

FINISHED BASEMENT

Habitable RoomsMin. Area70 sfSection R304.1 & R304.2Min. Horizontal Dimension7'

Bedroom WindowMin. Window Required1 eaSection R310.2Min. Net Clear Opening5.7 sfMin. Net Clear Opening Height24"Min. Net Clear opening Width20"

Max. Sill Height 20

<u>Hallways</u> Min. Width 36"

Stairways Min. Clear Width 36"
Min. Headroom 6'-

Min. Headroom 6' - 8"
Min. Tread (nosing to nosing) 10"
Max. Riser 7-3/4"

Working SpaceMin. Width30"@ Electric EquipmentFrontal Clearance36"

<u>Bathrooms</u> Non-absorbent surface Section R307.2 around shower and bath areas

Stud Walls 2" x 4" at 16" o.c.

Pressure treated sole plates

Emergency Escape & Rescue Opening

Section R310.1

Basement or every sleeping room shall have not less than One (1) operable emergency escape and rescue opening. The opening shall be a window or door that opens directly into a public way or yard.

Wall Covering ½" gypsum board

Paneling (450) Max Smoke Density) (200) Max Flame Spread

Classification

Insulation R-10 continuous insulation (horizontal + vertical) applied to

Exterior/interior walls or R-13 insulation required in all stud walls.

Ceiling HeightHabitable Rooms7'0"Section R305Other Areas6'8"Under Beams and Ducts6'4"

<u>Firestopping</u> Firestop all duct chases, bulkheads, laundry chutes, metal flues, tub traps and all shafts at

each floor

Smoke Detectors & Carbon Monoxide All smoke detectors shall have internal battery back-up & be hardwired as required per

Section R314. Carbon Monoxide shall comply with Section R315.

Warm Air Furnaces Do not install in closets, bathrooms and bedrooms

Fuse Box Do not locate fuse box in clothes closets

Other Permits Electrical, mechanical & plumbing construction must be done in accordance w/ A.A.

County Codes & subject to field inspection.

Homes with existing sprinkler system Separate sprinkler permit will be required due to interior modification, unless a letter

from MD licensed sprinkler contractor confirming code compliance is provided to the

building inspector at the time of inspection