

COLISEUM BUILDING EMERGENCY GUIDELINES

Call or text 911 in life threatening emergencies



FIRE



BOMB THREAT





GAS LEAK

HAZMAT





SEVERE WEATHER

HAZMAT





EMERGENCY

ACTIVE THREAT

Evacuation

PROMPTS: Fire alarm, direction from the UNT Police or City of Denton Fire Department, an Eagle Alert, a visibly life-threatening situation

- Gather those around you and quickly leave through the nearest exit.
- Ask those around you with limited mobility if they need help and provide assistance, as able.
- If you take notice of someone unable to evacuate, note their location and tell first responders as soon as possible.
- Those with access and functional needs should immediately go to the nearest fire refuge area and call 911.
- Move at least 200 feet away from the building and stay off fire lanes.
- Comply with directions from first responders.

Shelter

PROMPTS: Eagle Alert, Outdoor Warning Sirens

- Go indoors immediately.
- Seek shelter on the lowest level of the building, away from windows and exterior walls.
- For tornadoes: Encourage others to shield their head and neck with arms and putting material such as furniture and blankets around themselves.
- If the event is HAZMAT related, completely turn off or seal off all external air sources including windows, doors, and air vents.
- Stay in shelter until an Eagle Alert is sent telling you it's safe to leave.

Medical Emergency

- Call 911 (or have someone call 911 for you).
- Send others to get an AED and to meet first responders at the door.
- Ask the individual if you have their permission to assist them.
 - If **YES**, provide first aid to the extent that you feel able.
 - If **NO**, move away from the individual and wait for first responders.
 - If unconscious, you have implied consent to provide assistance, as long as you are not negligent.
- Assist paramedics as needed when they arrive.
- Gather info and report the incident to Risk Management Services.

Run. Hide. Fight.

PROMPTS: Eagle Alert; successive, loud shot noises; groups of individuals running and screaming

- RUN and escape the active threat if possible.
- HIDE from the active threat if escape is not possible.
- FIGHT the attacker as a last resort and commit to your actions.

CAMPUS EMERGENCY CONTACTS

Any life-threatening emergency Active threat Acts or threats of violence Bomb threat Fire Hostage situation Life-threatening hazardous materials release Medical emergencies Natural gas leak Suicidal person Violent civil disturbance or demonstration Violent/threatening/hostile individual	911 Call or text 911 in life- threatening emergencies
Any non-emergency concerns Civil disturbance or demonstration Disruptive person Elevator failure Suspicious person	UNT Police 940-565-3000
Maintenance-related issues Power outage Water leak or flooding Property damage	UNT Facilities 940-565-2700
Minor hazardous materials release	UNT Risk Management 940-565-2109
Building Safety Contact:	Find Here: Building Representative Program Full link: https://facilities.unt.edu/resources/building-representative-program.html

If you are unsure if a situation is or is not an emergency, always call 911.

COLISEUM EMERGENCY LOCATIONS AND SUPPLIES



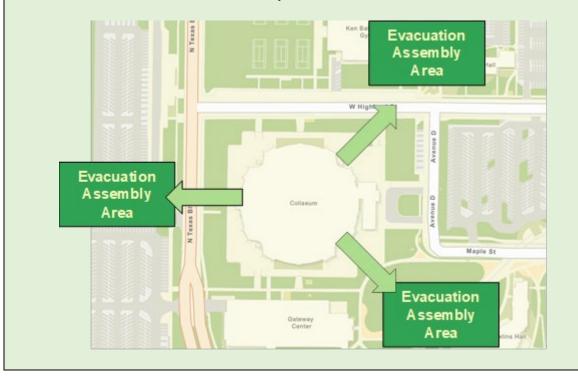
Shelter Areas

• The **main corridor** of the Coliseum's arena-level floor is the designated shelter area. This corridor runs the entire circumference of the building and includes the hallway between **Rooms 47** and **39**.

