

LIFE SAFETY CALCULATIONS					
OCCUPANT LOAD CALCULATIONS		REQUIRED / ALLOWED		PROVIDED	
BUSINESS (B)		9629 / 150 =	65 PERSONS		
STORAGE (S)		2952 / 300 =	10 PERSONS		
TOTAL		75 PERSONS			
LEVEL COMPONENTS					
CORRIDOR		0.2 X	75 PERSONS	15.00 in	78'
DOORS		0.2 X	75 PERSONS	15.00 in	36'
MAXIMUM DISTANCES					
TRAVEL DISTANCE					
BUSINESS (B)		200'-0"		115'-4"	
STORAGE (S)		200'-0"		46'-1"	
COMMON PATH OF TRAVEL					
BUSINESS (B)		75'-0"		42'-2"	
STORAGE (S)		50'-0"		46'-1"	

### BUILDING INFORMATION

PROPOSED 3 STORY CBS BUILDING  
NEW CONSTRUCTION  
PRINCIPAL USES: OFFICE / WAREHOUSE  
OCCUPANCY TYPE: B / S  
TYPE OF CONSTRUCTION: VB  
CLIMATE ZONE: X

PROTECTED BY FIRE SPRINKLER SYSTEM: NO  
PROTECTED BY FIRE ALARM SYSTEM: YES  
OCCUPIED DURING CONSTRUCTION: NO

