



Moving Forward...

Improving Building Regulations in Rural Oregon

40 Years of State Building Code Administration in Oregon

1973 SB 73 Created Statewide Code Administration

- Uniform building codes across Oregon
- Single place to resolve issues
- Efficient, predictable construction environment
- Appeal process for controversies arising out of state building code
- Professional standards for building officials and inspectors
- Seven advisory boards reviewing agency's work
- Permit fees fund programs – all fees dedicated

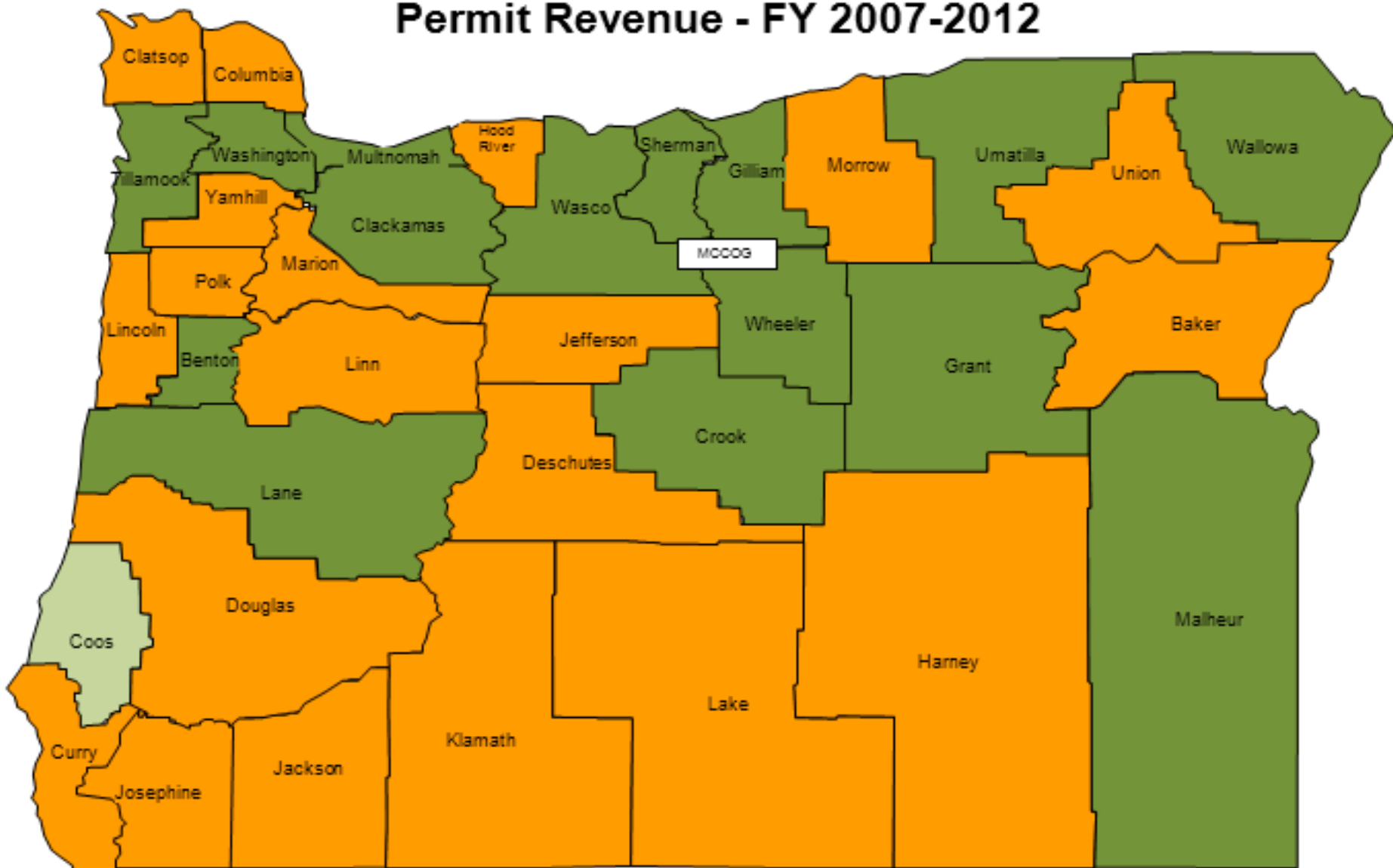
Local Administration in Oregon

- 130 City/County building departments
- Local government may assume administration of programs
- State provides services where local government does not
- Local building permit fees are dedicated
- Local governments must use state-certified inspection staff

Total Permit Revenue and Permit Count (FY 2007-2012)

