

Emergency Procedures for Physics Building

210 Avenue A, Denton, TX 76201

Shelter

You may need to take shelter for severe weather (most common) or a hazardous materials release.

During an incident requiring individuals to take **shelter**, all building occupants should immediately move to the designated Tornado Shelter Areas in the building. If unable to safely move to the designated shelter area, seek shelter in a windowless interior room or hallway on the lowest floor of the building.

All building occupants should take shelter in the basement or restrooms on the first floor. Avoid standing near windows, exterior walls, and doors made of glass.

Evacuation

If you need to evacuate the building—for a fire, bomb threat, gas leak, or other event—all building occupants should immediately move to the nearest EXIT. Once outside, proceed to the designated Evacuation Assembly Area. If unable to safely move to the designated assembly area, contact one or more members of your department or unit to let them know you are safe and your whereabouts.

Persons with mobility impairments who are unable to safely exit the building should be moved to a designated **Fire Refuge Area** and await assistance from emergency responders.

All building occupants should immediately evacuate the building and proceed west to the grassy area east of the General Academic Building.

For more information on what to do in a specific emergency situation, refer to the UNT Emergency Guidelines on www.emergency.unt.edu or the Mean Green Ready app. Call 911 in an emergency!



PHYSICS BUILDING



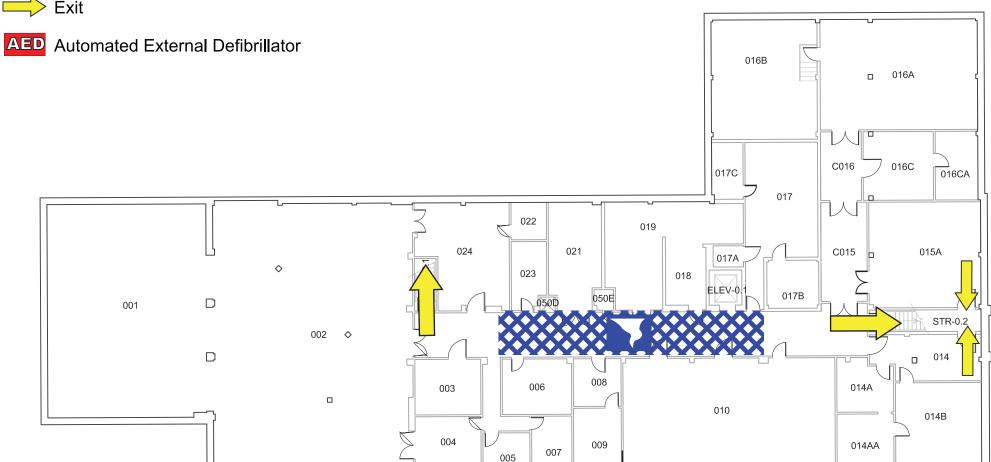
Shelter Area

BASEMENT FLOOR PLAN



Fire Refuge Area









PHYSICS BUILDING

FIRST FLOOR PLAN

Shelter Area

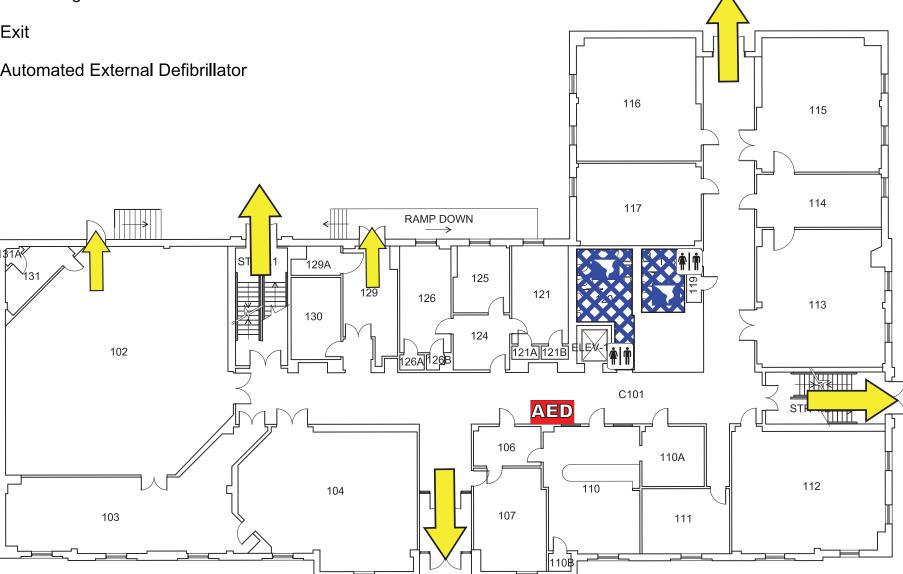


Fire Refuge Area

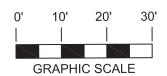




AED Automated External Defibrillator







PHYSICS BUILDING



Shelter Area

SECOND FLOOR PLAN

209D

209E

209C

209B

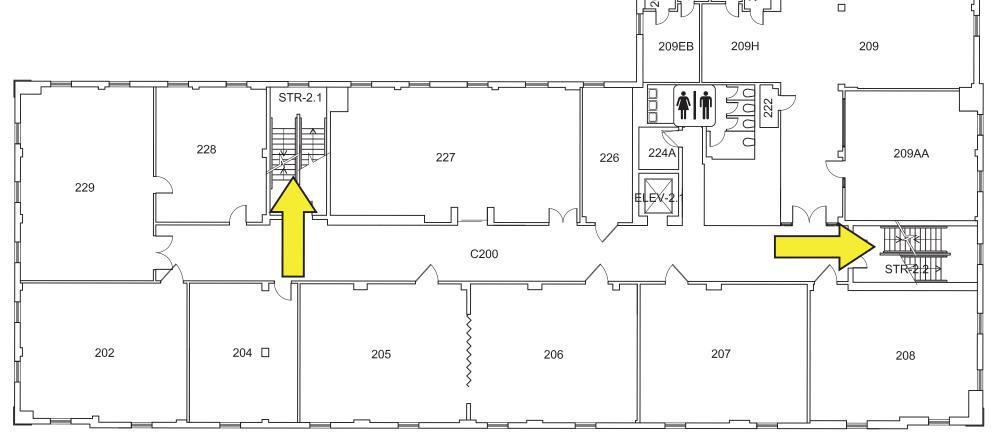
209A



Exit



AED Automated External Defibrillator







PHYSICS BUILDING

THIRD FLOOR PLAN



Shelter Area



∖i⊾ Fire Refuge Area





