

directly or indirectly conditioned must only meet the indoor and outdoor lighting requirements of the Standards.

The Standards do not apply to CBC Group I. This group includes such buildings as hospitals, daycare, nursing homes, and prisons. The Standards also do not apply to buildings that fall outside the jurisdiction of California Building Codes, such as mobile structures. If outdoor lighting is associated with a Group I occupancy, it is exempt from the Standards requirement; however, if the outdoor lighting is part of any of occupancy groups listed above, it must comply with the Standards requirements.

### ***Historic Buildings***

Exception 1 to §100(a) states that qualified historic buildings, as regulated by the California Historical Building Code Title 24, Part 8 or California Building Code, Title 24, Part 2, Volume I, Chapter 34, Division II are not covered by the Standards. §146(a)3Q and §147 Exception 14 clarify that indoor and outdoor lighting systems in qualified historic buildings are exempt from the lighting power allowances only if they consist solely of historic lighting components or replicas of historic lighting components. If lighting systems in qualified historic buildings contain some historic lighting components or replicas of historic components, combined with other lighting components, only those historic or historic replica components are exempt. All other lighting systems in qualified historic buildings must comply with the Standards.

The California Historical Building Code (CHBC) Section 102.1.1 specifies that all non-historical additions must comply with the regular code for new construction, including the Standards. CHBC Section 901.5 specifies that when new or replacement mechanical, plumbing, and/or electrical (including lighting) equipment or appliances are added to historic buildings; they *should* comply with the Standards, including the Appliance Efficiency Regulations.

The California State Historical Building Safety Board has final authority in interpreting the requirements of the CHBC and determining to what extent the requirements of the Standards apply to new and replacement equipment and other alterations to qualified historic buildings. It should be noted that in enacting the State Historical Building Code legislation, one of the intents of the Legislature was to encourage energy conservation in alterations to historic buildings (Health and Safety Code Section 18951).

Additional information about the CHBC can be found on the following website:

<http://www.dsa.dgs.ca.gov/StateHistoricalBuildingSafetyBoard/>

Contact the State Historical Building Safety Board at (916) 445-7627.

### ***Low-rise Residential Buildings***

The Residential Standards cover single-family and low-rise residential buildings (occupancy groups R1, R2, and R3) and CBC Group U buildings including:

- All single-family dwellings of any number of stories
- All duplex (two-dwelling) buildings of any number of stories

- All multi-family buildings with three or fewer habitable stories above grade (Groups R 1 and R-2)
- Additions and alterations to all the above buildings
- Residential garages for less than 8 vehicles, sheds on residential sites, and agricultural buildings

*Table 1-1 – Nonresidential vs. Residential Standards*

Nonresidential Standards	Residential Standards
These Standards cover all nonresidential occupancies (Group A, B, E, F, H, M, R, S or U), as well as high-rise residential (Groups R-1 and R-2 with four or more habitable stories), and all hotel and motel occupancies.	Note: U occupancies (i.e. sheds) may be on either Residential or Nonresidential sites. These Standards cover all low-rise residential occupancies including:
<ul style="list-style-type: none"> <li>Offices</li> <li>Retail and wholesale stores</li> <li>Grocery stores</li> <li>Restaurants</li> <li>Assembly and conference areas</li> <li>Industrial work buildings</li> <li>Commercial or industrial storage</li> <li>Schools and churches</li> <li>Theaters</li> <li>Hotels and motels</li> <li>Apartment and multi-family buildings, and long-term care facilities (Group R-2), with four or more habitable stories</li> </ul>	<ul style="list-style-type: none"> <li>All single family dwellings of any number of stories (Group R-3)</li> <li>All duplex (two-dwelling) buildings of any number of stories (Group R-3)</li> <li>All multi-family buildings with three or fewer habitable stories above grade (Groups R-1 and R-2)</li> <li>Additions and alterations to all of the above buildings</li> <li>Lighting requirements for dwelling units in high-rise multifamily buildings (over 3 stories) and in hotels/motels</li> </ul>
<p><i>Note:</i> The Standards define a habitable story as one that contains space in which humans may live or work in reasonable comfort, and that has at least 50% of its volume above grade.</p>	

#### 1.7.4 Scope of Improvements Covered

The Standards apply to any new construction that requires a building permit, whether for an entire building, for outdoor lighting systems, for signs, or for a modernization. The primary enforcement mechanism is through the building permitting process. Until the enforcement agency is satisfied that the building, outdoor lighting, or sign complies with all applicable code requirements, including the Standards, it may withhold the building permit (or, after construction, the occupancy permit).

The Standards apply only to the construction that is the subject of the building permit application (with the exception of existing spaces that are "conditioned" for the first time, in which case existing envelope components, and existing lighting systems, whether altered or not, must also show compliance with the Standards).

Other than for lighting, the Standards apply only to buildings that are directly or indirectly conditioned by mechanical heating or mechanical cooling. Section 1.7.177 provides detailed definitions of these terms.

#### 1.7.5 Speculative Buildings

##### **Known Occupancy**

Speculative buildings of known occupancy are commonly built by developers. For example, if a big box retail center or an office building were built on speculation,