

Churches & Houses of Worship

Protect Your Sanctuary, Safeguard Your Community

Houses of worship are designed to be welcoming, but openness makes them vulnerable. Churches face risks ranging from burglary and vandalism to more serious threats like intrusion or violence during services. Traditional alarm systems provide limited coverage and often fail to distinguish between false alarms and real emergencies.

Challenges



Risk of violent intrusion, bias-motivated crime, vandalism.



Threats or harassment outside of service times.



Large gatherings – crowd security, emergency egress, unexpected threats.



Limited budgets for full-time security staff.

Why SONITROL CORE?



Audio Detection
identifies break-ins instantly with live monitoring.



Verified Alarms
minimize false calls and speed law enforcement response.



Video Surveillance
covers sanctuaries, parking lots, and entrances.



Access Control
secures offices, classrooms, and childcare areas.



Peace of Mind
helps create a safe, welcoming environment for your community.



Key Benefits for Churches & Houses of Worship



Verified Intrusion Detection

Fast, reliable police response to real threats.



Video Surveillance

Monitor sanctuaries, parking lots, and entrances.



Access Control

Secure offices, classrooms, and restricted areas.



Protect People & Property

Reduce vandalism, burglary, and violence risks.



Peace of Mind

Provide a safe, trusted space for your community.

Why Security Matters

In 2023 there were **436 incidents of hostility** or violence against churches in the U.S.—more than double the number in 2022. *First Liberty

 **x436**

54%

ARMED ASSULT

~54% of incidents at houses of worship are armed assaults. *TAL Global

67%

Racial Bias

67% of those attacks stem from bias related to race or religion. *TAL Global



Vandalism + Burglary

Property crimes (vandalism, arson, burglary) are also common.



Violent Incidents

Between 1999-2023, over 2,000 violent incidents occurred at faith-based organizations in the U.S.