Architectural Finishes	
Shop and Garage Area Floors	Minimum 4.88 kg/m2 trap rock, water cure, and liquid densifying sealer.
	Floor sealant shall provide necessary traction to avoid bus skidding at storage/service area/garage area.
Interior Painted Lines	Interior painted lines shall be provided along Safety Area around electrical panels and fire hoses and at hoist bays, pits and all shops.
	Epoxy based line painting shall be provided in all bus storage and maintenance areas.
Stock Room Counter	Shall be stainless steel with wood backing
Touch Zone	Up to 3m of the maintenance and storage facilities shall be epoxy coated to allow for pressure washing.

Table E-9: Fixtures

Fixtures	
Feature	Design Requirements
Toilet Partitions and Urinal Screens	Toilet partitions and urinal screens shall be stainless steel, ceiling, or wall mounted.
Sloped Top Lockers	Top lockers shall be pre-finished, sloped top, located on concrete base.
Coat and Hat Racks	Coat and hat racks shall be provided in administration areas.
Foot Grilles	Foot grilles shall be vinyl surfaced, recessed type, in extruded 6063-T52 aluminum alloy framing.
Roller Shades	Rollers shades shall be provided for all windows in the Administration Building.
Meeting Rooms	Meeting rooms shall be equipped with ceiling mounted motorized projection screen, projectors, and speakers.
Kitchen	Kitchens shall be commercial quality, energy star compliant.
	Kitchens shall include refrigerators, ovens with a range ventilation hood to the outside, built-in or counter top microwaves, and dishwashers.
Dual Burner Coffee Makers	Coffee makers shall have an in-line water filter and be provided in the Training Centre and Administration Lunch Room
TVs	TVs shall all be LCD or Plasma and provided TV's shall be provided to suit the Lunch Room size.
Countertops	Countertops in all kitchens, washrooms, and dispatch areas shall be solid surfacing 12 or 13 mm thick with a backsplash–6 mm thick.
Pop and Snack Dispenser	One (1) pop and snack dispenser each shall be located in the lunch area.