

MINUTES

ORDINANCE AND RULES COMMITTEE MEETING

6:00 P. M., APRIL 10, 2019

A/V CONFERENCE ROOM

Jeanine Faegre, Chairperson, called the meeting of the Charleston City Council Committee on Ordinance and Rules to order at 6:00p.m., APRIL 10, 2019, in the Audio/Visual Room in City Hall.

Committee Members Present:

Jeanine Faegre, Chair
Bobby Haas, Vice Chair
Caitlin Cook
Chuck Overstreet
Tiffany Wesley-Plear

Others:

Kevin Baker
Tony Harmon
Matt Sutton

1. Bill No. 7812 – A BILL to amend Chapter 14, Article II, Section 14-33 of the Municipal Code of the City of Charleston for the purpose of updating the Building Code of the City of Charleston to be consistent with the recently amended State Building Code as set forth in W. Va. Code § 29-3-5, and State of West Virginia Title 87, Legislative Rule Series 4 (§ 87-4-1 et seq.).

Councilmember Faegre introduced Tony Harmon. He stated the changes to the Building Code were the energy code for commercial buildings and the wind speed design factor. Councilmember Faegre stated that the City is modifying its code to comply with the state's changes. Kevin Baker added that the City received notice of the changes around March 28, 2019.

Councilmember Cook inquired as to what impact the changes would have to the City. Tony Harmon answered that the energy code was changed because various grants will want the most recent codes in place. Councilmember Wesley-Plear confirmed that existing structures will not be required to make changes based on the update. Councilmember Cook asked if the City was required to inform citizens as to the changes. Tony Harmon answered that the changes will be posted on the website. Additionally, a copy will be sent out with any new contracting licenses issued.

With no further discussion, Councilmember Haas made a motion to approve the bill. Councilmember Overstreet seconded. With the ayes being in the majority, Bill No. 7812 was approved.

Councilmember Overstreet motioned to adjourn the meeting. Councilmember Cook seconded. Meeting adjourned.