

SCHEDULE 2: NT FIRE & EMERGENCY REGULATIONS

Schedule 2 Prescribed buildings

regulation 11

Buildings used for health care where the occupants undergo medical treatment and generally would need physical assistance to evacuate the building during an emergency, including:

- (a) public or private hospitals;
- (b) nursing homes or buildings used to accommodate sick or disabled persons needing full-time nursing care; and
- (c) medical clinics, day surgeries or procedure units where patients may require medical care for some time after treatment.

Buildings used as child care centres.

Buildings used as places of public entertainment.

Buildings used for educational purposes, including schools, educational colleges and universities.

Buildings where people may assemble including for civic, theatrical, social, political, religious, recreational or transit purposes.

Buildings used for long term or transient residential accommodation for unrelated persons, including:

- (a) boarding houses, guest houses, hostels, lodging-houses and back packers accommodation;
- (b) the residential parts of motels and hotels;
- (c) the residential parts of schools;
- (d) accommodation for the aged, disabled or children; and
- (e) the residential parts of buildings used for health care that accommodate medical staff.

Office buildings.

Shopping complexes, including super markets and large variety stores that incorporate smaller variety stores in the complex.

Buildings used as factories or warehouses, including buildings in which goods are manufactured, processed, produced, assembled, altered, packaged, finished, cleaned, stored or displayed.

Buildings used as fuel depots in which bulk fuels in tanks or packages are stored before distribution.

Buildings licensed under the *Liquor Act* for the sale of liquor for consumption on the buildings and where entertainment is provided, including bars, restaurants, discotheques and nightclubs.

Buildings used as laboratories, whether for commercial, industrial and educational purposes.