

Does my building require an Architect??

➤ Oldahoma Board of Architects, Landscape Arch	hitzets & Registered Commordial Interior Designers 《			г		1
I	Institutional					
R-2	Residential/dormitories, fraternities, sororities, convents					
A-1	Assembly and theaters					
A-4	Assembly, arenas and courts —				YES	
A-5	Assembly, bleachers and grandstands ———					
	Does the building change from	one	Use Group to another Use Group?	→		
	For the following categories: A lastory for the purpose of co					
A-2 & A-3	Assembly, food and drink consumption, worship, recreation, amusement Educational	$\left \rightarrow \right $	Is the code-defined building occupancy more than 50 <u>OR</u> is the building over 2 stories in height?	$\left \begin{array}{c} \\ \\ \\ \end{array} \right $	YES	
В	Business		Is the building more than 100,000 sq. ft. OR over 2 stories?			
М	Mercantile	\rightarrow	Is the building more than 200,000 sq. ft. OR over 2 stories?	\longrightarrow	YES	
R-1	Residential, including hotels & motels	\rightarrow	Is the building more than 64 units OR over 2 stories?		VID 0	
R-2	Residential, including apartments & dormitories	$\Bigg] \longrightarrow$	Is the building more than 32 dwelling/guest units OR over 2 stories?	$] ightarrow \leftert$	YES	
	Federal, state, municipal, county, public-trust or agency-owned building	$\Bigg] \longrightarrow$	Is the building cost over \$158,000 OR over 2 stories in height?	$ $ \rightarrow $ $	YES	
U	Utility	\rightarrow	Is the building over 2 stories in height?			
F	Factory & Industrial] →				
Н	High Hazard	 →				
S	Storage	 →			YES	
R-3	Residential	<u> </u>		ightharpoonup		
R-4	Residential	 →				
	All uninhabitable, privately- owned agricultural buildings					
	BUILDING REQU	JIR	ES AN ARCHITECT'S SE	AL		-

^{**}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