

CHAPTER 27

ELECTRICAL

SECTION 2701 GENERAL

2701.1 Scope. This chapter governs the electrical components, equipment and systems used in buildings and structures covered by this code. Electrical components, equipment and systems shall be designed and constructed in accordance with the provisions of the ~~ICC~~ Seattle Electrical Code.

[F] SECTION 2702 EMERGENCY AND STANDBY POWER SYSTEMS

2702.1 Installation. Emergency and standby power systems shall be installed in accordance with the ~~ICC~~ Seattle Electrical Code, NFPA 110 and NFPA 111.

2702.1.1 Stationary generators. Emergency and standby power generators shall be listed in accordance with UL 2200.

2702.2 Where required. Emergency and standby power systems shall be provided where required by Sections 2702.2.1 through 2702.2.19 and other sections of this code.

2702.2.1 Group A occupancies. Emergency power shall be provided for voice communication systems in Group A occupancies in accordance with Section 907.2.1.2.

2702.2.2 Smoke control systems. ~~Standby~~ Emergency power shall be provided for smoke control systems in accordance with Section 909.11. Standby power shall be provided for pressurization systems in low-rise buildings in accordance with Section 909.22.

2702.2.3 Exit signs. Emergency power shall be provided for exit signs in accordance with Section 1011.5.3.

2702.2.4 Means of egress illumination. Emergency power shall be provided for means of egress illumination in accordance with Section 1006.3.

2702.2.5 Accessible means of egress elevators. Standby power shall be provided for elevators that are part of an accessible means of egress in accordance with Section 1007.4.

2702.2.6 Horizontal sliding doors. Standby power shall be provided for horizontal sliding doors in accordance with Section 1008.1.3.3.

2702.2.7 Semiconductor fabrication facilities. Emergency power shall be provided for semiconductor fabrication facilities in accordance with Section 415.9.10.

2702.2.8 Membrane structures. Standby power shall be provided for auxiliary inflation systems in accordance with Section 3102.8.2. Emergency power shall be provided for exit signs in temporary tents and membrane structures in accordance with the *International Fire Code*.

2702.2.9 Hazardous materials. Emergency or standby power shall be provided in occupancies with hazardous materials in accordance with Section 414.5.4 and the *International Fire Code*.

2702.2.10 Highly toxic and toxic materials. Emergency power shall be provided for occupancies with highly toxic or toxic materials in accordance with the *International Fire Code*.

2702.2.11 Organic peroxides. Standby power shall be provided for occupancies with silane gas in accordance with the *International Fire Code*.

2702.2.12 Pyrophoric materials. Emergency power shall be provided for occupancies with silane gas in accordance with the *International Fire Code*.

2702.2.13 Covered mall buildings. ~~Standby~~ Emergency power shall be provided for voice/alarm communication systems in covered mall buildings in accordance with Section 402.12.

2702.2.14 High-rise buildings. ~~Emergency and standby~~ power shall be provided in high-rise buildings in accordance with Sections ~~403.10 and~~ 403.11.

2702.2.15 Underground buildings. ~~Emergency and standby~~ power shall be provided in underground buildings in accordance with Sections ~~405.9 and~~ 405.10.

2702.2.16 Group I-3 occupancies. Emergency power shall be provided for doors in Group I-3 occupancies in accordance with Section 408.4.2.

2702.2.17 Airport traffic control towers. Standby power shall be provided in airport traffic control towers in accordance with Section 412.1.5.

2702.2.18 Elevators. ~~Standby~~ Emergency power for elevators shall be provided as set forth in Sections ~~3003.1~~ 403.11 and 3016.7.

2702.2.19 Smokeproof enclosures. ~~Standby~~ Emergency power shall be provided for smokeproof enclosures as required by Section 909.20.

2702.3 Maintenance. Emergency and standby power systems shall be maintained and tested in accordance with the *International Fire Code*.

