



# City of San Dimas

## Building Division

### Residential Window Replacements

The following is the City of San Dimas's policy regarding residential window replacements.

#### **Building Permits Not Required**

If only the window pane (glass) is replaced and the original existing manufactured, or site built window frame remains unchanged, a building permit shall not be required.

#### **Building Permits Required**

For all other cases, when there are any changes to the window frame, location, size, header, or changes to the height or width of the window opening, a building permit shall be required. The following Uniform Building Code and Planning Department requirements must be met when a permit is issued for window replacements:

- Egress (1997 UBC 310.4) See attached handout for emergency escape requirements
- Smoke Detectors (1997 UBC 310.9) Required in every bedroom if value is \$1000 or more
- Safety Glazing (1997 UBC 2406) Required in hazardous locations.
- Light and Ventilation (1997 UBC 1203.2 and 1203.3) Should not reduce below code minimums.
- Dual Glazing (California Title 24 energy standards)
- Installed in accordance with the manufacturer's recommendations
- Aesthetically match the rest of house
- Meet City design standards. **Note: Specific requirements apply to town core locations and identified Historic homes. Contact Planning Dept. at (909) 394-6250 for specific requirements and a list of Historic homes.**

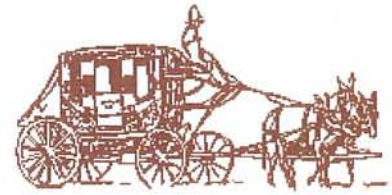
To apply for a permit, submit two sets of plans including the following information to the Building Division between the hours of 8:00 a.m. and 5:00 p.m.

- Detailed floor plan including the size and use of each room (i.e. bedroom, bathroom etc.) and the size and location of each existing window and proposed new window. If applicable, show any pool or spa location on the site plan. 8 ½" x 11" plans may be acceptable if all information is clear.

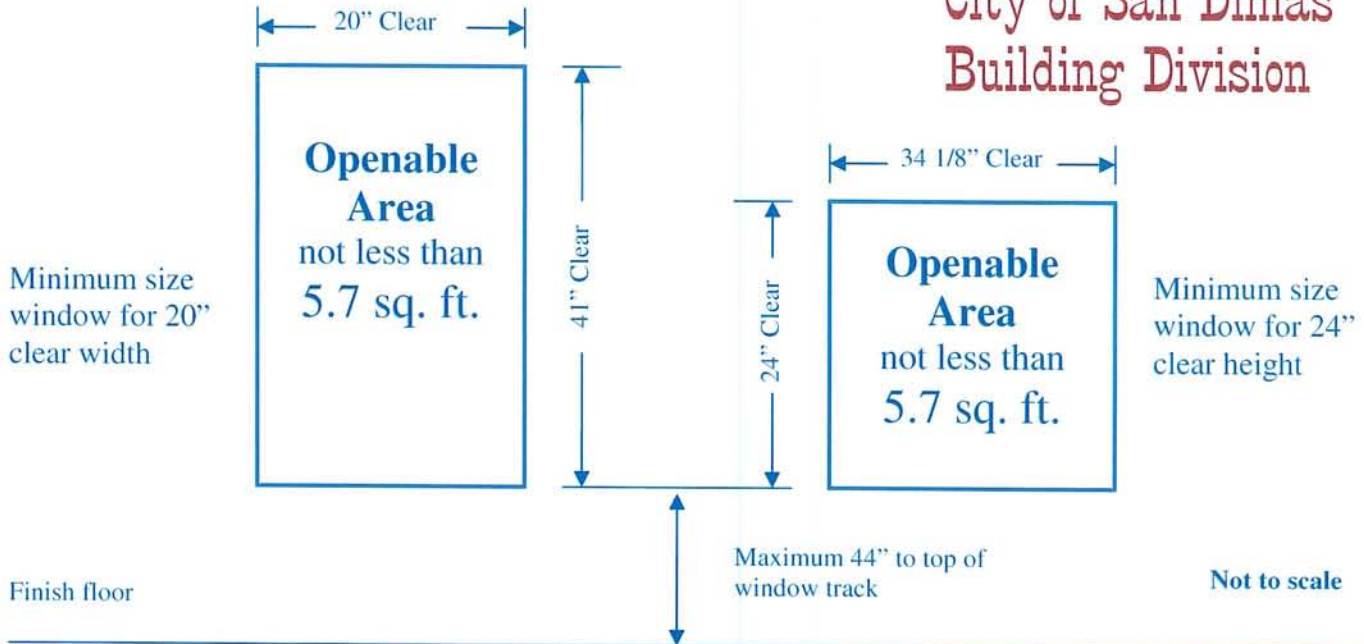
**Inspections are required** including a rough frame, lath and drywall (if applicable) and a final after all work is complete.

If you have any questions, please call the City of San Dimas Building Division at (909) 394-6260 between 8:00 a.m. to 5:00 p.m.

# Emergency Escape and Rescue Windows



## City of San Dimas Building Division



Because so many fire-related casualties occur when occupants of residential buildings are asleep at the time of the fire, Section 310.4 of the 1997 *Uniform Building Code*<sup>TM</sup> was developed which requires that:

- ⇒ **basements** of dwelling units, and **every bedroom** below the fourth story shall have at least one operable window or door approved for emergency escape and rescue. This exit shall open directly into a public street, public alley, yard or exit court. The door or window shall be operable to provide a *full clear opening* without the use of separate tools.

Extensive testing by the San Diego Building and Fire Departments helped establish the minimum window size requirements found in Section 310

- ⇒ The net clear opening area shall be no less than **5.7** square feet.
- ⇒ In addition to the above requirement, the net clear openable height dimension shall be a minimum of **24** inches. The net clear openable width dimension shall be a minimum of **20** inches. Note that using both minimum figures will not obtain the required area.
- ⇒ The finished sill height shall be not more than **44** inches above the floor. (Measured from window track to finish floor).

### Emergency Escape and Rescue Windows minimum Width/Height Requirements (inches) to equal 5.7 sq.ft.

	Minimum width														
Width	<b>20</b>	20.5	21	21.5	22	22.5	23	23.5	24	24.5	25	25.5	26	26.5	27
Height	41	40	39.1	38.2	37.3	36.5	35.7	34.9	34.2	33.5	32.8	32.2	31.6	31	30.4

Width	27.5	28	28.5	29	29.5	30	30.5	31	31.5	32	32.5	33	33.5	34	34.2
Height	29.8	29.3	28.8	28.3	27.8	27.4	26.9	26.5	26.1	25.7	25.3	24.9	24.5	24.1	<b>24</b>

Minimum height

**NOTE: The City of San Dimas requires a permit for window alterations. All new and altered bedroom window installations shall meet the above requirements.**