

Emergency Procedures



Evacuation

1. Evacuate the building using exit stairs.
2. Do not use the elevators.
3. Take important personal belongings.
4. Follow directions given by emergency personnel.
5. Assist persons with special needs.
6. Go to the evacuation assembly area and check in.
7. If necessary, emergency personnel may direct you from the evacuation assembly area to an evacuation camp at Championship Field.



Power Outage

1. Remain calm.
2. Provide assistance to others.
3. Turn off or unplug all electronics.
4. Move cautiously to a well-lit area.
5. Evacuate the building.



Earthquake

1. Drop, cover, and hold on. Use desks, tables or the inside wall for cover.
2. After the shaking stops, check for injuries.
3. Evacuate to the assembly area.
4. Report to emergency personnel at the evacuation site.



Fire

1. Activate the nearest fire alarm pull station.
2. Call ext. 5911.
3. Evacuate the building.
4. If your clothing catches fire: STOP, DROP, and ROLL.
5. If there is smoke, stay low and cover your mouth and nose with clothing.
6. If trapped, seal the door and call ext. 5911 or signal from a window for help.



Violent Intruder

Run —

1. If safe, RUN.
2. Leave your belongings behind.
3. Do not run in a straight line.

Hide —

1. Turn off lights and lock the doors.
2. Remain silent.
3. Get on the floor and move to a safe area.
4. Hide behind large items (e.g., cabinets, desks)
5. Call ext. 5911.
6. Do not activate fire alarm pull stations.
7. Do not move wounded people.
8. When police arrive, put up your hands.
9. Follow police instructions.

If your life is in danger, FIGHT —

1. Control the intruder's weapon.
2. Fight the intruder as a group.
3. Throw things at the intruder.
4. Use improvised weapons.
5. If possible, take the intruder to the ground.



Suspicious Person or Object

Suspicious Person

1. Do not let anyone into a locked building or room without authorization.
2. Do not physically confront the person.
3. Do not block the person's access to an exit.
4. Call ext. 5911. Provide as much information as possible about the person and their location.

Suspicious Object

1. Do not touch or disturb object.
2. Call ext. 5911.
3. Notify your instructor or supervisor.
4. Be prepared to evacuate.
5. Check-in with your instructor or supervisor.



Hazardous Material

1. Call ext. 5911.
2. Leave the hazardous area.
3. Follow emergency personnel instructions.
4. Alert others to stay clear.
5. Notify emergency personnel if you have been exposed.



