

AMUSEMENT BUILDINGS AND TEMPORARY PERMITS FOR HAUNTED HOUSES

SPECIAL AMUSEMENT BUILDING

A building that is temporary, permanent or mobile that contains a device or system that conveys passengers or provides a walkway along, around or over a course in any direction as a form of amusement arranged so that the egress path is not readily apparent due to visual or audio distractions or an intentionally confounded egress path, or is not readily available because of the mode of conveyance through the building or structure.

Permits

An operational permit is required to operate a special amusement building for a period of time not to exceed 45 days. Plans shall be submitted to the Fire Prevention and Community Safety Division and approved 30 days before the opening of the building or structure to the public.

Permits required by this code shall be obtained from the fire code official. Permit fees, if any, shall be paid prior to issuance of the permit. Issued permits shall be kept on the premises designated therein at all times and shall be readily available for inspection by the fire code official.

It shall be unlawful for any person, firm or corporation to use a building or premises or engage in any activities for which a permit is determined to be required by the fire code official under this code without first having obtained such permit.

Application for permit

Application for a permit required by this code shall be made to the fire code official in such form and detail as prescribed by the fire code official. Applications for permits shall be accompanied by such plans as prescribed by the fire code official.

Note: All permits will be handled through Development Services Center (DSD). A floor plan shall be submitted at that time for approval. Once approved a copy shall be provided at the facility for the inspector to reference during the Temporary Certificate of Occupancy (C of O) inspection.

Conditions of a permit

A permit shall constitute permission to maintain, store or handle materials; or to conduct processes which produce conditions hazardous to life or property; or to install equipment utilized in connection with such activities; or to install or modify any fire protection system or equipment or any other construction, equipment installation or modification in accordance with the provisions of this code where a permit is required. Such permission shall not be construed as authority to violate, cancel or set aside any of the provisions of this code or other applicable regulations or laws of the jurisdiction.

Inspection authorized

Before a new operational permit is approved, the fire code official is authorized to inspect the receptacles, vehicles, buildings, devices, premises, storage spaces or areas to be used to determine compliance with this code or any operational constraints required.

Occupancy prohibited before approval

The building or structure shall not be occupied prior to the fire code official issuing a permit that indicates that applicable provisions of this code have been met.

Special Amusement Buildings

Scope

Special amusement buildings used for a period of time not exceeding 45 days shall also conform with the requirements in Section 403.2 of the Tucson Fire Code. In addition to the provisions set forth in Chapters 1, 2, 4, 9 and 10 and the Tucson Building Code.

Exception: Amusement buildings or portions thereof which are without walls or a roof and constructed to prevent the accumulation of smoke in assembly areas.

General

Where mazes, mirrors or other effects are used to confound the egress path, exits and exit signs shall be approved by the building official and where practicable, shall comply with the requirements specified in Chapter 10 of the Tucson Fire Code.

Travel distance

No portion of a maze may be further than 50 feet from an obvious, marked exit out of the maze.

Hazards

Open flame or flammable and combustible liquids are prohibited within such occupancies.

Automatic fire detection

Special amusement buildings shall be equipped with an automatic fire detection system.

Operating at Reduced Lighting Levels

When such facilities operate at reduced lighting levels they shall adhere to the following provisions:

- 1. Guide(s).** Guides are required when haunted houses; fun houses and similar uses operate at reduced lighting levels. The guides shall be responsible for complying with the following provisions:

A. When people enter such an occupancy, they shall be organized into a group not to exceed 20 persons (including the guides), and said group shall be accompanied by guides who shall be familiar with the facility.

B. The guides shall have an operable flashlight on their person at all times.

C. The guides shall have direct communication with an attendant located at the switch controlling the house lights.

2. Lighting attendant. There shall be an attendant who can immediately turn on the house lights in case of an emergency.

3. Change of Elevations. Any change of elevation within a building or structure operating at reduced lighting level shall be provided with a minimum of one foot candle illumination at floor level.

Exit Marking

Exit signs shall be installed at the required exit or exit access doorways of amusement buildings. Approved directional exit markings shall also be provided. Where mirrors, mazes or other designs are utilized that disguise the path of egress travel such that they are not apparent, approved low-level exit signs and directional path markings 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 detection system and the automatic sprinkler system.

Interior Finish

The interior finish shall be Class A. Interior wall and ceiling finishes shall be classified in accordance with ASTM E 84. Such interior finish materials shall be grouped in the following classes in accordance with their flame spread and smoke-developed indexes.

Class A: Flame spread 0-25; smoke-developed 0-450.

Class B: Flame spread 26-75; smoke-developed 0-450.

Class C: Flame spread 76-200; smoke-developed 0-450.

Fire Protection

Special amusement buildings shall be equipped throughout with an automatic sprinkler system. When the special amusement building is temporary, the sprinkler water supply shall be of an approved temporary means.

Exception: An automatic sprinkler system is not required where the total floor area of a temporary amusement building is less than 1,000 square feet and the travel distance from any point to an exit is less than 50 feet.