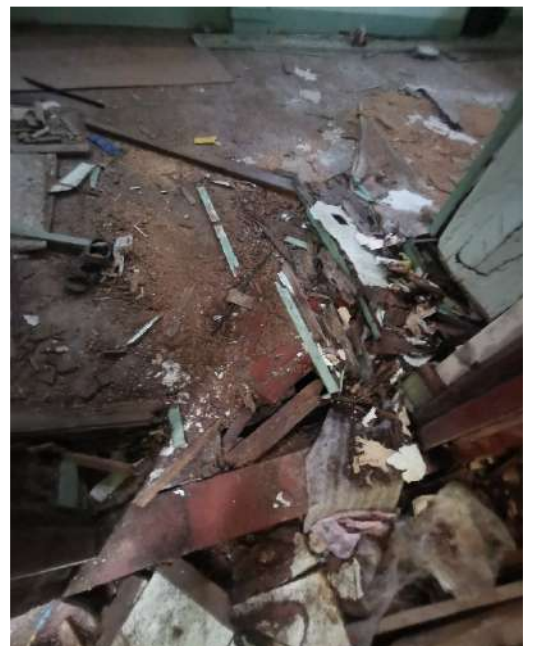


## ROOM – 12





# ROOM - 13



## ROOM – 14 – GUARD ROOM



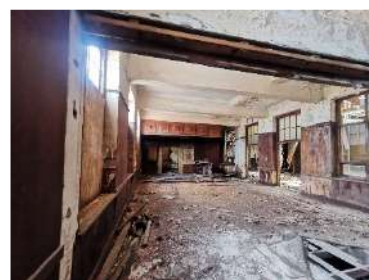


# HALL FOYER





# HALL





# KITCHEN

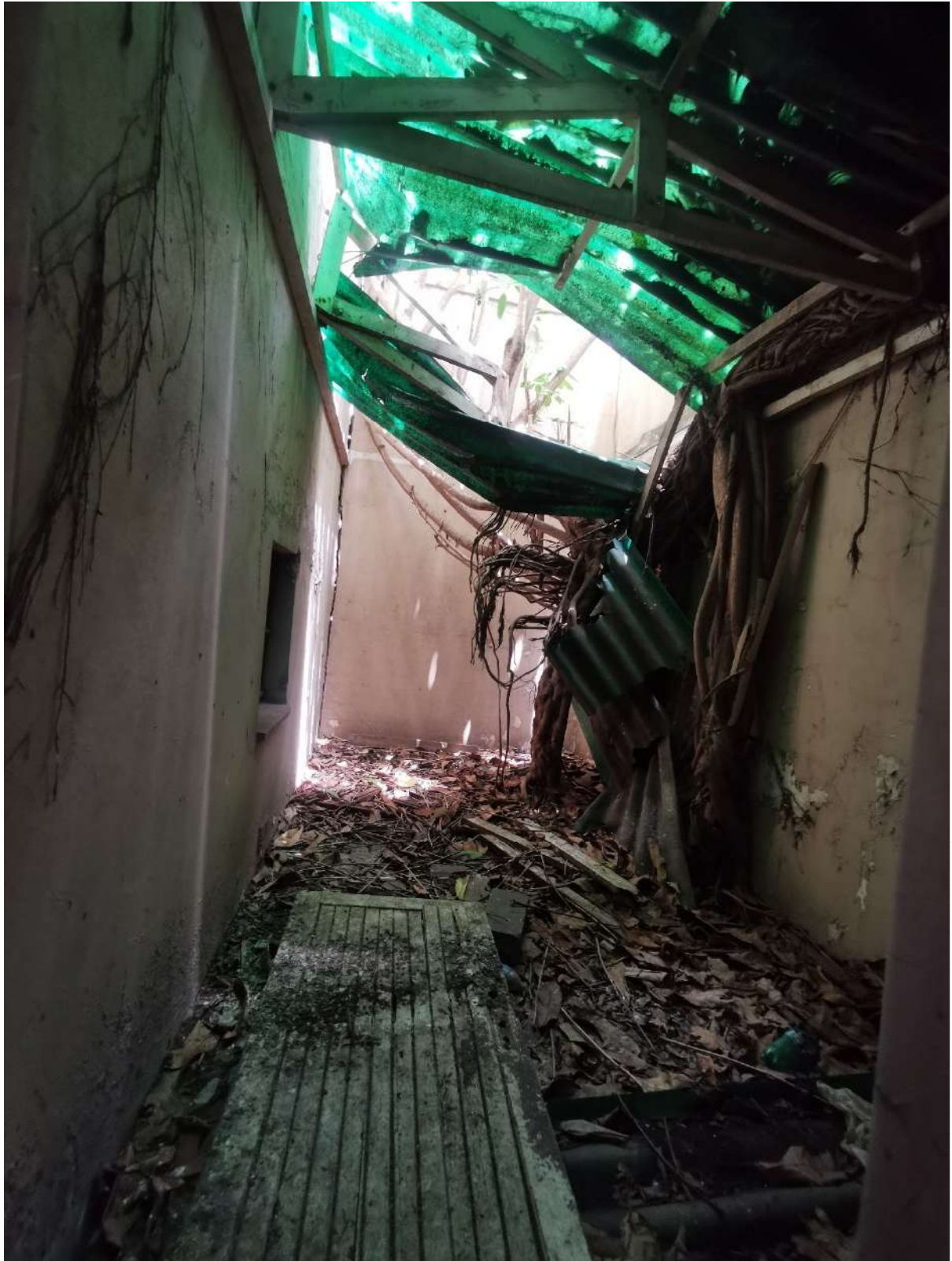


# COLD ROOM





# COURTYARD



# STAIR





# RECEPTION





**STORE – NEXT TO COLD ROOM**



# ABLUTION



**STORE NEXT TO ABLUTION**





# COURTYARD



**FIRST FLOOR**





**ROOM – 1**



**ROOM – 2**

**ROOM – 3**

**ROOM – 4**



**ROOM – 5**

**ROOM – 6**

**ROOM – 7**



# ROOM - 8





# ROOM – 9 (mirror)





**ROOM – 