

Indicative noise levels - Burnham

Noisy works and the type of works and description beginning **Monday 17 June**.

Burnham				
Roof Works				
22				
21				
20				
19				
	East	South	West	North
	Towards Chalk Farm	Towards Adelaide Rd	Towards Swiss Cottage	Towards Fellows Rd

There will be times where residents on certain floors will be affected by the roof works, cladding rail install and/or window installation.

We will continue to carry out construction activities during workdays from 8am until 5pm Monday to Friday. This is to allow time for preparation work in the morning and for removing and tidying up at the end of the day. Noisy works are limited to between **9am** and **4pm**.

Cladding rail installation and window installations are progressing as indicated on the respective noise map (see right).

Window installations are progressing as indicated on the respective noise map (see right).

External remedial works following quality checks will take place in specific areas which we will try and update on a daily basis.

Please note, weekly scaffold checks are taking place to keep the structure safe and secure, and on occasion this may result in localised drilling in certain areas.

Burnham				
Cladding Rail Install				
More continuous drilling into concrete from the top of the building and working down				
Elevation				
Floor	East	South	West	North
	Towards Chalk Farm	Towards Adelaide Rd	Towards Winchester Rd	Towards Fellows Road
22				
21				
20				
19				
18				
17				
16				
15				
14				
13				
12				
11				
10				
9				
8				
7				
6				
5				
4				
3				
2				
1				
G				

Burnham				
Window Installation				
Shorter bursts of drilling and metal cutting				
Elevation				
Floor	East	South	West	North
	Towards Chalk Farm	Towards Adelaide Rd	Towards Winchester Rd	Towards Fellows Road
22				
21				
20				
19				
18				
17				
16				
15				
14				
13				
12				
11				
10				
9				
8				
7				
6				
5				
4				
3				
2				
1				
G				

- Where noisy works are carried out
- Areas heavily affected by the noisy works in the red zones
- Areas that will have some level of noise