Know the all emergency exits and assembly points for each of your classrooms.
- The nearest exits for this classroom are: ________________________________
- The assembly point for this building is: ________________________________
- Program the Public Safety 24-hour dispatch number into your mobile phone.
  - (714) 997-6763
- Download the Panther Guardian safety app to stay connected with Public Safety.
  - Set a safety timer for a virtual escort when walking alone.
  - Search for “Rave Guardian” on the App Store or Google Play.

Panther Alerts communicate emergency information via voice, text, and email. Review your contact information annually at web.chapman.edu/EmergencyContactInformation.

Never assume the alarm is a false alarm. Everyone is required to evacuate when a fire alarm sounds.
- Take your personal belongings and immediately leave the building.
- Remain at the assembly point and never re-enter the building unless directed to by Public Safety.
- If you have access and functional needs you can contact Fire & Life Safety or Disability Services to assist with a plan before a disaster occurs.

DROP, COVER, and HOLD ON as soon as you feel shaking.
- Immediately seek shelter (under a desk or table, if possible), cover your head, and hold on to something sturdy.
- If possible position yourself along an interior wall, staying away from windows, shelves and heavy equipment.
- Assess your surroundings and be prepared for aftershocks. Do not run outside unless your building is believed to be in imminent danger of collapse.

When you see smoke or fire, immediately evacuate the building.
- If not already activated, pull the fire alarm to alert others.
- Use a fire extinguisher only if you know how to use it and the fire is small.

RUN: Escape the building, if safe to do so, and call 9-1-1.
HIDE: If you cannot get out of the building, hide in an out-of-view space where you are protected.
  - Lock/barricade the door
  - Turn off lights
  - Stay quiet, and silence your cell phone
  - Stay in place until law enforcement gives the “all clear”
FIGHT: If the aggressor enters the room, coordinate an attack with others in the room and fight back.