



CITY OF HORSESHOE BAY

FIRE DEPARTMENT

OFFICE OF THE FIRE MARSHAL

Pre-Application Meeting FD Needs

<input type="checkbox"/>	1. All fire & life safety issues must follow the International Fire Code 2021 .
<input type="checkbox"/>	2. Must have 911 address posted prior to beginning work.
<input type="checkbox"/>	3. Buildings or portions of buildings shall be accessible to fire department apparatus by way of an AHJ approved fire apparatus access road that can support 80,000 pounds minimum .
<input type="checkbox"/>	4. Fire Access Roads are required to be 26 feet minimum by HBFD.
<input type="checkbox"/>	5. Fire apparatus access height must be clear to 13 feet 6 inches. (Becautionous of tree trimming ordinance.)
<input type="checkbox"/>	6. 5" Storz connection for FDC connection is required by HBFD.
<input type="checkbox"/>	7. HBFD requires hydrants spaced at 300' for commercial areas.
<input type="checkbox"/>	8. Ensure there is a separate tap for fire suppression from potable water.
<input type="checkbox"/>	9. Vault required for backflow prevention on dedicated fire line.

<input type="checkbox"/>	10. 150 feet is max distance to FDC and points of building.
<input type="checkbox"/>	11. Fire Access Roads shall not exceed 10% in grade.
<input type="checkbox"/>	12. Fire Lane Striping will be in accordance with IFC 2021. Any requests for special material usage must be approved by HBFD OFM/AHJ.
<input type="checkbox"/>	13. All security gates to residential, business, and/or commercial properties within the city limits and jurisdiction of the city shall install and maintain a functional Knox-Box rapid entry system switch to provide for the immediate and unimpeded access by fire, police, and emergency medical personnel.
<input type="checkbox"/>	14. Fire apparatus access roads shall be in accordance with the IFC 2021 Appendix D.

This is not an all-inclusive list of needs, but a general guide to assist the developer in the beginning processes of designing a development in the City of Horseshoe Bay from a fire safety standpoint.