

RESOLUTION NO 53 FOR 1996

CONTINUING AND IMPLEMENTING THE BOARD OF APPEALS FOR THE UNIFORM BUILDING CODE AND THE UNIFORM CODE FOR THE ABATEMENT OF DANGEROUS BUILDINGS

WHEREAS, ORS Chapter 455 and SHMC Chapter 15.04 provide for the administration and enforcement of state building codes which allow the City Council to appoint a Board of Appeals; and

WHEREAS, SHMC Chapter 15.08 adopts the Uniform Code for the Abatement of Dangerous Buildings which allows the City Council to appoint a Board of Appeals;

NOW THEREFORE THE CITY OF SWEET HOME DOES RESOLVE AS FOLLOWS:

Section 1. A single Board of Appeals shall be appointed to serve as the appeal board under the Uniform Building Code, related building codes and for the Uniform Code for the Abatement of Dangerous Buildings.

Section 2. The Board of Appeals shall consist of five citizens who are not employees of the City, with the Building Official as an ex-officio member and Secretary to the Board. The members shall be qualified by experience and training to pass upon matters pertaining to building construction.

Section 3. The term of office of voting members of the Board of Appeals shall be four years, except that the following procedure shall be used for initial appointments. At the first meeting of the Board of Appeals, the five appointed members shall choose their term of office by lot as follows: one for two years; two for three years; and two for four years. The Board of Appeals shall immediately thereafter notify the City Council in writing of such allotment.

Section 4. Appointment to fill vacancies shall be for the remainder of the unexpired term. A member may be removed by the City Council, after hearing, for misconduct or nonperformance of duty.

Section 5. There is a Board of Appeals currently in place set by prior resolution and said board shall continue hereunder to perform its duties as set forth herein.

PASSED BY THE Council and approved by the Mayor this 10th day of December, 1996.



Mayor

ATTEST:



City Manager, Ex-Officio City Recorder Pro Tem