

Overhead Water Sprinkler System

The building is equipped with a pressurized water sprinkler system. You will note the sprinkler heads protruding from the ceiling. Activated by heat or touch, the sprinkler head(s) will discharge automatically a flow of water covering approximately a 2.5 metre (7 foot) radius. **Never attach Christmas decorations or bric-a-brac to a sprinkler head. Ensure that a 0.5 metre (18 inch) clearance is maintained below the ceiling to ensure unimpeded water flow.**

Emergency Electronic Bell Tone System

An emergency electronic alert/alarm bell tone is broadcast over the public address speakers located throughout the building. Upon activation of a smoke detector, heat detector, water sprinkler flow valve, a manual pull station or the deliberate intervention of the operators within the Building Fire/Safety Control Centre, the electronic bell tone will sound warning occupants of a possible emergency. The bell tone indicates an **ALERT** or **ALARM** condition.

The electronic bell tone system in the LBPB consists of *two (2) distinct signals*.

First Stage ALERT Signal

During the alert signal the intermittent electronic bell tone will sound from the public address speakers on a floor at a rate of 20 beats per minute or one beat every three seconds, which means that all occupants on the floor should prepare to evacuate and follow the instructions announced over the Public Address System.

Second Stage ALARM Signal

During the alarm signal the intermittent electronic bell tone will sound from the public address speakers on a floor at a rate of 120 beats per minute or two beats per second, which means that all occupants on the floor are to immediately evacuate to a minimum distance of 100 metres from the building.

Emergency Exit Signage

Located on the corridor walls near the emergency stairwells and by the elevators are short form emergency instructions in the event of fire. The instructions by the elevators will also indicate the location of the nearest emergency stairwell relative to your location.