### LIFE SAFETY NOTES

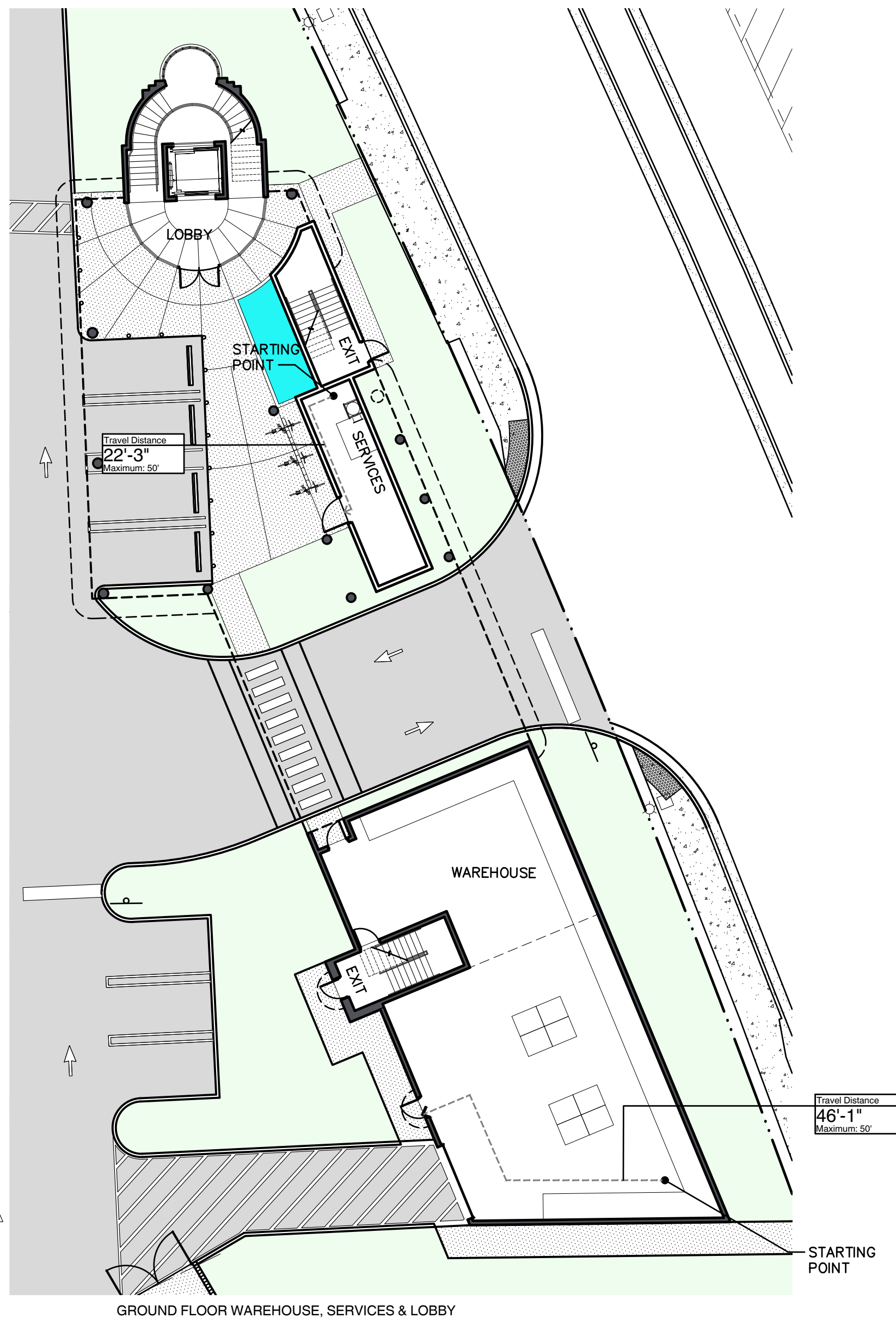
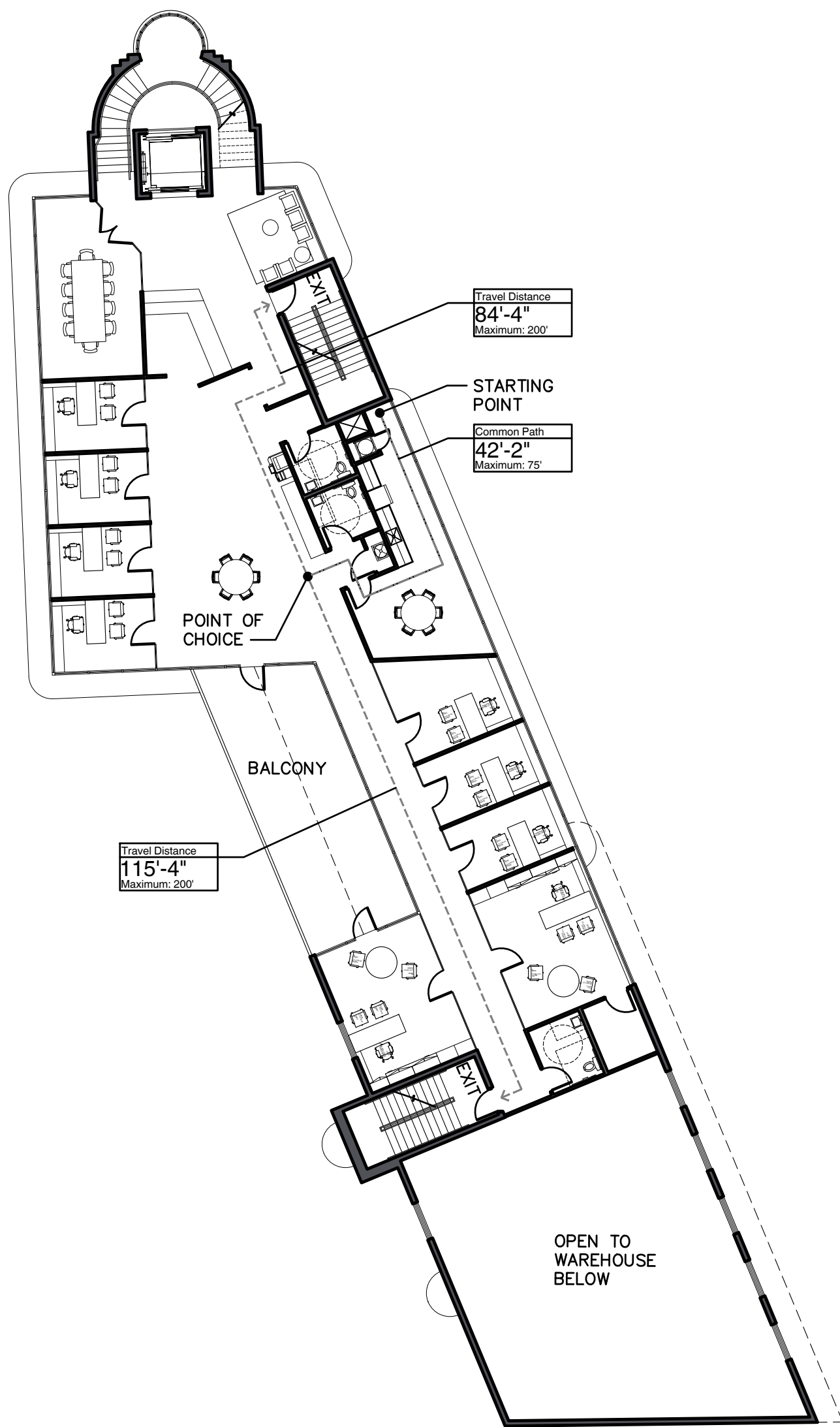
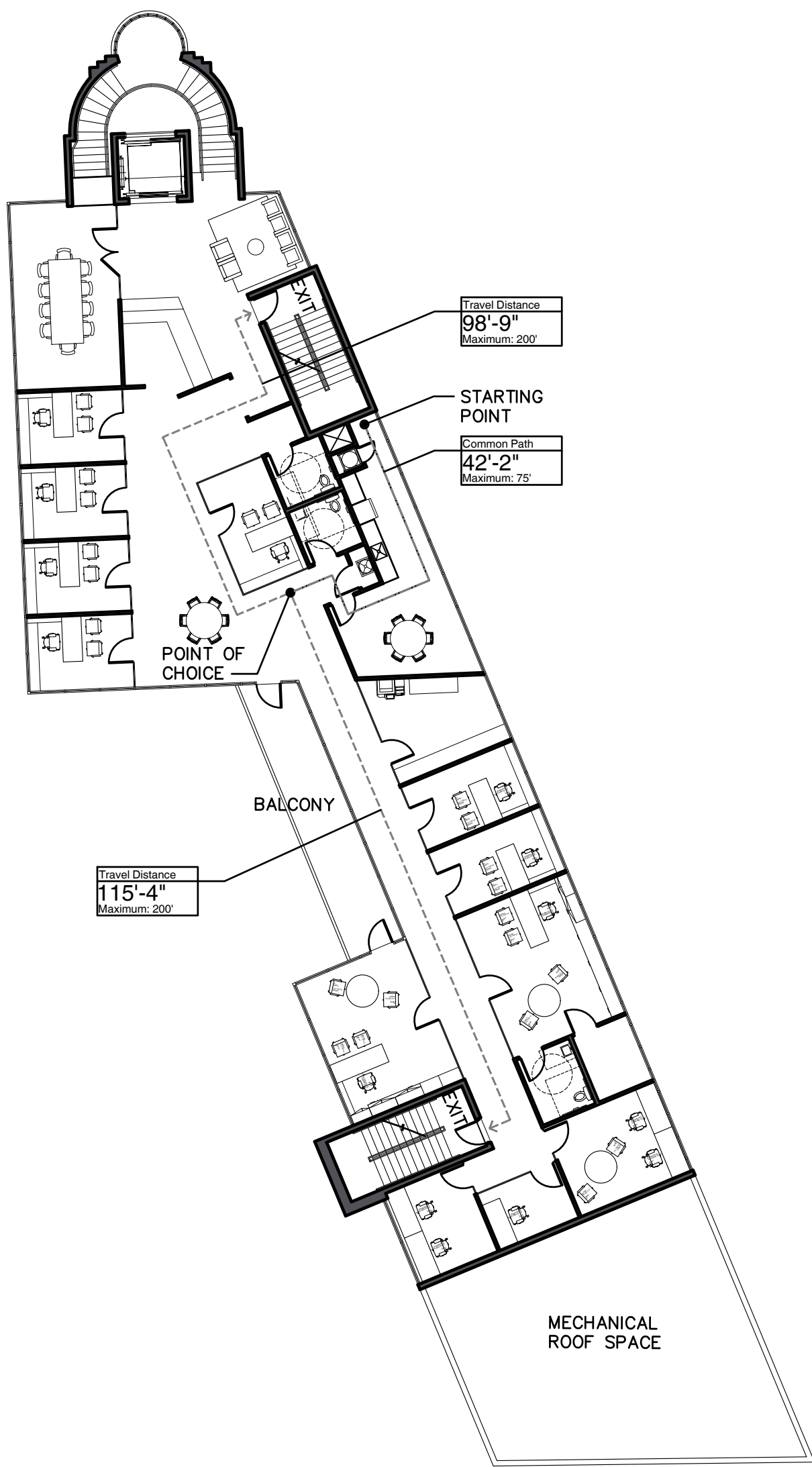
- OCCUPANT LOAD FACTORS HAVE BEEN DETERMINED PURSUANT TO FFPC 7TH EDITION (2020) 101 TABLE 7.3.1.2 OR FBC, BUILDING, 7TH EDITION (2020) T1004.1.2, WHICHEVER IS MOST RESTRICTIVE.
- CAPACITY FACTORS HAVE BEEN DETERMINED PURSUANT TO FFPC 7TH EDITION (2020) 101 TABLE 7.3.3.1.
- MINIMUM CLEAR WIDTH OF ANY MEANS OF EGRESS SHALL NOT BE LESS THAN 36" (FFCP 2020 101 7.3.4.1).
- TRAVEL DISTANCES LISTED PURSUANT TO FBC, BUILDING, T1017.2 AND THE APPLICABLE CODE REFERENCES FOUND IN FFPC 101
- TRAVEL DISTANCES ARE MEASURED PURSUANT TO FFPC 101 7.6.1 AS FOLLOWS:
  - ALONG THE CENTERLINE OF THE NATURAL PATH OF TRAVEL, STARTING FROM THE MOST REMOTE POINT.
  - CURVING AROUND ANY CORNERS OR OBSTRUCTIONS, WITH 12" CLEARANCE THEREFROM
  - TERMINATING AT THE CENTER OF A DOORWAY OR AT A POINT AT WHICH AN EXIT BEGINS
- DEAD ENDS IN CORRIDORS SHALL NOT EXCEED 20'-0" IN LENGTH. EXCEPTIONS:
  - 50'-0" MAX DEAD END CORRIDOR IN OCCUPANCIES IN GROUP 1-3 OF CONDITION 2, 3, OR 4.
  - 50'-0" MAX DEAD END CORRIDOR IN OCCUPANCIES IN GROUPS B, E, F, I-1, M, R-1, R-2, R-4, S & U WHERE BUILDING IS EQUIPPED THROUGHOUT WITH AN AUTOMATIC SPRINKLER SYSTEM.
  - A DEAD-END CORRIDOR SHALL NOT BE LIMITED IN LENGTH WHERE THE LENGTH OF THE DEAD-END CORRIDOR IS LESS THAN 2.5 TIME THE WIDTH OF THE DEAD-END CORRIDOR.
- INTERIOR FINISHES TO COMPLY WITH THE STANDARDS OF FFPC 7TH EDITION (2020) 101 10.2

