ICC 500-2020 Errata List Posted: 10/2023

FORWARD

International Code Council/National Storm Shelter Association Consensus Committee on Storm Shelters (IS-STM)

Mr. Paul Taft (G), Town of North Salem, NY Village of Bronxville, NY

Chapter 3 STRUCTURAL DESIGN AND TESTING CRITERIA Errata – removed footnote 5 FIGURE 304.2(2)) DESIGN WIND SPEEDS, VH, FOR HURRICANES

Errata – removed footnote 5

FIGURE 304.2(2)—continued DESIGN WIND SPEEDS, VH, FOR HURRICANES—WESTERN GULF OF MEXICO

Errata – removed footnote 5

FIGURE 304.2(2)—continued DESIGN WIND SPEEDS, VH, FOR HURRICANES—EASTERN GULF OF MEXICO AND SOUTHERN ATLANTIC

Errata – removed footnote 5

FIGURE 304.2(3) DESIGN WIND SPEEDS, VH, FOR —ALASKA

Chapter 5 OCCUPANT DENSITY, ACCESS, ACCESSIBILTY, EGRESS AND SIGNAGE

502.1 General. A *community storm shelter* shall comply with the requirements of Sections 502.2 through $\frac{502.4}{502.5}$.

508.5 Directional signage within a host building. Where a *storm shelter* is within a *host building*, to direct untended directional signage is required within the host building to direct intended occupants to the *storm shelter*. The path of travel to the *storm shelter* shall be clearly marked to indicate the direction of travel in cases where the path of travel is not immediately visible to the intended occupants.

STORM SHELTER ESSENTIAL FEATURES AND ACCESSORIES

703.7 Standby power. Where required by Section 703.5 703.6 or 703.9 703.10, *community hurricane shelters* shall be provided with a standby electrical power system. The standby power system shall support *occupied storm shelter areas* and *occupant sup- port areas*.

APPENDIX A STORM SHELTER PREPAREDNESS AND EMERGENCY OPERATIONS PLAN (SSPEOP)

A105.1 General. An *approved* SSPEOP shall include preparedness requirements as required in Sections A105.2 through <u>105.6.4.1</u> <u>105.6.3.1</u>. The purpose of the plan's preparedness components is to verify that the *storm shelter* is ready and maintained for use and will be fully operational during the storm.