

Once again, the Training Team and I would like to thank each one of you for taking time out of your day to be here today. Please submit your questions during the presentation or during the Q&A after the presentation. We will try NOT to answer the same question multiple times.

There will be a Survey Monkey sent out after this Dine & Learn. We have received a lot good suggestions and recommendations to improve each upcoming Dine and Learn. So, please keep giving us your feedback. It is greatly appreciated.

As before, we will not be taking any questions concerning the Corona virus.

Next page.

PASS TRAINING - DINE & LEARN

Presented February 24, 2021

Presenter:

PowerPoint – Blocked Egress created by Darrien Wheeler, John King, Bobby West, & J Johnson. Narrated by Darrien Wheeler.

Staff available for Questions & Answers:

Lawrence Clay-QA Construction Analyst / REAC UPCS TrainerDexter Brady-QA Construction Analyst / REAC UPCS TrainerJ Johnson-QA Construction Analyst / REAC UPCS TrainerMarc Nickelson-QA Construction Analyst / REAC UPCS TrainerDilip Patel-QA Construction Analyst / REAC UPCS TrainerBobby West-QA Construction Analyst / REAC UPCS Trainer

Robert (Whitt) Whittington – General Engineer & REAC Training Coordinator & Facilitato

Today's presentation is going to be different from past Dine & Learns. You going to be the 1st people outside of REAC to see how we are developing new training materials for continuing education and to assist in helping inspectors improve their inspection skills. Also, when PASS Review Team finds mistakes made by inspectors on a routine basis, the inspectors will be required to go and review these training videos. Also, remember the Coaching & Training emails I sent out?

Due to some of the video being recorded live, the picture will be choppy coming over your computer, but the voice should be smooth & clear. So, when this Dine & Learn is posted on REAC's UPCS Training webpage, go online and try it out. It will have a lot of interactive buttons you can click on for better training purposes.

This is a list showing today's staff available for Q&As after the presentation.

Some Updates since the Last Dine & Learn

- > No hard dates on when we will start back with physical inspections.
 - For more details on this, go to REAC's home webpage located on HUD GOV
 - > Basically, before we can start back with inspections, a county or area must be in the Green for 6 consecutive weeks
- REAC UPCS Training webpage has been updated with the last 5 Dine & Learns
- > UPCS Training Team has been working on updating all the materials on the online LMS (Learning Manage System)
- REAC UPCS Training Team and some QA staff are developing training videos on a variety of subjects.

Upcoming Dine & Learns and the Subjects to be Covered

Upcoming Dine & Learns

May 19, 2021 @ 7:00 pm (EST) – Inspecting a Unit Pt 1

Aug 18, 2021 @ 7:00 pm (EST) – Inspecting a Unit Pt 2

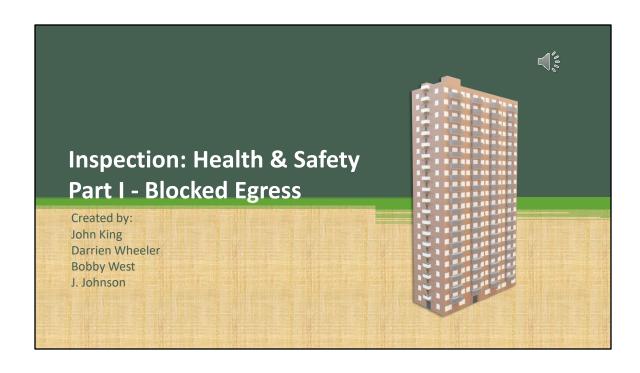
Nov 10, 2021@ 7:00 pm (EST) – Inspecting a Unit Pt 3





Survey Monkey

- ➤ After this Dine & Learn, each person in attendance will receive an email asking for anonymous feedback through Survey Monkey
- > In the past, these surveys have been very beneficial for improving your experience on the Dine & Learns
- > A lot of great suggestions concerning things you liked and did not like in the Dine & Learns
- > A lot of great suggestions on how to improve future Dine & Learns
- > So, when you receive the email, please take the time to gives us some feedback







- This presentation will go over the following health and safety topics regarding blocked egress:
 - Primary and secondary egress routes dependent on the floor level of a building
 - Blocked egress deficiencies with pictures from inspected properties, and where to annotate them in RAPID software
 - Video tutorial on blocked egress
- After the training you should be able to determine whether a door, window, or path egress is blocked in a building, and the applicable UPCS deficiency.
- The team assigned to this material consists of a wide range of people with construction and inspection expertise.

