

CHRIST CHURCH WITH ST. PHILIP – FIRE SAFETY FOR HALL USERS

Primary Escape Routes

- **CHURCH** – The primary escape route is via the doors at the back of the Church, from the vestibule out onto Cheam Common Road. This is based on a risk assessment identifying that the most likely source of a fire would be in the Sanctuary Area.
- **HALLS** – The primary escape routes from the halls are via the Fire Exit beside Rooms 1 & 2, and the Fire Exit to the side of St. Philip Hall, beside the Stage.

Secondary Escape Routes

- **CHURCH** – The secondary escape route is via the double doors into the Welcome Area. Alternatively, should this route and the primary route be blocked, escape is via the Fire Exit by the Stewards Vestry.
- **HALLS** – The secondary escape route is via the Fire Exit in the back right-hand corner of St. Philip Hall.

Assembly Points

- In case of fire, people should assemble in Ruskin Drive on the corner of Morningside Road. A named person for each organisation should be responsible for checking that all members of their group are present.

Fire Drills

- These should be carried out by all organisations who use the premises, at least on an annual basis, but preferably on a six monthly basis.
- The Fire Alarm should have been demonstrated this morning, and all workers should be aware of its sound.

Fire Extinguishers / If You Discover A Fire

- The Church and the Halls have a number of Fire Extinguishers, containing water, foam and CO₂. However, in case of fire, the building should be evacuated rather than anyone attempting to fight the fire. CO₂ extinguishers in particular can be very dangerous if used by someone who hasn't been trained in their use.
- If You Discover a Fire (No matter how small):
 - 1) Immediately raise the alarm.
 - 2) Evacuate everyone to the designated Assembly Area (see above).
 - 3) Telephone the emergency services
 - 4) Ensure clear access for the emergency vehicles.
- The general rule is People before Property.
- If in doubt, remember:

SHOUT OUT, GET OUT, STAY OUT