

Emergency Management Coordinator Notification of School Safety Drills

Public Act 12 of 2014, Effective July 1, 2014

Submit completed plan by **September 15** to Randy Miller, Huron County Emergency Manager, millerr@co.huron.mi.us 99 West Soper Road, Bad Axe, MI 48413.

Name of school: Harbor Beach Community Schools (Elementary, Middle, and High School)

School Year: 2021-2022

Person Responsible for conducting the drills: Dr. Shawn Bishop, Superintendent

Below are the planned dates and times for the required drills. If a scheduled drill is cancelled due to conditions not within the control of the school authorities, the school shall reschedule the drill to occur within ten school days after the cancelled drill. The principal shall notify the emergency management coordinator of the rescheduled date for the drill.

Fire Drills

Must have a reasonable interval between each drill.

#1, date: Monday, September time: 10:00 am (Must be held by December 1)

#2, date: Thursday, October 4 time: 8:45 am (Must be held by December 1)

#3, date: Monday, October 11 time: 10:30 am (Must be held by December 1) * Lunch HS

#4, date: Tuesday, April 19 time: 8:30 am (Must be held after January 1)

#5, date: Tuesday, April 25 time: 2:15 pm (Must be held after January 1)

Tornado Drills

At least one tornado drill must be held in March.

#1, date: Tuesday, October 12 time: 1:00 pm

#2, date: Tuesday, March 22 time: 2:20 pm

Lockdown Drills

Include security measures appropriate to an emergency such as the release of hazardous material or the presence of a potentially dangerous individual on or near the premises. At least one drill MUST occur by December 1 and at least one drill MUST occur after January 1. There must be a reasonable interval between drills.

#1, date: Thursday, October 15 time: 9:15 am Type of Drill: Lock down dangerous individual

#2, date: Monday, March 21 time: 2:00 pm Type of Drill: Lock down dangerous individual

#3, date: Wednesday, March 30 time: 9:00 am Type of Drill: Lock down dangerous individual