



EXIT DRILLS IN THE HOME

WHY EXIT DRILLS IN THE HOME? (E.D.I.T.H.)

- ▶ The U.S. has one of the highest fire death rates in the industrialized world.
- ▶ Over 3,500 people in the U.S. die in fires every year.
- ▶ Each year fire kills more Americans than all natural disasters combined.
- ▶ 75% of these deaths occur in the home (the place where people feel the safest).

**From the time a fire starts you
have less than 3 minutes to reach safety**

HOW TO...

- ▶ Draw a floor plan of your home.
- ▶ Find 2 escape routes from each room (usually the door and window).
- ▶ Pick a safe meeting place (out front and away from the house) for the entire family to meet at. Some examples are: a large tree, mailbox, or the neighbor's front door.
- ▶ Go over the plan carefully with all members of the family and make certain everyone knows what to do.
- ▶ PRACTICE THE PLAN paying attention to any obvious problems that arise.
- Make the practice realistic.
- Do it at different times of the day (including at night).
- Pretend that some of the exits are blocked by smoke and fire.

BE PREPARED

- ▶ Make sure smoke alarms are installed (and working) on every level of your home. The most important areas are inside each bedroom as well as the hallways outside of them.
- ▶ Sleep with the bedroom doors shut. This can prevent fire and poisonous gases from entering the room. This can also buy you extra time if you are trapped in your room.
- ▶ Make sure everyone in the household can unlock and open all doors and windows quickly.
- ▶ Make special arrangements for children, older adults, and those with disabilities.
- ▶ Lower children down from a window before escaping yourself. Otherwise they may get scared or confused and remain in the home.
- ▶ Keep all of your exits (doors *and* windows) clear and accessible at all times.
- ▶ Crawl low under smoke.

**GET OUT AND STAY OUT!!
TAKE SOME TIME NOW
PLAN AHEAD
DON'T BECOME A STATISTIC**

If you have questions or need any assistance coming up with your escape plan, please call 236-5249.