LAYOUT OF GUEST ROOMS

Layout of guest might differ from room to room and from hotel to hotel. Layout entirely depends on the availability of space.

Most basic type of bed room in a hotel might consist of the following:

- ➤ Wardrobe
- ➤ Luggage rack
- ➤ Minibar
- ➤ Writing table cum dressing table.
- ➤ A chair for the writing table.
- ➤ A mirror attached to the wall for dressing.
- ➤ Two single seated sofa or a double seated sofa.
- ➤ A coffee table
- ➤ Bed/Beds with bedside table (bedside table may be termed as bedside console)
- **▶** Bedboard
- ➤ Proper upholstery
- ➤ Appropriate lighting
- ➤ A television
- ➤ A telephone

Bath will consist of the following:

- ➤ Vanitory unit (consist of wash basin)
- ➤ Mirror
- ➤ WC (water closet)
- ➤ Bidet(in some hotels)
- ➤ Bath tub
- ➤ Necessary faucets (taps & shower)
- ➤ Towel racks and holders
- ➤ Bottle opener and cloth hooks attached to the bath door.

Suite will have an additional living and dining space with sofa set and sofa side tables and also a dining table with chairs. Some suites also have different themes. Some suites also have bar set up or library space or a space with different fitness equipments etc.

More luxurious rooms (suite) may consist little extra:

A parlor (living room);

- ➤ Lounge (seating area with sofa/couch and centre table)
- ➤ Dinning room /dinning table
- ➤ A bar
- ➤ Reading space/ library
- ➤ Gym
- > Small kitchenette
- ➤ Small wash room
- ➤ Balcony (optional)

The bed room:

- ➤ Luxurious bed
- ➤ Luxurious mattress
- ➤ Luxurious sofa/couch
- ➤ Coffee table
- ➤ Writing table and chair
- ➤ Minibar
- ➤ Luxurious soft furnishing

Dressing room:

- ➤ Wardrobes
- ➤ Mirror
- ➤ A stool

Bathroom:

- ➤ Vanitory unit (washbasin inbuilt)
- ➤ Mirror
- ➤ Hair drier
- ➤ Concave mirror
- **➤** Television
- > Telephone
- ➤ Bathtub (may be of different shape and size)
- ➤ Towel racks
- ➤ Jacuzzi (whirlpool bath)
- ➤ Shower cubical

Toilet

- ➤ WC (water closet)
- ➤ Bidet (a unit to be used after using WC)
- > News paper rack.
- > Towel holder