Emergency Contacts

Seattle University
Department of Public Safety

Emergencies
(206) 296-5911

or 5911 from a campus phone

Non-Emergencies
(206) 296-5990

or 5990 from a campus phone

seattleu.edu/safety
for more information



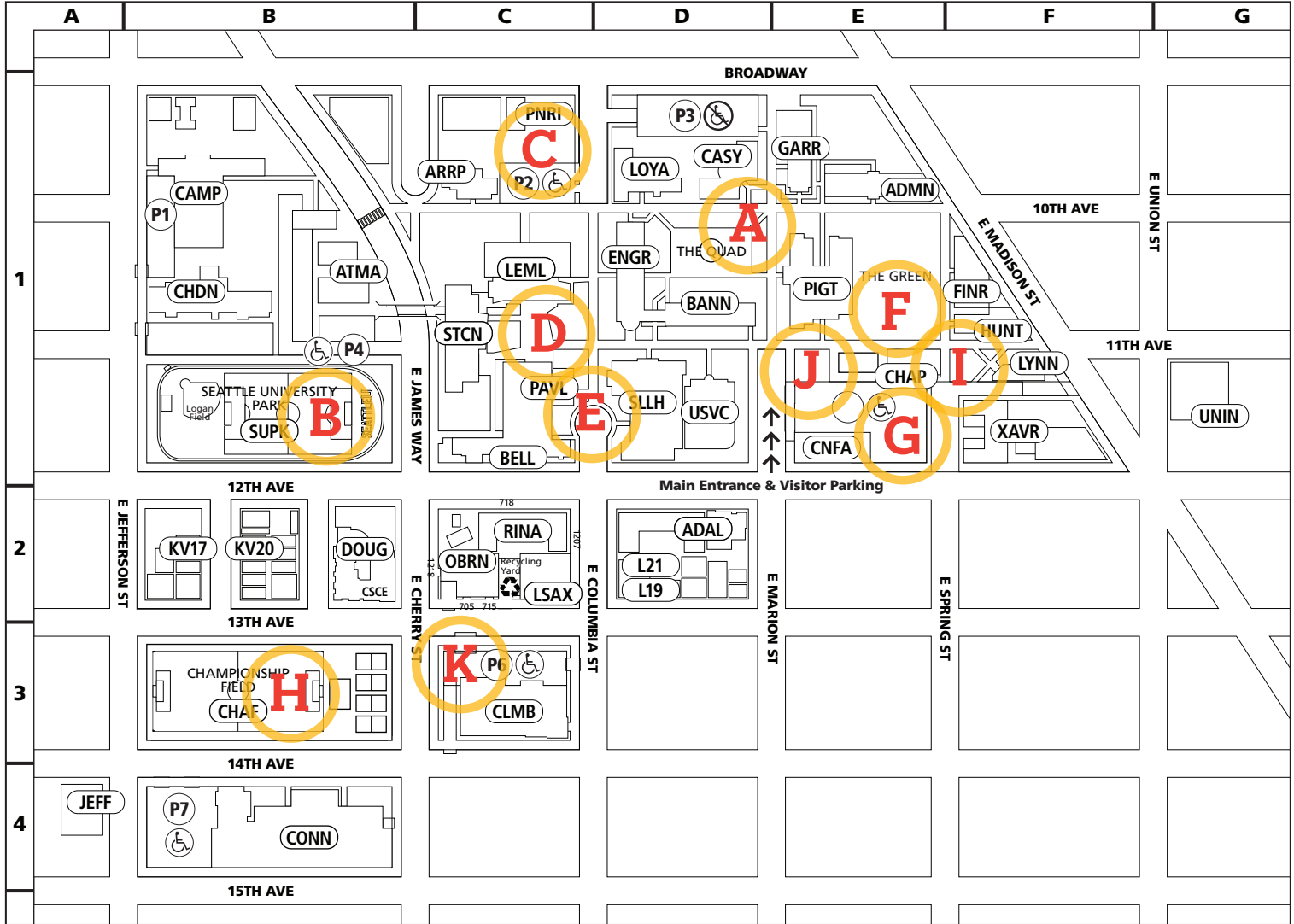
Assembly Area

In an evacuation proceed the designated **Evacuation Assembly Area** for your building. Check the large poster at building entrances for a locator map or refer to the map on the back..

ADAL	J	CHDN	B	JEFF	H	OBRC	K
ADMN	A	CLMB	K	KV17	H	PAVL	E
ARRP	C	CNFA	G	KV20	H	PIGT	J/F
ATMA	B	CONN	H	L19	K	RINA	K
BANN	D	DOUG	H	L21	K	SLLH	E
BELL	E	ENGR	D	LEML	C	STCN	D
CAMP	B	FINR	F	LOYA	A	USVC	J
CASY	A	GARR	A	LSAX	K	XAVR	F
CHAP	I	HUNT	F	LYNN	I		

Emergency Procedures

Evacuation Assembly Areas



1313 E Columbia Building	CLMB	K	The Douglas Apartments	DOUG	H	Lynn Building	LYNN	I
Administration Building	ADMN	A	Engineering Building	ENGR	D	Murphy Apartments	ATMA	B
Admissions & Alumni Building	ADAL	J	Fine Arts Building	FINR	F	O'Brien Center	OBRC	K
Arrupe Jesuit Residence	ARRP	C	Garrand Building	GARR	A	Pigott Building	PIGT	J or F
Bannan Building	BANN	D	Hunthausen Hall	HUNT	F	Pigott Pavilion	PAVL	E
Bellarmino Hall	BELL	E	Jefferson Building	JEFF	H	Rianna Building	RINA	K
Campion Hall	CAMP	B	Kolvenbach Residences	KV17/KV20	H	St. Ignatius Chapel	CHAP	I
Casey Building	CASY	A	Law School Annex	LSAX	K	Student Center	STCN	D
Center for Fine Arts	CNFA	G	Lemieux Library	LEML	C	Sullivan Hall	SLLH	E
Chardin Hall	CHDN	B	Logan Residences	L21/L19	K	University Services Building	USVC	J
Connolly Center/Fitness Center	CONN	H	Loyola Hall	LOYA	A	Xavier Hall	XAVR	F