#### NEW / EXISTING STORAGE (S)

- TRAVEL DISTANCE TO EXITS SHALL NOT EXCEED 200'-0" IF NOT SPRINKLERED OR 300'-0" IF SPRINKLERED IN NEW OCCUPANCIES (FFPC 7TH EDITION (2020) 101 TABLE 42.2.6).
- COMMON PATH OF TRAVEL FOR OCCUPANT LOAD OF 49 OR LESS (FBC, BUILDING, 7TH EDITION (2020) T1006.2.1):
  - 100'-0" MAX WITH SPRINKLER SYSTEM
  - 50'-0" MAX IF NOT SPRINKLERED
- INTERIOR FINISH REQUIREMENTS:
  - NOT SPRINKLERED
    - A FOR INTERIOR EXIT STAIRWAYS AND RAMPS AND EXIT PASSAGEWAYS
    - B FOR CORRIDORS AND ENCLOSURE FOR EXIT ACCESS STAIRWAYS AND RAMPS
    - C FOR ROOMS AND ENCLOSED SPACES
  - SPRINKLERED
    - B FOR INTERIOR EXIT STAIRWAYS AND RAMPS AND EXIT PASSAGEWAYS
    - C FOR CORRIDORS AND ENCLOSURE FOR EXIT ACCESS STAIRWAYS AND RAMPS
    - C FOR ROOMS AND ENCLOSED SPACES

#### NEW / EXISTING BUSINESS (B)

- TRAVEL DISTANCE TO EXITS SHALL NOT EXCEED 200'-0" IF NOT SPRINKLERED OR 300'-0" IF SPRINKLERED IN NEW OCCUPANCIES (FFPC 7TH EDITION (2020) 101 38/39.2.6).
- COMMON PATH OF TRAVEL FOR OCCUPANT LOAD OF 49 OR LESS (FBC, BUILDING, 7TH EDITION (2020) T1006.2.1):
  - 100'-0" MAX FOR OCCUPANT LOAD OF 30 OR LESS
  - 75'-0" MAX FOR OCCUPANT LOAD OF 31 OR MORE
  - 75'-0" MAX WITH SPRINKLER SYSTEM
- INTERIOR FINISH REQUIREMENTS:
  - NOT SPRINKLERED
    - A FOR INTERIOR EXIT STAIRWAYS AND RAMPS AND EXIT PASSAGEWAYS
    - B FOR CORRIDORS AND ENCLOSURE FOR EXIT ACCESS STAIRWAYS AND RAMPS
    - C FOR ROOMS AND ENCLOSED SPACES
  - SPRINKLERED
    - B FOR INTERIOR EXIT STAIRWAYS AND RAMPS AND EXIT PASSAGEWAYS
    - C FOR CORRIDORS AND ENCLOSURE FOR EXIT ACCESS STAIRWAYS AND RAMPS
    - C FOR ROOMS AND ENCLOSED SPACES



THIRD FLOOR

SECOND FLOOR

GROUND FLOOR WAREHOUSE, SERVICES & LOBBY

### LIFE SAFETY FLOOR PLANS

SCALE: 1/16" = 1'-0"



#### NOTES:

- EXIT DOOR TACTILE SIGNAGE IS REQUIRED AT EACH EXIT DOOR, NFPA 101 SECTION 7.10.1.3.