

Appendix L

Requirements For Firefighter Air Replenishment Systems





FIREFIGHTER AIR REPLENISHMENT SYSTEM (FARS) LARGE HORIZONTAL STRUCTURE



CP4 Air Cylinder Fill Panel
Provides firefighters with the ability to rapidly refill SCBA cylinders at pre-determined locations through the use of RIC/UACs.

EMAC Mobile Air Connection Panel
Allows Mobile Air Unit to interconnect with the system, allowing for a constant supply of air.



Air Storage System
Supplies firefighters with air replenishment prior to the arrival of Mobile Air Unit.



Air Monitoring System
Monitors the system's moisture, carbon monoxide and pressure 24/7.



Floor cut open to show the piping below.

Mobile Air Unit

EMAC Mobile Air Connection Panel
Allows Mobile Air Unit to interconnect with the system, allowing for a constant supply of air.

Piping Distribution System
Permanently installed stainless steel tubing distributing compressed breathing air to all building-based air fill stations.

Floor slab
Raceway
Stainless steel tubing

CP4s are placed approximately every 250 feet.

Piping distribution below grade

Types of systems

Exterior system- Interior fill stations are supplied by a Air trailer located outside of the structure.

Cascade system- Oxygen bottles stored inside of the structure in a supply air to the interior fill stations.

Combination system- Has both the Exterior and Cascade fill components in the system.

Why adopt Appendix L

1. Firefighter safety.
2. Civilian safety.
3. Property loss reduction.
4. Buildings are getting bigger.
5. Following our City motto of Pride and Progress.
6. Jurisdictions in 20 States have adopted FARS.

Buildings that will need FARS systems

- Warehouse buildings 250,000 sqft and larger.
- Buildings over 5 stories.

Cost of systems

Each building and system is different. Not able to get an exact cost without having building plans and system components needed.

Cities in Utah that have adopted Appendix L

- Layton
- Ogden
- Wasatch County(in process)
- Salt Lake City(in process)

Question?

