

POLICE ORDER No. 98

Fire in
Police
Buildings.

Of late, a number of fire accidents in the Police Buildings has been reported from different parts of the State more particularly from the ex-State areas, resulting in loss of Government properties and much suffering to the occupants. Some of these outbreaks were on doubt accidental but some others were more due to negligence than to chance. The reasons more commonly ascribed to such accidents are—

- (a) Fire spreading from a near by forest.
- (b) The thatch of the kitchen catching fire from the dying embers of hearth (chullah) which had not been properly extinguished after cooking.
- (c) The thatch catching fire from a burning lantern kept hanging from the roof.
- (d) Fuel wood kept on the Chullah for drying, catches fire which ultimately spreads to the roof.
- (e) Ash-heaps with dying embers being kept close to the building.

The above examples are illustrative rather than exhaustive.

2. It has, therefore, become a matter of grave concern to the department to ensure safety precautions with a view to eliminate any chance of fire breaking out in the Police buildings. The Superintendents of Police are requested to impress on their subordinate officers, the importance of taking utmost care with regard to the use of light and fire, particularly in buildings with thatched roofs and to ensure that fire-fighting appliances such as fire hooks and buckets filled with water are always kept ready at the police-stations, out posts to meet any emergency. In important buildings such as District Police Office and Reserve Office, fire extinguishers should be provided.

3. In future the Inspector-General will not be prepared to condone any kind of negligence on this score which leads to loss of Government buildings and other properties. Besides financial liability being imposed, suitable disciplinary action will also be taken against those held responsible even remotely, for negligence resulting in such outbreaks of fire.

(Previous Police Order Reference No. 8 of 1954)