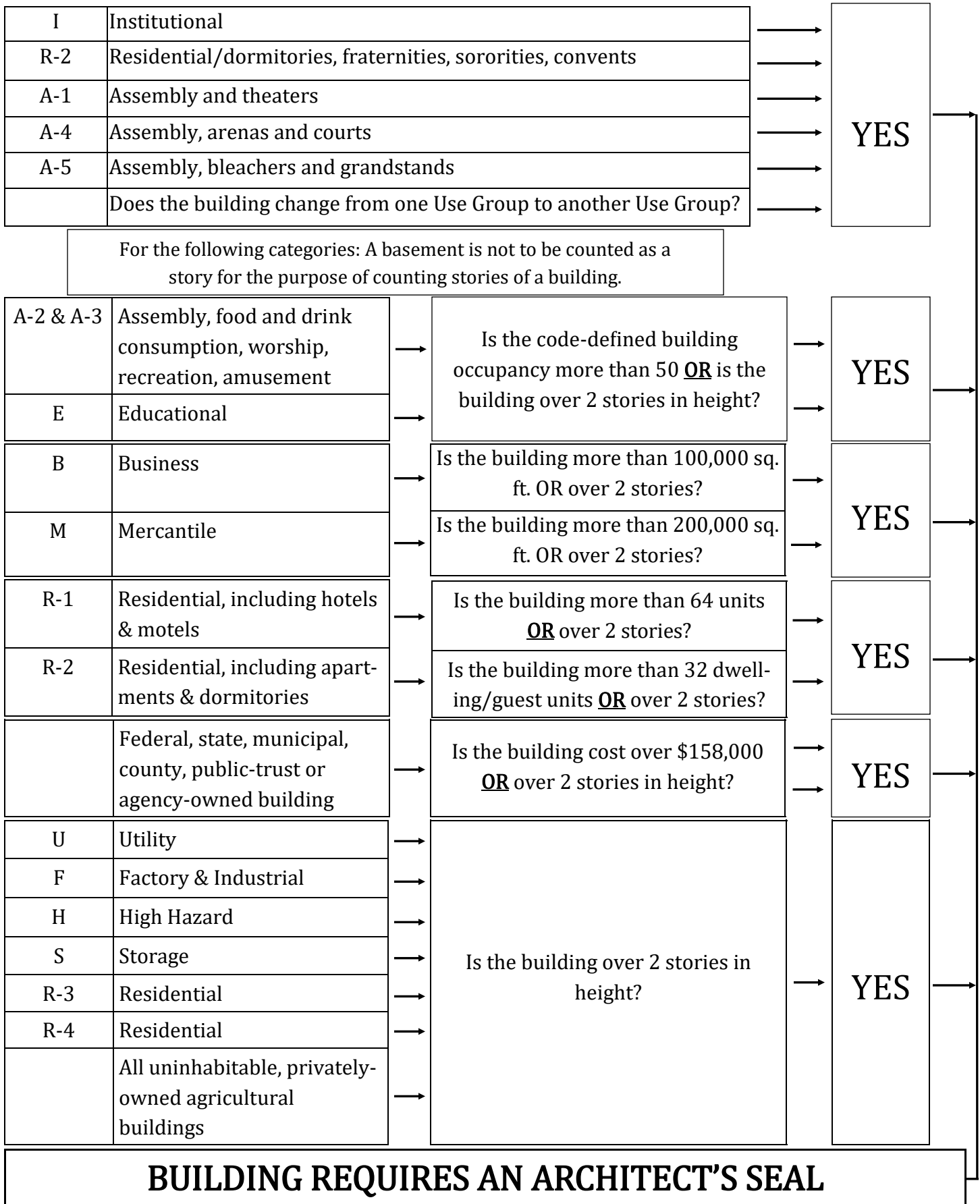




# Does my building require an Architect??



\*\*If you answered "no" to all of the criteria for your building's Code Use Group, your building most likely won't require an Architect. However, the local or state authorities having jurisdiction may require an Architect where the State Architectural and Registered Commercial Interior Designers Act does not.\*\*

# Examples of Common Buildings for Each Code Use Group

**Common I Buildings:** Assisted living facilities, group homes, social rehabilitation facilities, hospitals, nursing homes, foster care facilities, detoxification facilities, psychiatric hospitals, detention centers, jails, adult day care centers, child day care centers

**Common A-1 Buildings:** Movie theaters, symphony and concert halls, television and radio studios with space for an audience, theaters

**Common A-4 Buildings:** Arenas, skating rinks, swimming pools, tennis courts

**Common A-5 Buildings:** Amusement park structures, bleachers, grandstands, stadiums

**Common A-2 and A-3 Buildings:** Banquet halls, casinos, nightclubs, restaurants, cafeterias, taverns, bars, arcades, art galleries, bowling alleys, community halls, courtrooms, funeral parlors, gymnasiums (without spectator seating), lecture halls, libraries, museums, places of religious worship, pool and billiard halls, waiting areas in transportation terminals

**Common E Buildings:** Schools and all related buildings, religious educational rooms and auditoriums

**Common R-1 Buildings:** hotels, motels, boarding houses (transient)

**Common B Buildings:** Ambulatory care facilities, animal hospitals, kennels, and pounds, banks, barber and beauty shops, car wash, civic administration, outpatient clinics, dry cleaning and laundries, educational occupancies for students above 12th grade, post offices, print shops, professional services offices (architects, attorneys, dentists, physicians, engineers, etc.), training and skills development not in a school (tutoring centers, gymnastics, martial arts studios, etc.)

**Common M Buildings:** Medical marijuana center, store, or dispensary, department stores, drug stores, markets, retail or wholesale stores, sales rooms

**Common U Buildings:** Agricultural buildings, aircraft hangars, barns, carports, fences more than 6ft in height, grain silos, greenhouses, livestock shelters, private garages, sheds, stables, tanks, towers

**Common F Buildings:** Marijuana grow facilities, marijuana oil extraction operations, marijuana-infused product kitchens/bakeries, factories manufacturing low-hazard items

**Common H Buildings:** Buildings in which high hazard products are manufactured

**Common S Buildings:** A space primarily used for storage of moderate- or low-hazardous materials or products

**Common R-2 Buildings:** Apartment houses, boarding houses (with more than 16 occupants), congregate living facilities (with more than 16 occupants)

**Common R-3 and R-4 Buildings:** Boarding houses, congregate living facilities, lodging houses