CRR POLICY 1314: Fire Sprinkler Contractor Certifications

Created: August 8, 2018 Revised: n/a Effective Date: Immediate Community Risk Reduction Division – 928-204-8926



This policy is promulgated in accordance with Section 104.1 of the 2012 International Fire Code (IFC) and is an official interpretation of the 2012 IFC and NFPA 13.

As a result of the high inspection failure rates on fire protection equipment resulting in unacceptable delays to our customers, Sedona Fire District has implemented the following requirements for fire protection contractors.

The following shall apply to all fire sprinkler system designers, installers, and maintenance personnel performing work within Sedona Fire District on NFPA 13, NFPA 13R, and NFPA 13D systems.

Requirements:

Fire Sprinkler Designers shall possess one of the following qualifications;

- NICET III or IV Water Based Systems Layout certification
- FPE
- Equivalent certification as approved by the Fire Marshal

Fire Sprinkler Installers shall possess the following qualifications;

- ROC C-16 certification or equivalent and;
- Certifications as required by sprinkler equipment and piping manufacturers and;
- effective March 2019 NICET I Water Based Systems Layout; or CSA Level ASCR2 or ASCR4; or equivalent*
- effective January 2020 NICET II Water Based Systems Layout; or CSA Level ASCR2 or ASCR4; or equivalent*

Personnel performing only Inspection, Testing & Maintenance of fire sprinkler systems shall possess the following qualifications;

- ROC C-16 certification or equivalent and;
- Certifications as required by sprinkler equipment and piping manufacturers and;
- effective March 2019 NICET I Water Based Systems Layout; or CSA Level ASCR2 or ASCR4; or equivalent*
- effective January 2020 NICET II Water Based Systems Layout; or CSA Level ASCR2 or ASCR4; or equivalent*

Any comments or questions regarding the above information may be submitted to: Community Risk Reduction Division Sedona Fire District 2860 Southwest Drive Sedona, AZ 86336

^{*}as approved by the Fire Marshal