- 1 TVM located within the vicinity of the station building
 - If no station building is provided, 1 TVM will be placed at main entrance to platform (as per site conditions) along the Barrier free path of travel in such a way that the path remains barrier free
- 1 TVM to be located at an additional platform access point
- Additional TVM's locations to be considered at the following pedestrian access points for the following areas within Rail Line and Bus Station sites:
 - o Main Bus Loop/Platform
 - o Parking Structure
 - Pedestrian bridge, mid span, as site conditions allow
 - o Satellite surface parking lot
 - Any additional areas as determined by GO Design Standards staff
 - Park and Ride Facilities may be provided 1 TVM located on passenger platform adjacent to the shelter where power and communication infrastructure is available

TVM Configuration Criteria

- When site configuration allows, it is encouraged to locate TVM's that satisfy both mandatory and preferred locations. The intention is to maximize TVM accessibility and convenience to customers with the use of a single TVM. The TVM must be visible from main entrance and located where there is a high volume of passengers. Ensure that placement does not block major egress locations
- Location of TVM to be coordinated with the location of CDQ tower, S4 Digital Information Sign, and the SFTP tower where possible
- When a cluster of all 4 devices is possible, the TVM and CQD shall be placed adjacent to each other
- A minimum 500 mm horizontal clearance is required between the CQD and the TVM
- TVM to be weather sheltered where possible

- Preference is for a shelter over the TVM
- TVM's are to utilize sunshade top (both large and smaller sized sunshades) as site conditions warrant where a full shelter is not possible
- A minimum queuing space in front of TVM shall be three customers
- Queuing space shall be increased based on historical peak station demand information provided by GO staff
- Placement and orientation of TVM's and queuing areas shall not adversely impact the main flow of customers
- TVM concrete base installation details as per GO Standard Drawings TVM-001, TVM-002 and TVM-003
- TVM Electrical and Communication details as per F.1 Electrical and F.2 Communications

Two Way Intercom

Design Requirements–General

The Two Way communication device is a customer service amenity, which assists customers with inquiries at rail station site to provide an enhanced customer service amenity at our platforms, elevators, parking structures, universal washrooms and maintenance facilities.

Two Way Communication Devices shall be placed at the following locations at a typical GO Rail station site:

- At each elevator lobby on site including tunnels, pedestrian bridges and parking structures (new device technology to address current technical and operational issues)
- In the vicinity of the Mini platform (to replace existing Bell telephones):
- In all universal washrooms:
- Secure entrance points for GO Operational Facilities;
- In each elevator cab;
- At each Carpool/Park and Ride site;

The Call flow shall be:

Call made to service attendant with call backup available 24/7 by Transit Safety.

Enhanced Accessibility Features include:

- Localized Hearing Loop to support tele-coil wireless technologies,
- Clear, barrier free identification using standard signage, colours and graphics in accordance with the principles outlined in the GO Transit Static Signage Catalogue, AODA and FLSA requirements.

Refer GO Standard Guideline Performance specifications for detailed two way communication device requirements.

Appearance



Figure F-17: Conceptual two-way intercom column support application (At Mini Platform Area)







Figure F-19: Conceptual window Mullion Application









Elevator Cab Console Typical Layout (Linear Button array) Elevator Cab Console Parking Structures (Keyboard button array)

Figure F-21: Conceptual Interior Elevator Cab Application (Diagram only)

F.5 Finishes and Materials

Design Requirements–General

Materials selected shall:

• Be visually and tactilely pleasing