## **School Drill Documentation Form**

Type of Drill	Number/Schedule		
Fire	Five – Three drills must be completed by December 1		
Tornado	Two – One drill must be completed in March		
Safety/Security	Three – One drill must be completed prior to December 1 and one after January 1		
	One drill shall include security measures that are appropriate to an emergency such as		
1	the release of a hazardous material.		
	One drill shall include security measures of a potentially dangerous individual on or		
	near the school premises.		
	<ul> <li>Seek input from the administration of the school and local public safety on the nature of the drill.</li> </ul>		
Note - At least one of the drills must be conducted during a lunch or recess period, or at another time when students			
are gathered but not in classrooms.			
School: Spiritus Sanctus Academy			
School: Spiritus Sanctus Academy  Principal: Sr. Maria Faustina Skonalter			
Date of drill: 10-28-24 Number of students: 186 Number of staff: 18			
Time initiated: 1:25pm (a.m./p.m.) Time concluded: 1:30pm (a.m./p.m.)			
Situation at Start of the Drill (Check the appropriate box)			
□ Before school	ool During class time   Passing time	Recess	
□ Lunch time	□ Assembly □ After school □	Other:	
Remarks:			
	This report is for: Fire drill number 1 2 3 4 5 for the 2021/2022 sch (circle number next to applicable drill)		
Tornado drill number 1 2 for the 2021/2022 school year			
2024.2025			
Safety/Security drill number 1 2 3 for the 2021/2022 school year			
Name of person conducting drill: Kli2abeth Aren			
Title of person conducting drill:			
Signature or person conducting drifts eller Date: 19/28/24			
If the drill was coordinated with agencies such as law enforcement, fire department, or emergency management, list the agency, official's name, and title.			
Agency:	Name: Title:		
Agency:	Name: Title:		
Agency:	Name: Title:		

Must post on the school's website within 30 days after completing the drill. The form must be maintained on the school website for at least three years.