2018 International Building Code

SECTION 202 DEFINITIONS

Revise as follows:

[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 BUILDINGS AREAS

411.1 General. Special amusement buildings areas 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. Special amusement buildings areas 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.

Exception: Special amusement buildings areas 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 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 DISTANCEa

<table>
<thead>
<tr>
<th>OCCUPANCY</th>
<th>WITHOUT SPRINKLERSYSTEM (feet)</th>
<th>WITH SPRINKLER SYSTEM (feet)</th>
</tr>
</thead>
<tbody>
<tr>
<td>A, E, F-1, M, R, S-1</td>
<td>200(^e)</td>
<td>250(^b)</td>
</tr>
<tr>
<td>I-1</td>
<td>Not Permitted</td>
<td>250(^b)</td>
</tr>
<tr>
<td>B</td>
<td>200</td>
<td>300(^c)</td>
</tr>
<tr>
<td>F-2, S-2, U</td>
<td>300</td>
<td>400(^c)</td>
</tr>
<tr>
<td>H-1</td>
<td>Not Permitted</td>
<td>75(^d)</td>
</tr>
<tr>
<td>H-2</td>
<td>Not Permitted</td>
<td>100(^d)</td>
</tr>
<tr>
<td>H-3</td>
<td>Not Permitted</td>
<td>150(^d)</td>
</tr>
<tr>
<td>H-4</td>
<td>Not Permitted</td>
<td>175(^d)</td>
</tr>
<tr>
<td>H-5</td>
<td>Not Permitted</td>
<td>200(^c)</td>
</tr>
<tr>
<td>I-2, I-3</td>
<td>Not Permitted</td>
<td>200(^c)</td>
</tr>
<tr>
<td>I-4</td>
<td>150</td>
<td>200(^c)</td>
</tr>
</tbody>
</table>
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: For the distance limitation in special amusement building 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 903.3.12.

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 building areas. Special amusement building areas shall comply with Sections 914.7.1 and 914.7.2.

914.7.1 Automatic sprinkler system. Special amusement building areas shall be equipped throughout with an automatic sprinkler system in accordance with Section 903.3.1.1. Where the special amusement building 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 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 building areas shall be equipped with an automatic smoke detection system in accordance with Section 907.2.11.

3103.3.1 Special amusement building area. Tents and other membrane structures erected as a special amusement building 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. 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 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.

Internal ID: 299
The proposal was approved as appropriate for a facility that used a defend-in-place strategy for occupant safety during a fire event. This will coordinate the IBC with CMS requirements, thus reducing potential conflicts for hospitals and nursing homes. The committee suggested that Exception 2 is really a requirement, and should be moved up into the main text. (Vote: 14-0)

G48-18

Errata: This proposal includes the following errata

The revision is editorial because the final number of subsections is not expanding.

411.1 General.
Special amusement areas 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. Special amusement areas 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.

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

Committee Action: Approved as Submitted

Committee Reason: The committee approved this proposal as a welcome improvement to the Amusement Area section as well as its inclusion of puzzle rooms. That said, the committee had many suggestions for further wordsmithing of the text including the definition. Improvements the committee felt should be considered include addressing standby personnel and some additional guidance for the building official when considering an alternative design (Section 411.5). (Vote: 14-0)

Assembly Motion: NONE

G49-18

THIS CODE CHANGE WAS HEARD BY THE FIRE CODE COMMITTEE.

Committee Action: Approved as Modified

Committee Modification:

415.6.1 Liquid use, dispensing and mixing rooms and rooms for flammable or combustible liquid use, dispensing or mixing in open systems. Rooms for flammable or combustible liquid use, dispensing or mixing in open systems, where vapors are emitted, having a floor area of not more than 500 square feet (46.5 m²) need not be located on the outer perimeter of the building where they are in accordance with the International Fire Code and NFPA 30.

415.6.2 Liquid storage rooms and rooms for flammable or combustible liquid use in closed systems. Liquid storage rooms and rooms for flammable or combustible liquid use in closed systems, where no vapors are emitted, having a floor area of not more than 1,000 square feet (93 m²) need not be located on the outer perimeter where they are in accordance with the International Fire Code and NFPA 30.

507.8.1.1.1 Liquid use, dispensing and mixing rooms and rooms for flammable or combustible liquid use, dispensing or mixing in open systems. Rooms for flammable or combustible liquid use, dispensing or mixing in open systems, where vapors are emitted, and having a floor area of not more than 500 square feet (46.5 m²) need not be located on the outer perimeter of the building where they are in accordance with the International Fire Code and NFPA 30.

507.8.1.1.2 Liquid storage rooms and rooms for flammable or combustible liquid use in closed systems. Liquid storage rooms and rooms for flammable or combustible liquid use in closed systems, where no vapors are emitted, having a floor area of not more than 1,000 square feet (93 m²) need not be located on the outer perimeter where they are in accordance with the International Fire Code and NFPA 30.

Committee Reason: This proposal was approved based upon the proponents reason statement and appropriately recognizes the difference in hazard between closed and open use. The modification reduces the unnecessary verbiage. (Vote: 14-0)

Assembly Motion: NONE

G50-18

THIS CODE CHANGE WAS HEARD BY THE FIRE CODE COMMITTEE.

Committee Action: Disapproved

Committee Reason: This proposal was disapproved as it will be difficult to apply to multi-story buildings and would not work with Group H-5 occupancies. (Vote: 11-3)

Assembly Motion: NONE