

WOOTEN HALL 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 clients 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 | Call or text 911 in life- threatening emergencies 911 |
|---|---|
| Any non-emergency concerns Civil disturbance or demonstration Disruptive person Elevator failure Suspicious person | <i>UNT Police</i> 940-565-3000 |
| Maintenance-related issues Power outage Water leak or flooding Property damage | <i>UNT Facilities</i> 940-565-2700 |
| Minor hazardous materials release | UNT Risk Management 940-565-2109 |

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

WOOTEN HALL EMERGENCY LOCATIONS AND SUPPLIES



Shelter Areas

• Interior restrooms, and hallways on the first floor, rooms 122, 117, 113, 114.

Evacuation Assembly Area

Evacuation Assembly Area

• Parking Lot 37, east of Wooten Hall, unless directed to go elsewhere by first responders or an Eagle Alert.





Medical Emergency Related Equipment

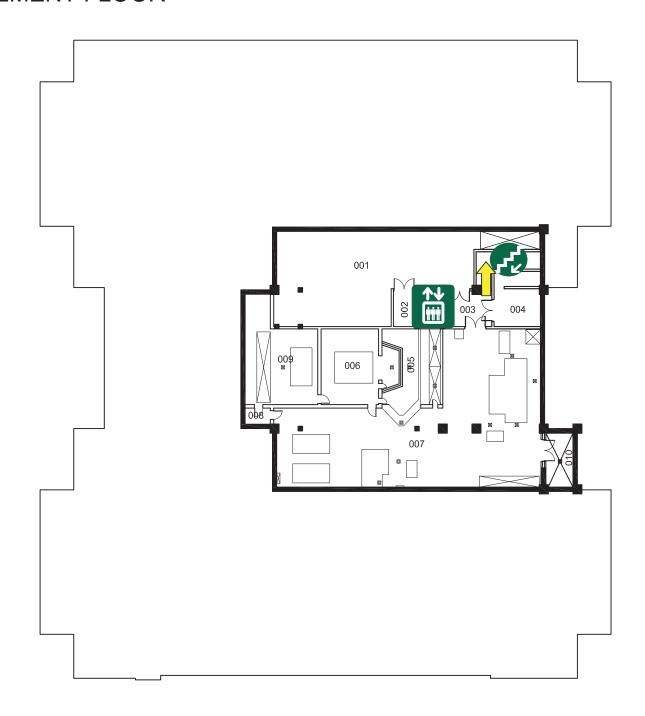
- **First Aid Kits:** Political Science WH 125, History WH 225, and Economics WH 325.
- **AEDs:** 1st floor, outside room 122.



Fire Refuge Areas: A temporary haven from the effects of a fire or other emergency that would normally require evacuation.

- Near rooms 211, 220, 262, 226 on second floor.
- Near rooms 311, 320, 362, 326A on third floor.

BASEMENT FLOOR



LEGEND

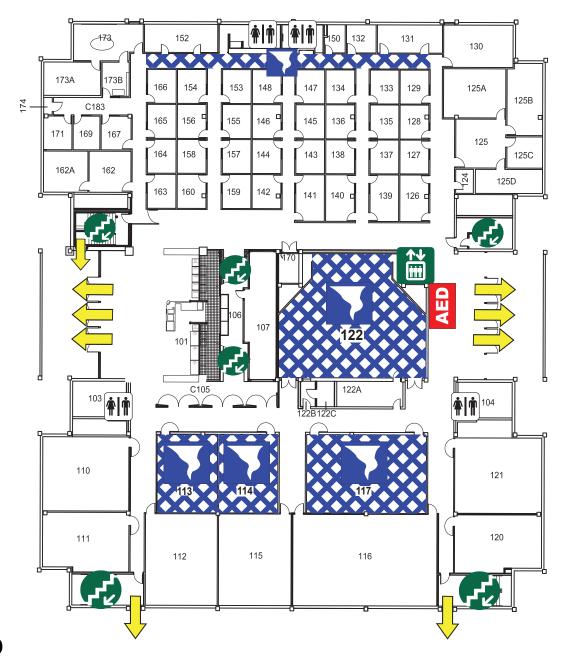








FIRST FLOOR



LEGEND







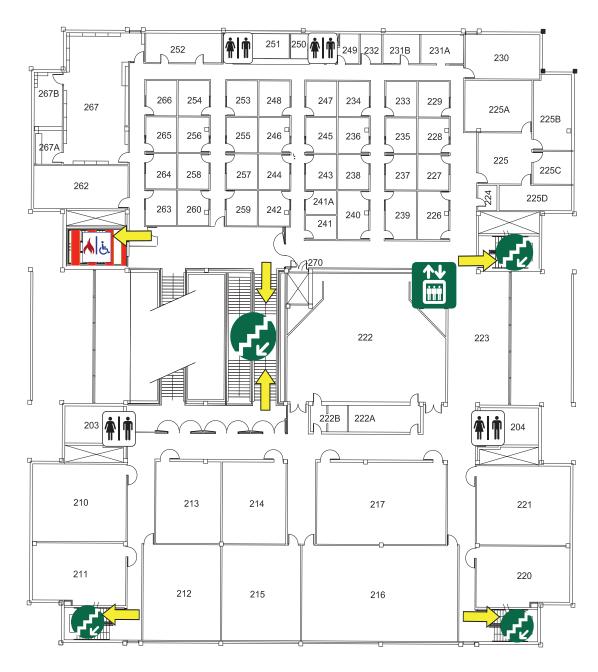








SECOND FLOOR



LEGEND



Exit



Elevator
Do NOT use in case of fire





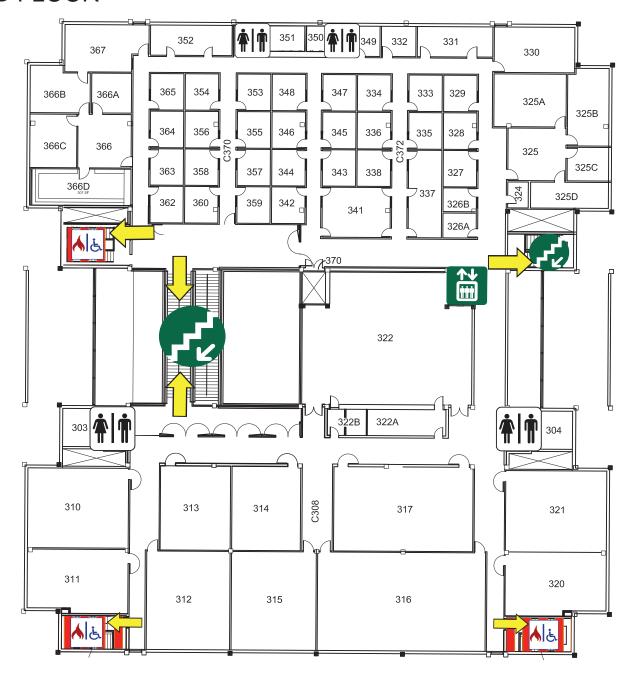
Fire Refuge Area



Restooms



THIRD FLOOR



LEGEND



Exit



Elevator Do NOT use in case of fire



Stairs



Fire Refuge Area



Restooms

