



## **Whitecap Pavilion & Associated Lands External User Guide**

***The Special Events Team will facilitate the implementation of the External User Guide with the Customer***

1. For the purposes of occupancy the Whitecap Pavilion is considered to be a permanent structure and is considered to be an occupancy in respect to the Ontario Building Code and the Ontario Fire Code.
2. Occupancy Load calculations will be calculated based on the Regulations as set out in the Ontario Building Code.
3. The minimum number of exits is based on the Regulations as set out in the Ontario Building Code. The minimum number of exits is 2.
4. Travel distance to exits will be calculated based on the regulations as set out in the Ontario Building Code.
5. The width of exits will be calculated based on the Regulations as set out in the Ontario Building Code. The travel distance to at least 1 exit is to be no more than 30m.
6. Access to exit shall conform to the regulations as set out in the Ontario Building Code.
7. The number of Portable Fire Extinguishers is to be determined by the Regulations as set out in the Ontario Fire Code.
8. The maximum travel distance to Portable Fire Extinguishers is to be no more than 9m.
9. Exit Signage shall be in accordance the Regulations as set out in the Ontario Building Code.
10. Emergency Lighting shall be in accordance with the Regulations as set out in the Ontario Building Code.
11. Fire Alarm System shall be in accordance with the Regulations as set in the Regulations of the Ontario Fire Code.
12. Communications Systems shall be in accordance with the Regulations as set out in the Ontario Fire Code.
13. The Fire Safety Plan shall be in accordance the Regulations as set out in the Ontario Fire Code.
14. Each user group shall provide the Special Events Coordinator for the City of Kenora of a detailed floor plan (including dimensions) for Whitecap Pavilion use.
15. The Chief Building and Chief Fire Official or designate for the City of Kenora shall sign off on each Whitecap Pavilion use.