

MERCY HEALTH SHEPPARTON, AGED CARE FACILITY





Overview

This project involved the addition of a 30 bed wing to an existing 62 bed nursing home along with additional lounge and dining rooms, clean and dirty utilities areas, scullery, kitchen and landscaped courtyards along with an upgrade to the facility's existing commercial kitchen and alterations to the existing reflection room to create a new chapel.

Structure

The building is made up of a combination of construction methods, the floor being slab on ground supported on bored piers, with the remaining structure being a combination of structural steel and brick veneer construction.

Services

Services include extensions to the existing nurse call, data and CCTV systems, an upgrade of the facility's power supply and PABX system and installation of a new hydronic heating system and split system air-conditioning to the areas of new works. Relocation of existing kitchen equipment was done to allow the installation of additional equipment so the kitchen can continue to service both the additional needs brought about by this project, and also the forecast needs of a following stage involving a further 30 bed extension.

Restrictions

Restrictions on this site included the physical restriction of building to within 3m of the boundary on 2 sides with the building adjoining the existing facility on 1½ sides, along with a radio station broadcasting from an adjoining facility.

Restricted working hours were discussed and agreed with the client to ensure that any construction noise was acceptable to the client.

Environmental

Environmental measures included general silt fencing to contain any runoff from site along with the use of low Voc (Volatile Organic Compounds) paints.

Time & Performance

The project performed well against the budget for both the original and additional scopes of work and was completed on time.

Client

Mercy Health Roman Lemke Development Manager P: 03 8416 7970

Value

\$3.8m

Construction Period May 2011 to February 2012

Location

Shepparton, VIC