10**





# ROOM - 11



## ROOM – 12





**ROOM – 13**





## ROOM – 14



**ROOM – 15**





## ROOM – 16





# ROOM – 17



# ROOM – 18





## ROOM – 19





## ROOM – 20



# STAIR





# ABLUTION





**EXTERNAL**

## ROOF DETAIL



# EAST ELEVATION





# NORTH ELEVATION



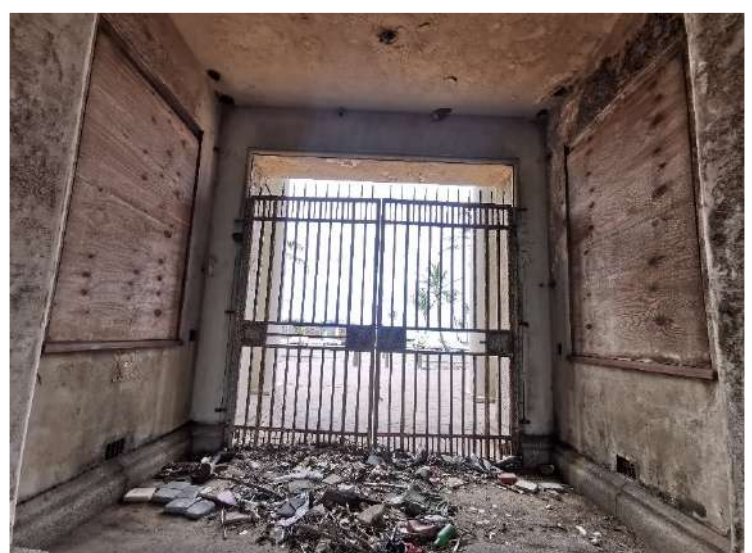


# MAIN ENTRANCE (INTERNAL VIEW)





# MAIN ENTRANCE (INTERNAL VIEW)





**MAIN ENTRANCE  
(INTERNAL VIEW**





## SOUTH ELEVATION



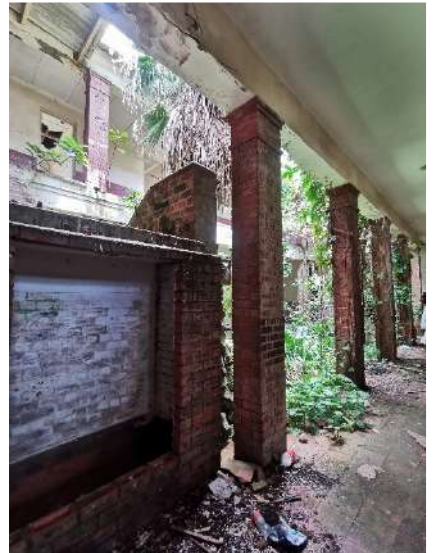


**EAST ELEVATION**





# WALKWAYS





# COLUMNS





