



City of Santa Barbara
Building & Safety Division

Community Development
630 Garden Street
805-564-5485

2016 Code Compliance

Governing Codes

Title 24, California Code of Regulations (CCR) as adopted by Santa Barbara City Ordinance No. 5780*:

**The Adopting Ordinance is available to view in the Building & Safety section of Forms & Handouts on the City website - <http://www.SantaBarbaraCA.gov/BuildingHandouts>*

- Part 1 - 2016 California Building Standards Administrative Code
- Part 2 - 2016 California Building Code
- Part 2.5 - 2016 California Residential Code
- Part 3 - 2016 California Electrical Code
- Part 4 - 2016 California Mechanical Code
- Part 5 - 2016 California Plumbing Code
- Part 6 - 2016 California Energy Code
- Part 7 - Vacant – formerly California Elevator Safety Construction Code (No longer published in Title 24 - see CCR Title 8)
- Part 8 - 2016 California Historical Building Code**
- Part 9 – 2016 California Fire Code
- Part 10 – 2016 California Existing Building Code**
- Part 11 – 2016 California Green Building Standards Code (also referred to as *CALGreen*)
- Part 12 – 2016 California Referenced Standards Code

***The printed versions of Parts 8 and 10 are located in the back of the California Building Code (Part 2, Vol. 2).*

All Parts of Title 24 of the California Code of Regulations are available to view at <http://www.bsc.ca.gov/Codes>

National Flood Insurance Program (NFIP) regulations (44CFR Parts 59-78)
As adopted by the Santa Barbara Floodplain Management Ordinance (all properties located within a FEMA Special Flood Hazard Area)

CBC Seismic Design Categories: E or F

CRC Seismic Design Categories: E (D₂, only if R301.2.201.2 #2 can be met)

Wind Exposure: B, C or D

Equivalent Basic Wind Speeds:

Risk Category I – 3-second gust, V_{3s}=100, Fastest mile, V_{fm}=85

Risk Category II – 3-second gust, V_{3s}=110, Fastest mile, V_{fm}=95

Risk Category III & IV – 3-second gust, V_{3s}=115, Fastest mile, V_{fm}=99.5

CRC: Wind wall bracing not allowed if V_{3s}≥110, use CBC