

City of Carmel-by-the-Sea Building Safety Division Standard Operating Guidance (SOG)

18-02 Fire Resistant Construction – R-3 Exterior Walls

Background

The City of Carmel has many small lots that confine the area that a building may be built on. Requirements for the required fire separation distance (aka "fire setback") are provided in Chapter 3 of the CA Residential Code for 1 and 2 family homes, and Chapter 6 of the CA Building Code for all other projects. This SOG clarifies the fire separation distance and fire resistive construction requirements based on distance to property lines for RESIDENTIAL, 1 and 2 family (R-3) dwellings.

Citations

Carmel Municipal Code Title 15, Buildings and Construction 2019 CA Residential Code Sec. R302

Guidance

When the exterior walls of a proposed residential building, detached garage, or accessory building to an R-3 dwelling project (new or remodel) is located in close proximity to a property line additional fire resistive construction may be required in accordance with CRC Table R302.1.1 (unsprinklered building) or Table R302.1(2) (sprinklered buildings) extracted below.

Exterior wall element protection based on fire separation distance - Unsprinklered (from T. R302.1.(1))

Exterior Wall Element		Minimum Fire-Resistance Rating	Minimum Fire Separation Distance
Walls	Fire-Resistance Rated	1-hour – tested in accordance with ASTM E119, UL 263, or Sec. 703.3. of the CA	0 feet
		Building Code with exposure from both sides	
	Not fire-resistance rated	0 hours	<u>></u> 5 feet
Projections	Not allowed	NA	< 2 feet
	Fire-resistance rated	1 hour on the underside, or heavy timber, or fire-retardant-treated wood ^{a, b}	≥ 2 feet to <5 feet
	Not fire-resistance rated	0 hours	<u>></u> 5 feet
Openings in walls	Not allowed	NA	< 3 feet
	25% max. of wall area	0 hours	3 feet
	Unlimited	0 hours	5 feet
Penetrations	All	Comply with Sec. R302.4	< 3 feet
		None required	3 feet
a. Roof eave	fire-resistance rating shall b	e permitted to be reduced to 0 hours on the u	underside of the eave if fireblocking
is provide	d from the wall top plate to	the underside of the roof sheathing.	
b. Roof eave	fire-resistance rating shall b	e permitted to be reduced to 0 hours on the u	underside of the eave provided that
gable end	vent openings are not instal	led.	

Exterior wall elements based on fire separation distance – sprinklered (From T. R302.1(2))

Exterior Wall Element		Minimum Fire-Resistance Rating	Minimum Fire Separation Distance
Walls	Fire-resistant rated	1-hour – tested in accordance with ASTM E119, UL 263, or Sec. 703.3. of the CA Building Code with exposure from both sides	
	Not fire-resistant rated	0 hours	3 feet ^a
Projections	Not allowed	NA	< 2 feet

	Fire-resistance rated	1 hour on the underside, or heavy	2 feet ^a		
		timber, or fire-retardant-treated wood			
	Not fire –resistant rated	0 hours	3 feet		
Openings in walls	Not allowed	NA	< 3 feet		
	Unlimited	0 hours	3 feet ^a		
Penetrations	All	Comply with Sec. R 302.4	< 3 feet		
		None required	3 feet		
a. For residen	tial subdivisions where all dw	ellings are equipped throughout with an au	tomatic sprinkler system installed in		
permitted	to be reduced to 0 feet, and u	eparation distance for nonrated exterior wa nlimited unprotected openings and penetra ard that is 6 feet or more in width on the op	tions shall be permitted, where the		
b. The roof ea	The roof eave fire-resistance rating shall be permitted to be reduced to 0 hours on the underside of the eave if				

- fireblocking is provided from the wall top plate to the underside of the roof sheathing.
- c. The roof eave fire-resistance rating shall be permitted to be reduced to 0 hours on the underside of the eave provided that gable bent openings are not installed.

Note: Fire separation distance is measured from the property line to the exterior face of the wall covering NOT the face of studs, or face of foundation wall or footing. A survey is required prior to pouring footings/foundations to assure that the fire separation distance as measured to the future wall covering will be met.



