

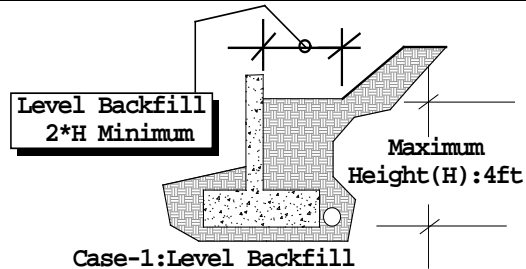


## Retaining Wall Permit Requirements per OSSC Section 105.1, 1601, 1803.5.12, and 1807

**General:** Retaining walls are designed to resist loads due to lateral pressure of retained material, i.e. soil and seismic in accordance with accepted engineering practices and Oregon Structural Specialty Code (OSSC) provisions 105.1. Building permits are generally required for retaining walls depending on the wall height, the loading conditions or both as shown in cases 1 to 5 below.

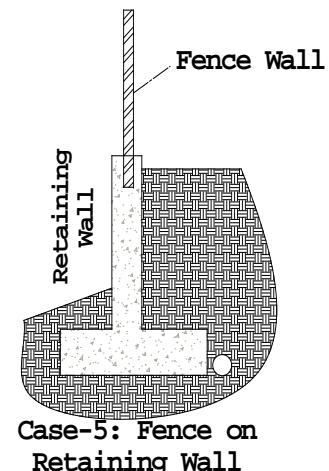
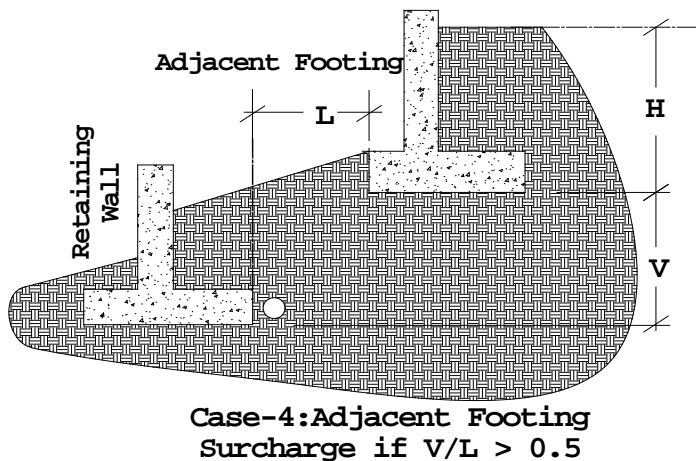
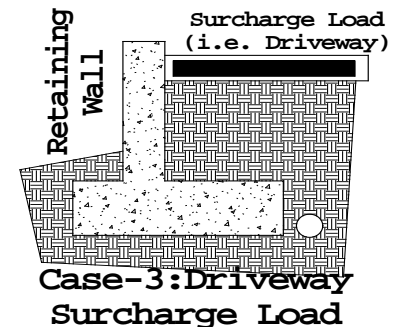
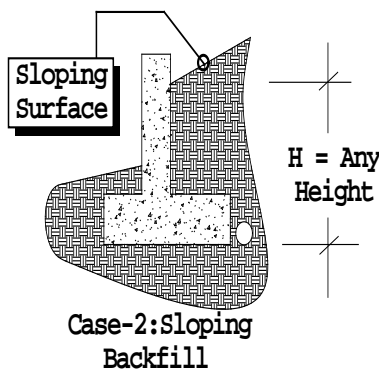
**Case-1:** Retaining wall that is **4-feet or less** in height as measured from bottom of foundation to top of wall with level back fill as shown. Building permit is not required per the Community Development Code 419-4.

**Case-5:** When 7-ft fence wall made of wood, vinyl or chain-link fence placed on top of Case-1 retaining wall condition as shown in Case-5 making a total or combined height of 11-ft, building permit is not required for this case per OSSC 105.2 items 2 and 4.



**Cases-2 to 5:** All retaining wall conditions with the exception of **Case-1 and 5** condition as described above requires a building permit and shall be designed by a **Registered Design Professional (RDP)** to meet OSSC 1601 provisions. The following information is **required** for review and approval:

1. Site plans showing wall layout, cross-sections and structural details stamped by a **RDP**.
2. Calculations and structural details stamped by a **RDP** (*Without site-specific geotechnical report, design pressure for cantilevered (unrestrained) and basement (restrained) type of walls are 40psf and 55psf respectively*).
3. Periodic special inspection during construction may be required per OSSC 1701 provisions.



### Mission Statement

*"Partnering to promote completeness of design calculations and drawings for all structural engineering review. Partial or incomplete engineering design submittal have been found to create an unnecessary protracted review period."*