

City of Scottsbluff, Nebraska

Monday, December 13, 2021

Regular Meeting

Item New Bus4

Public Hearing-Ordinance Text Change

Zoning Text Change to Chapter 4 Article 1 regarding Section 107 of the 2018 International Building Code.

Staff Contact: Zachary Glaubius, Planning Administrator

City of Scottsbluff Planning Commission

Development Services Staff Report – Zachary Glaubius

Prepared on: December 13, 2021 For Hearing of: November 29, 2021



I. GENERAL INFORMATION

- A. Staff reviewed Municipal Code 4-1-10 and discovered an oversight regarding Section 107 of the 2018 International Building Code. Section 107 permits the building official to require construction documents to be prepared by a registered design professional.

II. CURRENT CODE

- A. Sections 101.4.1, 101.4.2, 101.4.3, 101.4.4, 101.4.5, 101.4.6, 101.4.7, 105.1.1, 105.1.2, 105.2, 107, 109, 110, 11, 113, 115, 3103, and Chapters 13, 27, 27, 28, 29 and 30 of the 2018 International Building Code are excluded and not adopted by this municipal code.

III. NEW CODE

- IV. Sections 101.4.1, 101.4.2, 101.4.3, 101.4.4, 101.4.5, 101.4.6, 101.4.7, 105.1.1, 105.1.2, 105.2, 109, 110, 11, 113, 115, 3103, and Chapters 13, 27, 27, 28, 29 and 30 of the 2018 International Building Code are excluded and not adopted by this municipal code.

V. STAFF COMMENTS

- A. Section 107 allows the city building official to require construction documents to be prepared by a registered design official. This is critical for ensuring public safety regarding construction projects with special conditions.
- B. This section also authorizes the building official to waive this requirement if it found that the nature of work applied for is such that a review of construction documents to not necessary to obtain compliance with this code.

VI. STAFF RECCOMENDATION

- A. Staff recommends the Planning Commission make a positive recommendation to City Council to approve the proposed ordinance text amendment changes to 4-1-10 by removing the exclusion of Section 107 of the 2018 IBC.