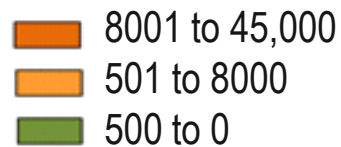
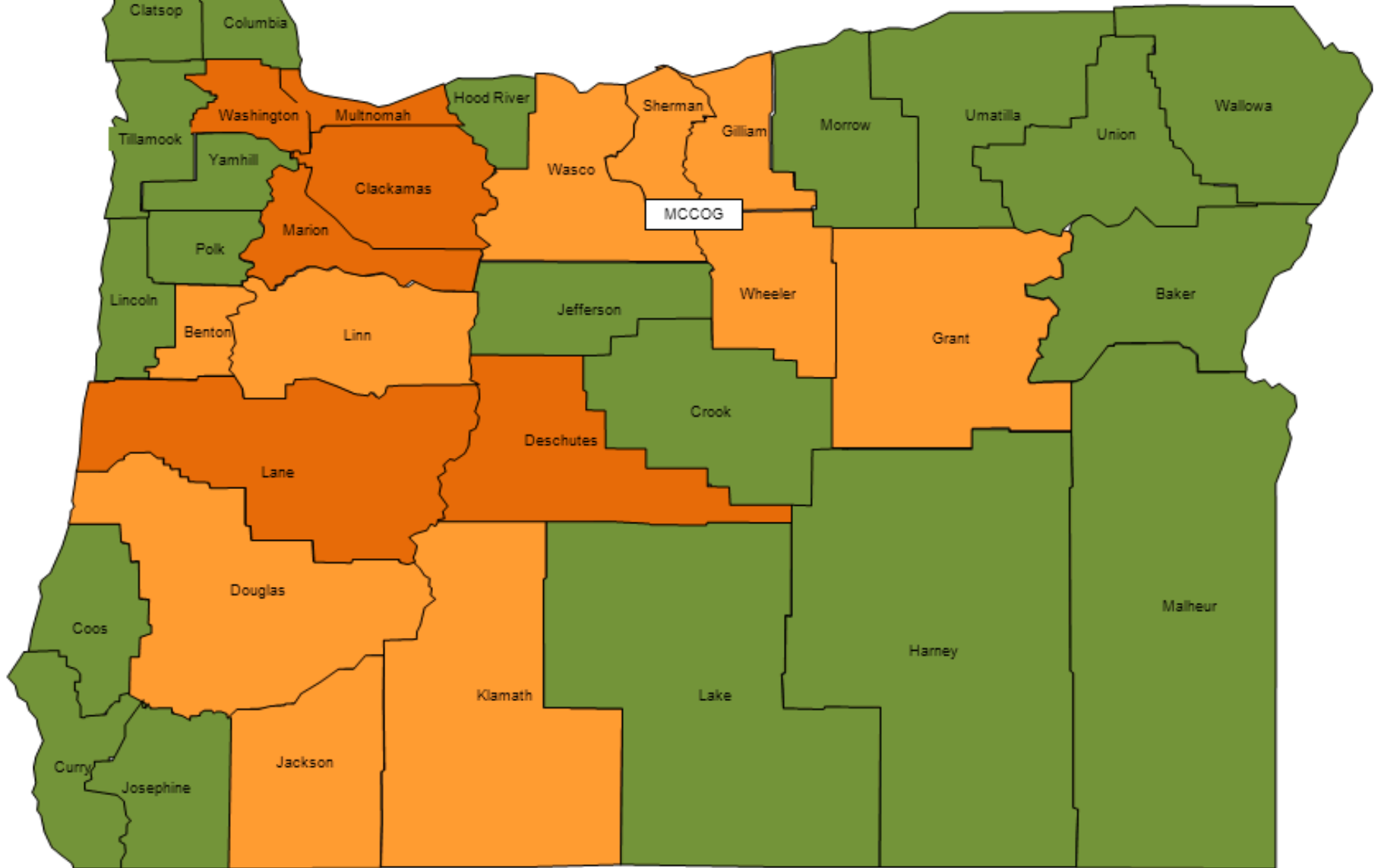


Permit Revenue - FY 2007-2012



- 41% to 80% Decline
- 1% to 40% Decline
- 20% to 1% Growth

Permit Count - FY 2010-2012 Average



Improving Building Regulation in Rural Oregon

- HB 2698 – Highly Trained Workforce
- HB 3326 – Smart Codes
 - Recognize unique needs of rural Oregon
 - Shovel-ready drawings/Pre-developed plans
- HB 3144 – Market Based Flexibility (county support)
 - Ability to rapidly respond to economic growth
 - Ability to serve local government and essential projects
- HB 2978 – Consistent Enforcement Tools

Proposed County Assistance Legislation Impacting State Building Codes

- HB 2206 – County Assistance (DAS Bill)
(BCD, Revenue, Veterans, Secretary of State)
- HB 3144 – Rapid Response/County Partnerships
(Business and Labor Committee bill)
- SB 582 – Rural Communities Bill

HB 3144: Rapid Response/Market Based, Flexible State Services

- Opportunity to Create Regional Partnerships
- Flexibility to Respond to Construction Needs
- Better Tools for State to Assist Rural Areas
- Combination of Resources
- New Regional Areas
- Flexibility to Hire Inspection Staff When Needed