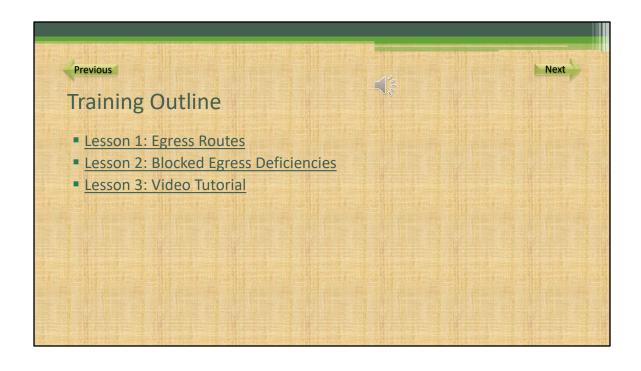
Previous Next

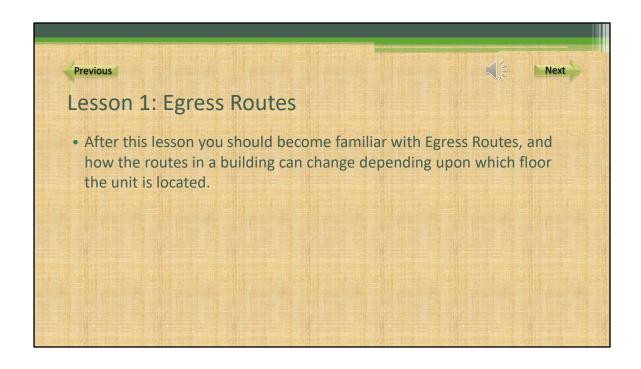
Life Safety Code - NFPA 101

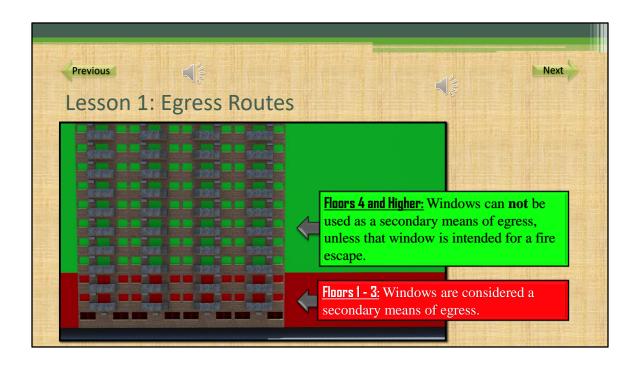


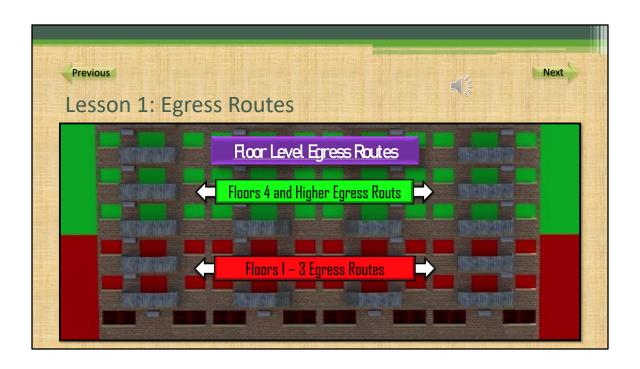
<u>Means of Egress</u>: A continuous and unobstructed path of travel from any point in a building or structure to a public way that consists of the following three separate and distinct parts:

