

Public Purpose and Assumptions Underlying License Creation:

Fire Sprinkler systems are an integral part of ensuring public safety—simply put they save lives. The licensing requirement was put in place to ensure that the installation companies have a person on staff that had the required knowledge, training and expertise to design systems that are in compliance with the life safety requirements for such systems.

Provide an explanation for why you believe or do not believe that the occupational regulations overseen by your board have been effective. File must be a PDF:

The required regulations have been effective because they have ensured that each company who wished to operate within the State has a Water Based Contractor on staff. This individual must maintain a nationally recognized license at a level three or higher, thus ensuring they are trained and have working knowledge of the applicable code requirements. This ensures that the sprinkler systems in the state, which are vital part of public safety, are installed and maintained at the required levels. Additionally, the Agency requires proof of liability insurance that must be maintained by the companies in the event of disputes, thus providing a layer of protection to the public.

What is the potential harm if this occupation is no longer licensed, certified, or regulated?

The potential for harm would greatly increase if an acknowledgment and registration was not maintained to ensure that companies which are installing and maintaining sprinkler systems have a fully trained and tested water based contractor and that they are maintaining the necessary insurance coverage in the case of a dispute. These processes are necessary to help ensure public safety by ensuring that sprinkler systems are installed and working correctly. Having the Responsible Managing Employee gives the Agency a point of contact if there are any questions or concerns regarding the sprinkler plans or the installation of the systems. These sprinkler systems save lives, property and prevent damage to surrounding entities.