## CITY OF NEWPORT

# ORDINANCE NO. 2161 AN ORDINANCE AMENDING CHAPTER 11.10 OF THE NEWPORT MUNICIPAL CODE AND ADOPTING THE 2019 OREGON FIRE CODE

# Findings:

- 1. The city has previously adopted a fire code by Ordinance Nos. 1824, 1918, and 2070.
- 2. To achieve uniform standards throughout the state, the state fire marshal has adopted the 2019 Oregon Fire Code.
- The city is required to have a fire code consistent with the state code, and the city believes that a uniform code throughout the state is of assistance to builders, property managers, and fire enforcement officials by providing a uniform set of standards available to all.
- 4. The city does not have the resources to develop a complete fire code of its own.
- 5. The city's Fire Marshal has reviewed the 2019 Oregon Fire Code and determined that the code provides appropriate standards relating to fire prevention.

Based on the above findings:

### THE CITY OF NEWPORT ORDAINS AS FOLLOWS:

<u>Section 1</u>. The City Council amends the Newport Municipal Code by amending Section 11.10.005 to read as follows:

11.10.005 Adoption of Fire Code. The 2019 Oregon Fire Code is adopted as the City of Newport Fire Code.

<u>Section 2</u>. All previously adopted fire codes are superseded upon the adoption of the 2019 Oregon Fire Code. However, any violation of previously applicable fire codes remains a violation and the prior code may be relied on in any enforcement process as to actions that occurred while the prior code was in effect.

# Section 3. Declaring an Emergency

Because coordination with the State of Oregon's implementation of the 2019 Fire Code, which occurs on February 15, 2020 is critical, it is necessary for the peace, health, and safety of the people of the City of Newport, to adopt this ordinance on an emergency basis, and make the ordinance effective on February 15, 2020.

Date adopted and read by title only: February 3, 2020.

Signed by the Mayor of the City of Newport on February 4, 2020.

Dean H. Sawyer, Mayor

ATTEST:

Margaret M. Hawker, City Recorder