

G48-18

IBC: 202, 411, 411.1, , 411.2, 411.3, 411.4, 411.5, 411.6, 411.6.1, 411.7, TABLE 1017.2;

IFC: 914.7, 914.7.1, 914.7.2, 3103.3.1;

ICCPC: A103.1.9.12

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2018 International Building Code

SECTION 202 DEFINITIONS

Revise as follows:

[BG] SPECIAL AMUSEMENT BUILDING-AREA. A special amusement ~~building-area~~ is any temporary or permanent building or portion thereof that is occupied for amusement, entertainment or educational purposes and ~~that contains a device or system that conveys passengers or provides a walkway along, around or over a course in any direction so arranged that the means of egress path is not readily apparent due to visual or audio distractions or is intentionally confounded or is not readily available because of the nature of the attraction or mode of conveyance through the building or structure is arranged in a manner that:~~

1. Makes the means of egress path not readily apparent due to visual or audio distractions.
2. Intentionally confounds identification of the means of egress path.
3. Otherwise makes the means of egress path not readily available because of the nature of the attraction or mode of conveyance through the building or structure.

Add new definition as follows:

PUZZLE ROOM A puzzle room is a type of special amusement area in which occupants are encouraged to solve a challenge to escape from a room or series of rooms.

Revise as follows:

SECTION 411 SPECIAL AMUSEMENT BUILDINGSAREAS

411.1 General. *Special amusement ~~buildingsareas~~ having an occupant load of 50 or more shall comply with the requirements for the appropriate Group A occupancy and Sections 411.1 through ~~411.7-411.8.~~ Special amusement ~~buildingsareas~~ having an occupant load of less than 50 shall comply with the requirements for a Group B occupancy and Sections 411.1 through ~~411.7-411.8.~~*

Exception: *Special amusement ~~buildingsareas~~ or portions thereof that are without walls or a roof and constructed to prevent the accumulation of smoke need not comply with this section.*

~~For flammable decorative materials, see the International Fire Code.~~

Delete without substitution:

~~**[F] 411.2 Automatic fire detection.** *Special amusement buildings shall be equipped with an automatic fire detection system in accordance with Section 907.*~~

Revise as follows:

[F] 411.2 Automatic sprinkler system. Buildings containing special amusement areas shall be equipped throughout with an automatic sprinkler system in accordance with Section 903.3.1.1. Where the special amusement area is temporary, the sprinkler water supply shall be of an approved temporary means.

Exception: Automatic sprinklers are not required where the total floor area of a temporary special amusement area is less than 1,000 square feet (93 m²) and the exit access travel distance from any point in the special amusement area to an exit is less than 50 feet (15 240 mm).

Add new text as follows:

411.3 Fire alarm system. Buildings containing special amusement areas shall be equipped with an automatic smoke detection system in accordance with 907.2.12.

Delete without substitution:

~~[F] 411.4 Alarm.~~ Actuation of a single ~~smoke detector~~, the ~~automatic sprinkler system~~ or other automatic fire detection device shall immediately sound an alarm at the building at a ~~constantly attended location~~ from which emergency action can be initiated including the capability of manual initiation of requirements in Section 907.2.11.

Revise as follows:

~~[F] 411.5-411.4 Emergency voice/alarm communications system.~~ An emergency voice/alarm communications system shall be provided in accordance with Sections 907.2.11 and 907.5.2.2, is permitted to serve as a public address system and shall be audible throughout the entire ~~special amusement building~~.

Add new text as follows:

411.5 Puzzle room exiting. Puzzle room exiting shall comply with one of the following:

1. Exiting in accordance with Chapter 10.
2. An alternative design approved by the building official.
3. Exit shall be open and readily available upon activation by the automatic fire alarm system, automatic sprinkler system, and a manual control at a constantly attended location.

Revise as follows:

411.6 Exit marking. Exit signs shall be installed at the required ~~exit~~ or ~~exit access doorways of serving special amusement buildings areas~~ in accordance with this section and Section 1013. ~~Approved~~ directional exit markings shall be provided. Where mirrors, mazes or other designs are utilized that disguise the path of egress travel such that they are not apparent, ~~approved~~ and listed low-level exit signs that comply with Section 1013.5, and directional path markings ~~listed~~ in accordance with UL 1994, shall be provided and located not more than 8 inches (203 mm) above the walking surface and on or near the path of egress travel. Such markings shall become visible in an emergency. The directional exit marking shall be activated by the automatic ~~fire-smoke~~ detection system and the ~~automatic sprinkler system~~ in accordance with Section 907.2.11.

411.6.1 Photoluminescent exit signs. Where *photoluminescent exit* signs are installed, activating light source and viewing distance shall be in accordance with the listing and markings of the signs.

411.7 Interior finish. The *interior finish* in special amusement areas shall be Class A in accordance with Section 803.1.

