

Explanation of Code Revision

SECTION 510.100: Emergencies

Language that is **bold and underlined** has been added. Language struck through shall be deleted.

~~In cases where it reasonably appears that there is an eminent, immediate danger to health, life or safety of any person(s) unless a dangerous and unsafe structure as defined herein is immediately repaired, vacated or demolished, the Building Official shall convene without undue delay an emergency hearing with the Building Board of Appeals, ensuring notifications to interested parties [see Section 510.070(A)(5)(b)] are made regarding the hearing. The Board of Appeals shall determine the appropriateness of the dangerous and unsafe condition and public nuisance declaration regarding the concerned structure. In addition, the Board shall determine the appropriateness of the emergency classification. If the public nuisance declaration is found to be true and an emergency situation is affirmed by the Board, the Board of Appeals shall issue an order to board up, repair, vacate or demolish the structure forthwith. Costs of such emergency boarding up, repair, vacation or demolition of such dangerous and unsafe structure shall be collected in the same manner as provided in Section 510.110.~~

In cases where it reasonably appears there is an immediate danger to the health, safety or welfare of any person, the Building Official or designated officer or officers may take emergency measures to vacate, board up, repair or demolish a dangerous building or structure forthwith.

Upon designation by the building official that an emergency exists requiring a building to be boarded up, vacated, repaired or demolished, a hearing shall be scheduled with the Building Board of Appeals within sixty (60) days, ensuring notifications to interested parties as set forth in Section 510.070(A)(5) to determine the appropriateness of the emergency classification.

In all other respects, Sections 510.070 to 510.140 shall apply when an emergency has been declared by the building official.