

ANNEX 1 – TECHNICAL DRAWINGS /TERMS OF REFERENCE FOR THE WORKS

INSTALLATION OF EXTERNAL CEILING (EXITS AND ENTRANCES) FOR 176 UNITS OF SHELTERS IN LABONDO.

Context

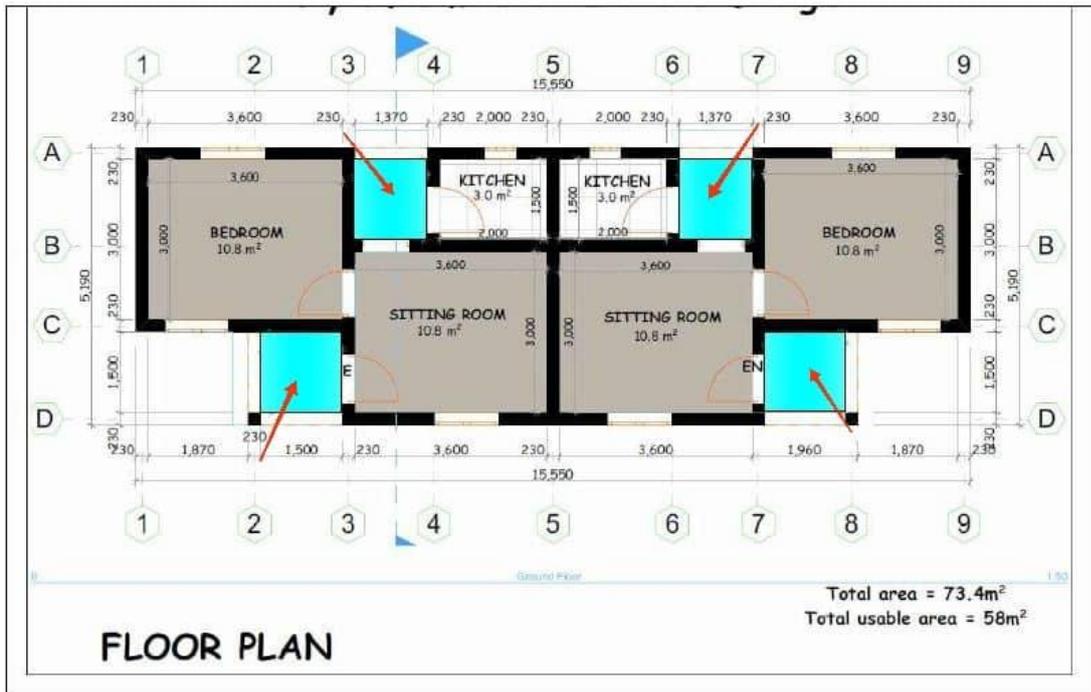
The Labondo Local Integration Pilot Project (LLIP) is a commendable initiative aimed at constructing 227 shelters in collaboration with UNHCR partners. However, the project faced challenges in 2023 when strong winds affected some shelters, leading to the need for a redesign of the roofs for all 227 units. In response to the construction issues, 3 contractors were selected for the rehabilitation of 176 shelters.

Upon monitoring and engaging with the Labondo community, concerns emerged regarding the absence of ceilings, particularly at entrances and exits, leading to potential protection issues. Recognizing this, UNHCR has taken proactive steps by mobilizing funds to install external ceilings for the 176 hollow sandcrete block shelters.

This demonstrates UNHCR's commitment to addressing challenges and ensuring that the shelters not only meet basic standards but also address community concerns for enhanced protection. It also highlights the importance of community engagement and continuous monitoring in the successful implementation of such projects.

Installation of External Ceiling

A joint house-to-house assessment of all the 176 sandcrete hollow block shelters was carried out in January 2024 by UNHCR. For a unit of shelter, the area required for the ceiling is 8.8m² and the areas required for the installation are indicated with arrows on the plan below. The selected contractor is expected to cover and seal a total area of 8.8m² per shelter using 12mm Celotex hardboard ceiling on treated 2x3 hardwood timber noggings at the entrances and exits fastened with nails and 10mm x 37.5mm timber battens.



Shelter Unit Floor Plan

For 176 units of shelters, the total area required for the external ceiling is 1550m² indicated on the site plan below.



Site Plan Highlighting 176 Units of Shelters for External Ceiling Installation