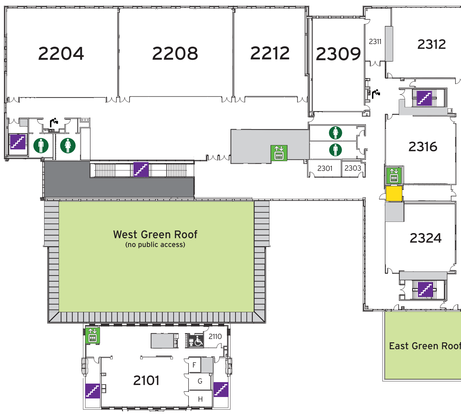
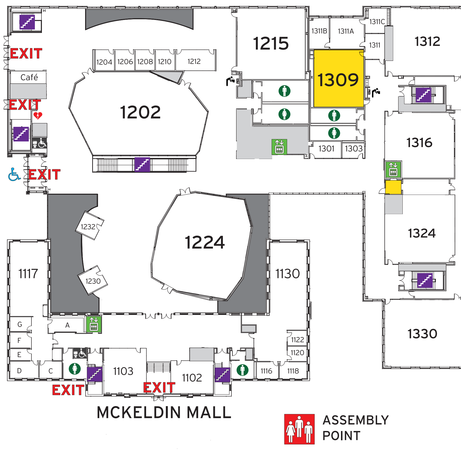
EVACUATION AND SHELTER PLAN

SECOND FLOOR 2100-2300



FIRST FLOOR 1100-1300

CAMPUS DRIVE

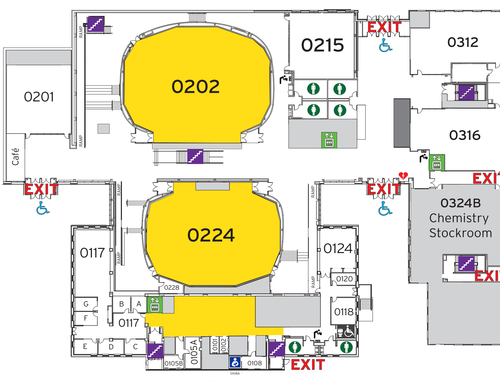


MCKELDIN MALL

ASSEMBLY POINT

GROUND FLOOR 0100-0300

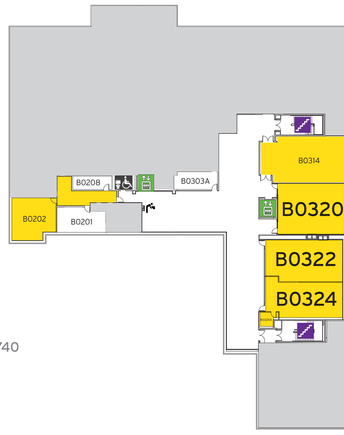
CAMPUS DRIVE



MCKELDIN MALL

ASSEMBLY POINT

BASEMENT B0200-B0300



N

4131 Campus Drive
College Park, MD 20740
Building 226

IN CASE OF EMERGENCY CALL 911 OR 301-405-3333

IN AN INCIDENT, TAKE THESE ACTIONS

- Call 911 or 301-405-3333
- Evacuate or shelter in place (as necessary)
- Follow direction of emergency responders
- Monitor UMD Alerts for updates

PERSONAL PREPRADENESS PLAN

- Be aware of the nearest emergency exits and weather shelters within the buildings you frequent
- Keep updated contact information for family, medical providers, and emergency personnel in your phone
- More information can be found at prepare.umd.edu

ACCESS OR FUNCTIONAL NEEDS

- Individuals should feel empowered to share their need for assistance to a colleague, a peer, or a professor/advisor
- Be specific about the type of assistance you may need during an emergency

SHELTER-IN-PLACE (Example: Severe weather)

- When directed by UMD Alerts, move to a shelter-in-place location or an interior room without windows*
- Condsider sheltering in stairwells without windows or exit doors
- Monitor UMD Alerts and wait for the official 'all clear' before you leave the room/building

EVACUATION (Example: Fire)

- When directed by UMD Alerts or a fire alarm, immediately leave the building using the nearest exit. DO NOT USE ELEVATORS
- If you are unale to evacuate the building, seek a location that provides refuge and notify emergency responders to your location.
- When at the assembly point, try to locate classmates or colleagues.
- Monitor UMD Alerts for the official "all clear" to re-enter the building
- Assembly point location is shown on the map

ACTIVE SHOOTER (Run, hide, fight)

- RUN: Try to leave the unsafe area and once you are safe, call 911 or 301-405-3333
- HIDE: If you cannot run, then quickly and quietly move to a safe room or conceal yourself behind a large object. Turn out the lights, secure doors and silence cell phones/electronics and try to remain calm.

FIGHT: If you are in immediate danger and cannot run or hide, then your last resort is to defend yourself. Alone or as a group, act with aggression and use improvised weapons to disarm the shooter. Commit to taking the shooter down, no matter what

Questions? Contact prepare.umd.edu

**Rooms marked in yellow are interior rooms without windows.*
ESJ has no rooms specifically designaged as shelter-in-place locations.

KEY

- AED
- All Accessible
- Restroom
- Gender Inclusive Restroom
- Elevator
- Laboratory
- *Shelter Location
- Stairwell to Exit
- Lactation Room
- Water Fountain Bottle Fill Station
- TERP Classroom
- Huddle Room

ASSEMBLY POINT

