

City of Ansonia
Fire Department
Office of the Fire Marshal
P.O. Box 421
Ansonia, Connecticut 06401
203-734-3525

Darrick Lundeen
Fire Marshal

Requirements for Certificate of Occupancy Inspection

1. Any/all **Modification Requests** from the State Fire Marshal and/or State Building Official must be complete and on file with this office.
2. **Emergency Lighting** – interior and exterior
 - a. Written certification from installing electrician that all emergency lighting system components have been tested for required 90 minutes.
 - b. Fire Marshal's Office (FMO) personnel will witness test of emergency lighting system if not already done.
3. **Sprinkler/Standpipe System**
 - a. Contractor's Material and Test Certificate for both Underground and Aboveground
 - b. FMO will witness sprinkler contractor test system by flowing water through inspector's test valve and/or main drain. Will observe that all required alarms and ancillary actions take place – i.e. fire pump operates; fire alarm system activates; etc.
 - c. Records and reports of fire pump test and certification (if applicable).
 - d. Functional test of all valve tamper switches and signal to FACP
 - e. FMO will witness flow test of standpipe to verify required pressure and flow
 - f. Fire Department connection and standpipe valves – proper type and location
4. **Fire Alarm System**
 - a. NFPA 72 Certificate of system Installation and 100% device test.
 - b. FMO will witness random testing of initiating devices by alarm installer
 - c. FMO will review adequacy of audio/visual alerting devices throughout occupancy
 - d. Alarm monitoring station will verify receipt of signal(s)
 - e. FMO will review operation of Fire Alarm Control Panels; building diagram to be at FACP
 - f. FMO will witness tests of any auxiliary functions – ie. Smoke evacuation system, automatic door closers, fan shutdown, etc.
 - g. FMO will witness full system operation under loss of AC power conditions
5. **Fire Extinguishers**
 - a. Proper type
 - b. Proper placement
 - c. Accessible and location indicate