

BUILDING REQUIREMENTS

RESIDENTIAL PROJECTS

Effective: October 15, 2018 (and as updated on June 12, 2023)

Reference Building Codes:	2015 IRC, IBC, IFC, IFGC, IMC, IPC 2018 IECC
Setbacks:	Check subdivision plat and/or Garfield Co. zone district regulations for setback requirements
Snowload: <i>(Measured at Roof, not Ground!)</i>	40 PSF Up to 7000 ft. elevation 50 PSF 7001 – 8000 ft. elevation 75 PSF 8001 – 9000 ft. elevation 100 PSF 9001–10000 ft. elevation
Roof Load (Wood):	Load Duration = 1.0
Seismic Design Category:	B or C – See IRC, Figure R301.2 (2)
Weathering Probability for Concrete:	Severe
Termite Infestation Probability:	None to slight
Wind Speed:	115 mph (Ultimate Design)
Wind Exposure:	B or C – See Section R301.2.1.4)
Frost Depth:	36 inches – Up to 8000 ft. elevation 42 inches – Over 8000 ft. elevation
Winter Design Temperature:	Minus 2 – Up to 7000 ft. elevation Minus 16 – Over 7000 ft. elevation
Air Freezing Index:	2500° F Days – Up to 7000 ft. elevation 7000+ ft. elevation – As determined by Building Official
Ice Barrier Underlayment:	Required
Mean Annual Temp:	Variable
Insulation:	<u>Minimum R-Values per 2018 IECC, Table 402.1.2*</u> <ul style="list-style-type: none"> • Ceilings/Roofs = R-49 • Exterior Walls = R-20 (or R-13 cavity + R-5 sheathing) • Floors = R-30 (or enough to fill joist cavity w/R-19 min.) • Basement & Crawl Space Walls = R-15 cont./R-19 cavity • Heated Slab Perimeter = R-10 from top of slab and R-5 min. under entire slab. • Unheated Slab Perimeter = R-10 from top of slab to 24" below grade.

***Insulation Notes:**

1. **R-Values** shown above are for wood-frame construction. See Table 402.2.6 for steel-frame buildings.
2. **Crawl Spaces** – Floors over vented crawl spaces must be insulated with R-30 or enough to fill the entire cavity. Vents shall be located below the bottom of the floor joist per IRC, R-408.1. An alternative to insulating floors, crawl space walls are allowed to be insulated if crawl space is not vented to outdoors and meets the requirements of IRC, Sec. R408.3.
3. **Windows/Doors:** U = .30; **Skylights:** U = .55