

COMMUNITY DEVELOPMENT DEPARTMENT

411 Main Street - 2nd Floor BUILDING DIVISION P.O. Box 3420 Chico, CA 95927 http://chico.ca.us

(530) 879-6700 Fax (530) 895-4726

FOR IMMEDIATE RELEASE: SEPT. 30, 2022

2022 California Building Code is in Effect Starting January 1, 2023

In compliance with State law, the California Building Standards Code (aka, the California Building Code or Title 24) is revised and updated every three (3) years. The latest edition of the California Building Code is the 2022 edition, with an effective date of January 1, 2023. Generally, building plans or permit applications submitted on or after this date are required to comply with the 2022 California Building Code while the 2019 California Building Code remains in effect for all building plan and permit applications submitted on or before December 31, 2022.

Important Note Given that Chico City Hall is scheduled to be closed from December 23, 2022 through January 2, 2023 in observance of the Christmas and New Year Holidays, all building plans and permit applications, including electronic application submittals, must be submitted and accepted for plan review (including payment of applicable plan review fees) prior to 4pm on December 22, 2022 in order to be reviewed and approved under the 2019 California Building Code. Submittals after this date will be required to comply with the 2022 California Building Code. Please plan accordingly.

Site Specific Master Plan Permits

Complete permit applications for Site Specific Master Plan Permits submitted with the required supporting documents on or before December 22, 2022, will remain valid under the 2019 California Building Code as long as the application and permit do not expire. Permit applications for Master Plan Permits made after December 22, 2022, will not be accepted unless a Master Plan in compliance with the 2022 Code has already been approved.

###

For Building permit expiration information refer to City of Chico Building Division Form 34 or California Building Code [A] 105.3.2 and 105.5.1