- Exit Access: The travel path or area that leads from where a person is located to the entrance to an exit.
- Exit: That portion of a means of egress that is separated by construction or equipment from other areas of the building. Exit components include walls, floor, doors, or other means that provide the protected path necessary for the occupants to proceed with reasonable safety to the exterior of the building. An exit may comprise vertical or horizontal means of travel such as doorways, stairways, ramps, corridors, and passageways. Types of permissible exits are doors leading directly outside or through a protected passageway to the outside, smoke-proof towers, interior and outside stairs, ramps, and escalators in existing buildings. Elevators are not accepted as exits.
- Exit Discharge: That portion of a means of egress between the end of the exit and a public way or other safe place.

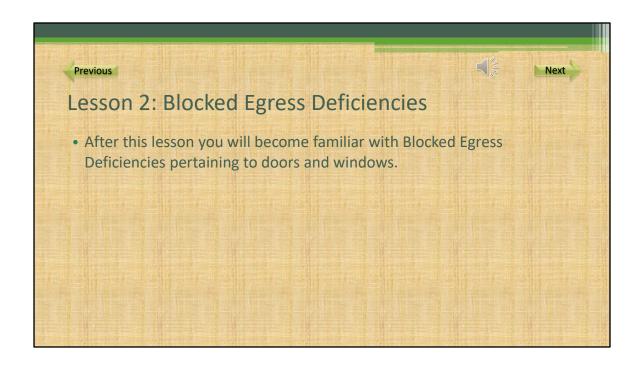


