

## CHAPTER 155

# FIRE DETECTION AND ALARM SYSTEM

### 155.01 Purpose

### 155.02 System Requirements

### 155.03 Approval

**155.01 PURPOSE.** The purpose of this chapter is to provide fire detection and alarm systems for certain classes of buildings within the City.

**155.02 SYSTEM REQUIREMENTS.** This chapter applies to all new buildings in which rooms are rented on a transient basis and in all new apartment buildings or complexes or similar structures with accommodations for twelve (12) or more persons in which rooms are rented on a non-transient basis.

1. Approved smoke detection systems shall be installed in all apartments, public areas and service areas. Activation of the smoke detection system shall automatically sound a local alarm within the complex and transmit an alarm either directly to the Fire Department or agency designated to receive fire alarms, or to an approved central station.
2. Fire alarm systems shall be installed with a fire alarm box located adjacent to each doorway to an exit, except horizontal exits, and to each doorway to an exit discharge. The system, upon activation, shall sound a local alarm within the complex and transmit an alarm either directly to the Fire Department or agency designated to receive fire alarms, or to an approved central station.
3. In units described herein equipped with approved automatic sprinkler systems, the smoke detection systems required in subsection 1 of this section need not be installed. The automatic sprinkler system shall be provided with electrically operated alarm attachments forming part of a sprinkler water flow system and part of a central station or remote station signaling system. Supervisory service shall be provided to sound a local trouble alarm when the system becomes inoperative.

**155.03 APPROVAL.** The person designated to approve such fire detection and alarm systems described herein shall be the Fire Chief of the City. The Fire Chief's decision shall then be forwarded to the Council for final approval or denial.

o o o o o o o o o o