Evacuation Assembly Area

Evacuation Assembly Area

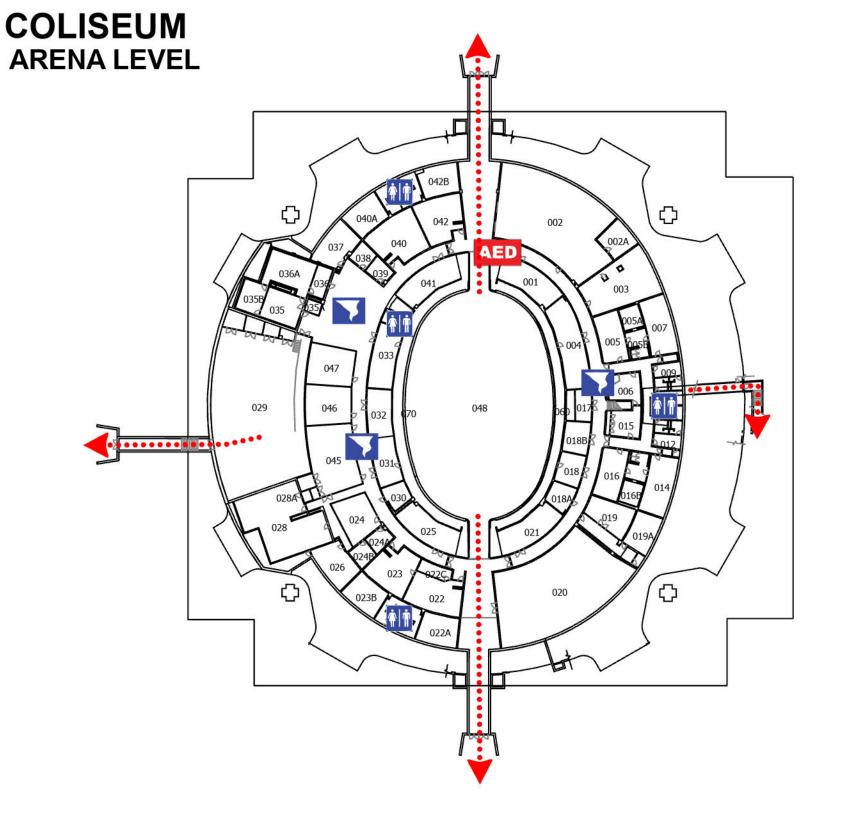
- Parking Lot 20, west of the Coliseum
- Grassy area between Rawlins and the Gateway Center
- Area between the Ken Bahnsen Gym and Bain Hall





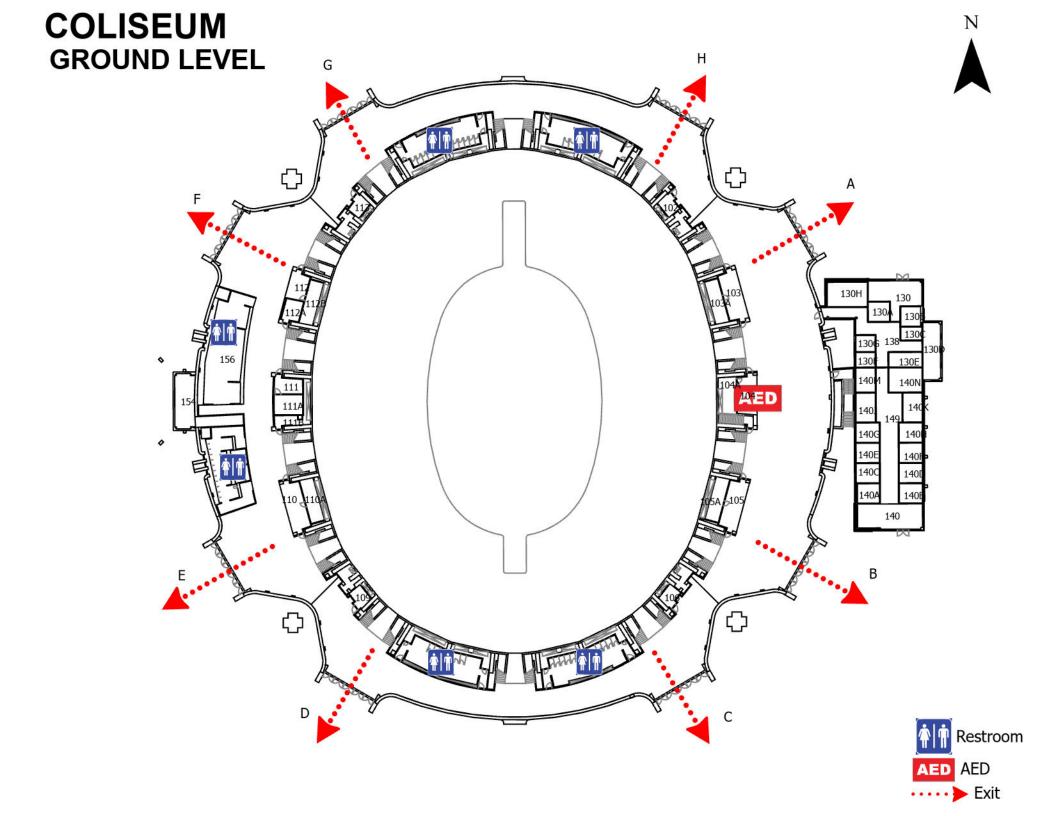
Medical Emergency Related Equipment

- **First Aid Kits:** The first aid kit for the Coliseum is in **Room 130**.
- **Stop the Bleed Kits:** The Stop the Bleed Kits are made available for special events in the Coliseum and are distributed by the **EOC** (Room 036).
- **AEDs:** The AED for this building can be located
 - In the north tunnel
 - o Outside Room 104 on ground level









COLISEUMSEATING LEVEL



