

From: [Warren Mueller](#)
To: [kcbooc](#)
Subject: Building Codes Discussion on March 19
Date: Saturday, March 17, 2018 5:20:15 PM

Dear Commissioners,

Building Codes: one of those ideas that starts out with lofty and practical intentions and then grows into a bureaucracy that ends up mostly serving itself.

I live in the city of Coeur d'Alene and no longer own property in unincorporated Kootenai County. So, it sounds like I don't have a dog in this hunt.

But I do have one short story to show how ridiculous and suffocating the building code monster can get when it is allowed to run loose.

Last summer I wanted to construct a Gazebo in my backyard to make my patio more fun to use and extend the season of use.

I selected a commercial kit from Costco [<https://www.costco.com/12'-x-14'-Cedar-Gazebo-With-Aluminum-Roof-.product.100351084.html>] because I wanted something that would look nice and was properly engineered.

I downloaded the detailed assembly instructions and took them to the CDA Code Office to see whether a building permit was needed.

I was told that "yes" a building permit was needed BUT before such a permit could be issued I had to take the plans to a structural engineer and have them stamped for wind resistance and snow load.

I explained that this Gazebo would not be connected to my house nor would anyone be living in it. Didn't matter: no stamps, no permit. And furthermore no explanation as to why it had to be this way and no one would even make the effort to show me in the city codes where it said the plans for this particular item had to be stamped as I had been instructed.

This is plain silly.

So if someone in the county wants to build a shed, a pole barn, a gazebo or any other utility structure they should be responsible for how it turns out and not have to deal with an overbearing bureaucracy that was probably never intended for those types of projects.

Can't we get just a little bit of government off our backs? After all, this is Idaho, not California.

Sincerely,

Warren Mueller