



SUTTER COUNTY

DEVELOPMENT SERVICES DEPARTMENT

Building Inspection
Code Enforcement

Engineering/Water Resources
Environmental Health

Planning
Road Maintenance

BUILDING PERMITS REQUIRED

Section 105.1 of the California Building Code which states: "Any owner/authorized agent or contractor who intends to construct, enlarge, alter, repair, move, demolish, or change the occupancy of a building or structure, or to erect, install, enlarge, alter, repair, remove, convert or replace any electrical, gas, mechanical or plumbing system, the installation of which is regulated by this code, or to cause any such work to be done, shall first make application to the building official and obtain the required permit."

ITEMS EXEMPT FROM BUILDING PERMITS

1. One-story **detached** accessory structures used as sheds, playhouses, shade structures and similar uses, provided the floor area does not exceed 120 square feet. (Must meet setback requirements)
2. Fences not over 7 feet tall (Planning approval may be needed)
3. Retaining walls not over 4 feet in height measured from the bottom of the footing
4. Ground level water tanks not over 5000 gallons
5. Sidewalks and driveways not over 30 inches above grade and **not part of an accessible route**
6. Painting, flooring, cabinets and similar finish work
7. Above ground pools less than 5,000 gallons **and** 24 inches deep
8. Shade **cloth** structures for agricultural purposes
9. Window awnings projecting less than 54 inches
10. Replacing light switches and light fixtures and plumbing fixtures
11. Window **glass only** replacement
12. Decks not exceeding **200 sq. ft.** not attached to a dwelling and not over 30" inches above grade.

EXAMPLES OF ITEMS REQUIRING A BUILDING PERMIT

1. Decks (See item 12 above)
2. Patio covers and other similar structures
3. Carports
4. Demolitions
5. New electrical wiring, plumbing, and mechanical.
6. Replacing roofing
7. Window **frame** replacement
8. Water heater replacement
9. Installing or replacing any HVAC equipment
10. New structures and additions to structures