



Building Newsflash

BUDGET ACCOMMODATION BUILDINGS

Proposed amendments to the Fire Safety Standard

As a consequence of the Childers backpacker hostel fire in June 2000, the *Fire Safety Standard* (the "*Standard*") was introduced to improve fire safety in budget accommodation buildings built or approved before 1 January 1992.

After feedback from building owners, local councils and fire industry professionals the *Standard* was amended in June 2005. The amendments clarified several definitions and included some new compliance options.

The Department also began reviewing compliance options for supported budget accommodation buildings and the appropriate regulation of maintenance of fire safety installations. The review is now complete and it is anticipated that the amendments to the *Standard* will commence on 2 September 2005.

The proposed changes to the *Standard* include -

1. Supported budget accommodation buildings

In supported budget accommodation buildings there are new acceptable solutions that do not involve automatic door closers.

2. Maintenance of fire safety installations

The maintenance requirements for fire safety installations have been deleted from the *Standard* and will be regulated by the *Building Fire Safety Regulation 1991*. Local councils and the Queensland Fire and Rescue Service can provide owners with advice regarding maintenance requirements.

3. Buildings previously certified to Building Code of Australia (BCA) requirements

The revised *Standard* now clarifies that budget accommodation buildings previously certified to comply with the BCA will also satisfy the *Standard* as an acceptable solution. This applies to all budget accommodation buildings except supported accommodation buildings, as the BCA has no provisions relating to evacuation assistance.

A copy of the proposed *Standard* is available on the Building Fire Safety website www.lgp.qld.gov.au/firesafety.

Contact officer:
Glen Brumby
Manager Building Fire Safety
Building Codes Queensland
Tel (07) 323 71705.