

Annex O: RCO Combined Effectiveness

Combinations of RCOs	Interdependency rank	OD/B D	Tier	Qualitative (Yes/No)	Node	Effectiveness	
						Gen sh 1: Twin Island	
D1+D5	2	BD	Smoke detection & CO2 system	Yes	Slow	6,14%	
			Detection (manual/random) & Local first response on COO (including accessibility, MFF and local bnd cooling)		Fast	5,30%	
					Slow	4.0%	
					Fast	1.6%	
D1+F1	3	BD	Smoke detection & CO2 system	Yes	Slow	24,88%	
					Fast	10,04%	
					Explosion	2,50%	
D1+C1	3	BD	Smoke detection & CO2 system	Yes	Slow	6,14%	
					Fast	5,30%	
					Explosion		
			Firefighting / Containment in HOO		Slow	74%	
					Fast	53%	
Explosion	38%						
D1+C4	2	BD	Smoke detection & CO2 system	Yes	Slow	6,14%	
					Fast	5,30%	
					Explosion		
			Firefighting / Containment in HOO		Slow	45%	
					Fast	30%	
Explosion	15%						

D2+D5	2	OD	Detection & Local first response on COO (including accessibility, MFF and local bnd cooling)	Yes	Slow	8,88%
					Fast	15,02%
		BD	Detection (manual/random) & Local first response on COO (including accessibility, MFF and local bnd cooling)	No	Slow	
					Fast	
D2+F1	3	BD	Detection (manual/random) & Local first response on COO (including accessibility, MFF and local bnd cooling)	Yes	Slow	15,80%
					Fast	30,50%
			Smoke detection & CO2 system		Explosion	
					Slow	28,00%
					Fast	9,75%
			Explosion	2,50%		
D2+(F2+F3)	3	OD	Detection & Local first response on COO (including accessibility, MFF and local bnd cooling)	Yes	Slow	71,54%
					Fast	56,60%
D2+F4	3	OD	Detection & Local first response on COO (including accessibility, MFF and local bnd cooling)	Yes	Slow	14,02%
					Fast	19,81%
					Explosion	3.47%
D2+F5	3	OD	Detection & Local first response on COO (including accessibility, MFF and local bnd cooling)	Yes	Slow	51,17%
					Fast	43,34%
					Explosion	17,37%
D2+C1	3	BD	Detection (manual/random) & Local first response on COO (including accessibility, MFF and local bnd cooling)	Yes	Slow	15,80%
					Fast	30,50%
			Smoke detection & CO2 system		Explosion	
					Slow	10%
					Fast	5%
			Firefighting / Containment in HOO		Explosion	
					Slow	74%
Fast	53%					
			Explosion	38%		

D2+C3	3	OD	Detection & Local first response on COO (including accessibility, MFF and local bnd cooling)	Yes	Slow	6%
			Fast		13,9%	
		Firefighting / 1st bay boundary cooling	Explosion			
			Slow		45%	
			Fast		23%	
D2+C4	2	BD	Detection (manual/random) & Local first response on COO (including accessibility, MFF and local bnd cooling)	Yes	Explosion	11%
			Smoke detection & CO2 system		Slow	15,80%
					Fast	30,50%
		Firefighting / Containment in HOO	Explosion			
			Slow		10%	
			Fast		5%	
			Explosion		45%	
D3+D5	2	OD	Detection & Local first response on COO (including accessibility, MFF and local bnd cooling)	Yes	Fast	30%
					Explosion	15%
D3+(F2+F3)	3	OD	Detection & Local first response on COO (including accessibility, MFF and local bnd cooling)	Yes	Slow	10,64%
					Fast	21,42%
D3+F4	3	OD	Detection & Local first response on COO (including accessibility, MFF and local bnd cooling)	Yes	Slow	78,36%
					Fast	72,30%
					Explosion	3,47%
D3+F5	3	OD	Detection & Local first response on COO (including accessibility, MFF and local bnd cooling)	Yes	Slow	17,56%
					Fast	27,97%
					Explosion	56,82%
D3+C3	3	OD	Detection & Local first response on COO (including accessibility, MFF and local bnd cooling)	Yes	Fast	56,32%
			Firefighting / 1st bay boundary cooling		Explosion	17,37%
			Slow		9,3%	
			Fast		20,9%	
			Explosion		45%	
D4+D5	3	OD	Detection & Local first response on COO (including accessibility, MFF and local bnd cooling)	Yes	Fast	23%
					Explosion	11%