TABLE 1017.2
EXIT ACCESS TRAVEL DISTANCE^a

OCCUPANCY	WITHOUT SPRINKLER SYSTEM (feet)	WITH SPRINKLER SYSTEM (feet)
A, E, F-1, M, R, S-1	200 ^e	250 ^b
I-1	Not Permitted	250 ^b
B	200	300 ^c
F-2, S-2, U	300	400 ^c
H-1	Not Permitted	75 ^d
H-2	Not Permitted	100 ^d
H-3	Not Permitted	150 ^d
H-4	Not Permitted	175 ^d
H-5	Not Permitted	200 ^c
I-2, I-3	Not Permitted	200 ^c
I-4	150	200 ^c

For SI: 1 foot = 304.8 mm.

- a. See the following sections for modifications to *exit access* travel distance requirements:

Section 402.8: For the distance limitation in malls.

Section 404.9: For the distance limitation through an *atrium* space.

Section 407.4: For the distance limitation in Group I-2.

Sections 408.6.1 and 408.8.1: For the distance limitations in Group I-3.

Section ~~411.3~~411.2: For the distance limitation in special amusement ~~buildings~~ areas.

Section 412.6: For the distance limitations in aircraft manufacturing facilities.

Section 1006.2.2.2: For the distance limitation in refrigeration machinery rooms.

Section 1006.2.2.3: For the distance limitation in refrigerated rooms and spaces.

Section 1006.3.3: For buildings with one exit.

Section 1017.2.2: For increased distance limitation in Groups F-1 and S-1.

Section 1029.7: For increased limitation in assembly seating.

Section 3103.4: For temporary structures.

Section 3104.9: For pedestrian walkways.

- b. Buildings equipped throughout with an *automatic sprinkler system* in accordance with Section 903.3.1.1 or 903.3.1.2. See Section 903 for occupancies where *automatic sprinkler systems* are permitted in accordance with Section 903.3.1.2.
- c. Buildings equipped throughout with an *automatic sprinkler system* in accordance with Section 903.3.1.1.
- d. Group H occupancies equipped throughout with an *automatic sprinkler system* in accordance with Section 903.2.5.1.
- e. Group R-3 and R-4 buildings equipped throughout with an *automatic sprinkler system* in accordance with Section 903.3.1.3. See Section 903.2.8 for occupancies where automatic sprinkler systems are permitted in accordance with Section 903.3.1.3.

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914.7 Special amusement ~~buildings~~ areas. Special amusement ~~buildings~~ areas shall comply with Sections 914.7.1 and 914.7.2.

914.7.1 Automatic sprinkler system. ~~Special Buildings containing special amusement buildings areas shall be~~ Special ~~Buildings~~ containing special amusement ~~buildings areas~~ areas shall be equipped throughout with an *automatic sprinkler system* in accordance with Section 903.3.1.1. Where the special amusement ~~building area~~ area is temporary, the sprinkler water supply shall be of an *approved* temporary means.

Exception: Automatic sprinklers are not required where the total floor area of a temporary special amusement ~~building area~~ area is less than 1,000 square feet (93 m²) and the *exit access* travel distance from any point in the special amusement area to an *exit* is less than 50 feet (15 240 mm).

914.7.2 Automatic smoke detection. Special amusement ~~buildings areas~~ areas shall be equipped with an automatic smoke detection system in accordance with Section 907.2.11.

3103.3.1 Special amusement ~~building area~~ area. Tents and other membrane structures erected as a special amusement ~~building area~~ area shall be equipped with an *automatic sprinkler system* in accordance with Section 411.3 of the International Building Code.

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[BG] A103.1.9.12 SP-12, Special amusement ~~building area~~ area. A temporary, permanent or mobile area, building or structure that is occupied for amusement, entertainment or educational purposes and that contains a device or system that conveys passengers or provides a walkway along, around or over a course, in any direction, so arranged that means of egress are not readily apparent because of visual or audible distractions, or are intentionally confounded, or are not readily available because of the nature of the attraction or the mode of conveyance through the building or structure. It shall be assumed that:

1. Occupants, visitors and employees are awake, alert, predominantly able to exit without the assistance of others and unfamiliar with the area, building or structure.
2. Risk of injury and risk to health assumed by occupants, visitors and employees during their use of the area, building or structure are predominantly involuntary and high.
3. Public expectations regarding the protection afforded those occupying, visiting or working in such a an area, building, ~~or structure or portion thereof~~ are high.

Reason:

Puzzle rooms are a new business model where people are placed in a room and asked either to find a way out of the room or to find their way to the next room in the puzzle. The rooms are typically small and might otherwise be classified as a B occupancy under the current code. Each of these are designed in a way to provide a unique experience for the customer. This unique design incorporates a number of possible features to disorient the occupants and/or disguise the exit route. Such a design is contrary to the foundations of code specified exiting provisions.

This proposal seeks to establish criteria for puzzle rooms by incorporating them into the special amusement section. Since part of the appeal of this business model is that each experience is different, there is no way to prescriptively handle every situation. The language is fairly generic but gives guidance on providing reliable exiting in an emergency.

While researching this proposal, it was recognized that the special amusement building section needed some updating. The word "building" is changed to "area" and the fire alarm provisions were rewritten to correlate with section 907 of the fire code.

Cost Impact

The code change proposal will increase the cost of construction .

Many of these rooms may be classified currently as a B occupancy as they are not specifically called out in the code. As such, there are very little requirements for fire alarm or sprinkler systems. Depending on the size and configuration of the room(s), this provision would increase the cost of construction.