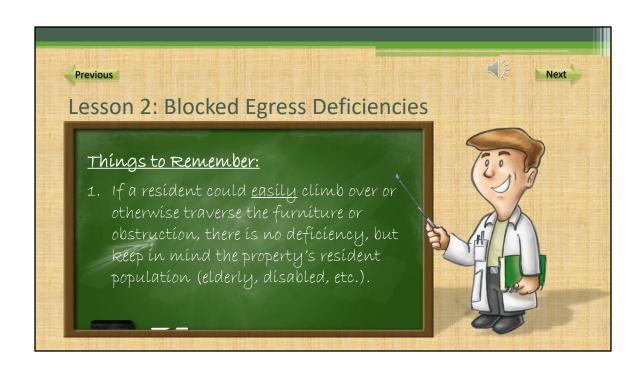






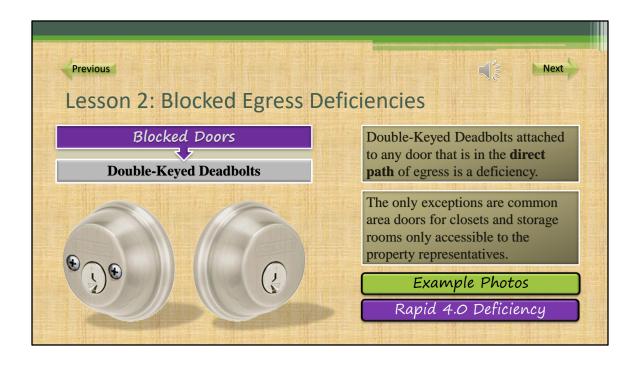




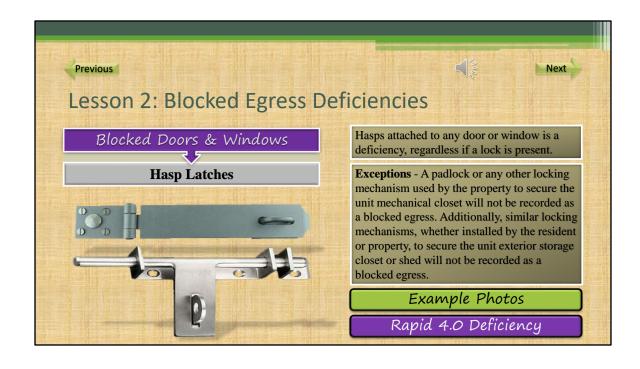


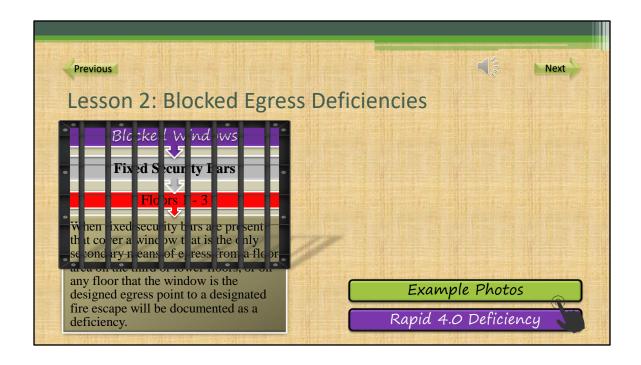


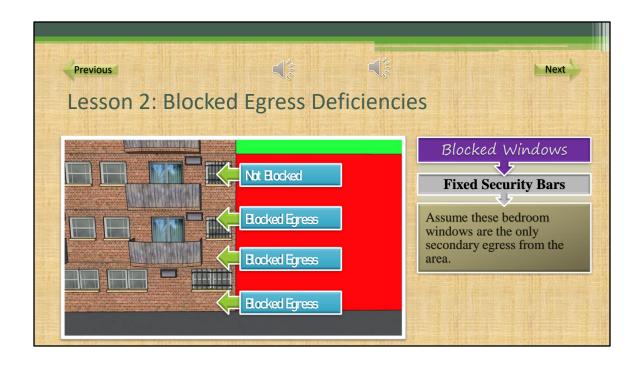


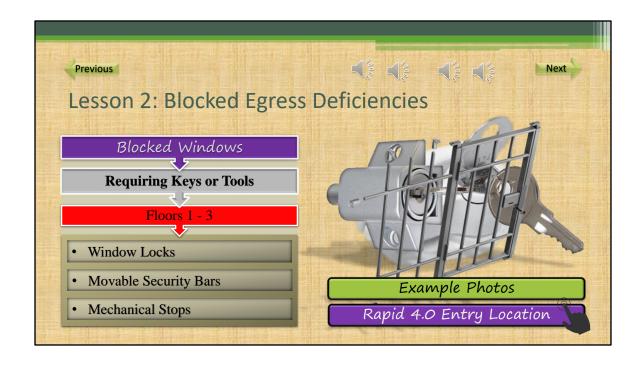












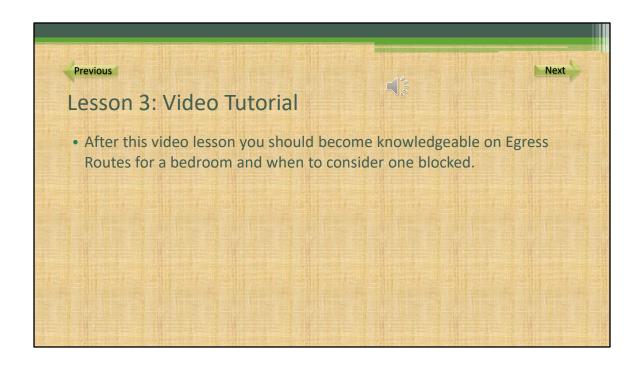














Next Previous **Summary of Training** · Secondary egress routes for windows do not exist on floors four and higher in buildings, unless it is used to access a fire escape. • Types of Blocked Door Egress Deficiencies Double-Keyed Deadbolts Closet Locks Hasp Latches Resident Owned Property Blocking Doors • Types of Blocked Window Egress Deficiencies Fixed Security Bars (Floors 3 and Lower) Any Device Attached to a Window that Requires Keys or Tools to Open Failed Functionality Testing of Windows, Child Guards, and Movable Security Bars Blocked Fire Escape Windows Air Conditioners in Windows Resident Owned Property Blocking Windows