D4+(F2+F3)	2	OD	Detection & Local first response on COO (including accessibility, MFF and local bnd cooling)	No	Slow	
					Fast	
D4+F4	2	OD	Detection & Local first response on COO (including accessibility, MFF and local bnd cooling)	Yes	Slow	14,88%
					Fast	12,86%
D4+F5	2	OD	Detection & Local first response on COO (including accessibility, MFF and local bnd cooling)	Yes	Slow	52,54%
					Fast	32,28%
D4+C3	2	OD	Detection & Local first response on COO (including accessibility, MFF and local bnd cooling)	Yes	Slow	3,20%
					Fast	8,30%
			Firefighting / 1st bay boundary cooling		Explosion	
					Slow	64%
					Fast	32%
					Explosion	16%
D5+F1	2	BD	Detection (manual/random) & Local first response on COO (including accessibility, MFF and local bnd cooling) + Smoke	No	Slow	
					Fast	
D5+(F2+F3)	3	OD	Detection & Local first response on COO (including accessibility, MFF and local bnd cooling)	Yes	Slow	69,72%
					Fast	30,23%
D5+F4	3	OD	Detection & Local first response on COO (including accessibility, MFF and local bnd cooling)	Yes	Slow	13,07%
					Fast	6,10%
					Explosion	3,47%
D5+F5	3	OD	Detection & Local first response on COO (including accessibility, MFF and local bnd cooling)	Yes	Slow	49,65%
					Fast	21,53%
					Explosion	17,37%
D5+C1	2	BD	Detection (manual/random) & Local first response on COO (including accessibility, MFF and local bnd cooling) + Firefighting / Containment in HOO	No	Slow	
					Fast	
					Explosion	
D5+C3	2	OD	Detection & Local first response on COO (including accessibility, MFF and local bnd cooling) + Firefighting / 1st bay boundary cooling	No	Slow	
					Fast	
					Explosion	

F1+C1	3	BD	Smoke detection & CO2 system	Yes	Slow	20%
			Firefighting / Containment in HOO		Fast	5%
					Explosion	2,5%
					Slow	74%
					Fast	53%
					Explosion	38%
					Slow	20%
					Fast	5%
					Explosion	2,5%
					Slow	45%
F1+C4	2	BD	Smoke detection & CO2 system	Yes	Fast	30%
			Firefighting / Containment in HOO		Explosion	15%
					Slow	57,91%
					Fast	25,21%
					Explosion	
F2+F3	3	OB	Detection & Local first response on COO (including accessibility, MFF and local bnd cooling)	Yes	Slow	44,18%
F3+F4	2	OB	Detection & Local first response on COO (including accessibility, MFF and local bnd cooling)	No	Fast	19,23%
					Explosion	19,23%
F4+F5	2	OD	Detection & Local first response on COO (including accessibility, MFF and local bnd cooling)	Yes	Slow	
F4+C1	2	BD	Detection & Local first response on COO (including accessibility, MFF and local bnd cooling) + Fire-fighting / Containment in HOO	No	Fast	
					Explosion	
F4+C2	2	BD	Detection & Local first response on COO (including accessibility, MFF and local bnd cooling) + Fire-fighting / Containment in HOO	No	Slow	
					Fast	
					Explosion	

F4+C3	3	OD	Detection & Local first response on COO (including accessibility, MFF and local bnd cooling)	Yes	Slow	6,91%
			Firefighting / 1st bay boundary cooling		Fast	3,47%
F5+C1	2	BD	Detection & Local first response on COO (including accessibility, MFF and local bnd cooling) + Fire-fighting / Containment in HOO	No	Explosion	3,47%
					Slow	45%
F5+C2	2	BD	Detection & Local first response on COO (including accessibility, MFF and local bnd cooling) + Fire-fighting / Containment in HOO	No	Fast	23%
					Explosion	11%
F5+C3	3	OB	Detection & Local first response on COO (including accessibility, MFF and local bnd cooling)	Yes	Slow	39,91%
					Fast	17,37%
			Firefighting / 1st bay boundary cooling		Explosion	17,37%
					Slow	45%
C1+C2	3	BD	Firefighting / Containment in HOO	Yes	Fast	23%
					Explosion	11%
C1+C4	2	BD	Firefighting / Containment in HOO	Yes	Slow	80,50%
					Fast	76,50%
					Explosion	63,36%
					Slow	85,70%
					Fast	67,10%
					Explosion	47,30%