

MANUFACTURER'S INSTALLATION INSTRUCTIONS – Printed instructions included with equipment or devices for the purpose of providing information regarding safe and proper installation whether or not as part of the conditions of listing.

216.0 –N–

NONCOMBUSTIBLE – As applied to building construction material, means a material that in the form in which it is used is either one of the following:

- (1) Material of which no part will ignite and burn when subjected to fire.
- (2) Material having a structural base of noncombustible material as defined in 1 above, with a surfacing material not over 1/8 inch (3.2 mm) thick that has a flame-spread index not higher than fifty (50).

Noncombustible does not apply to surface finish materials. Material required to be noncombustible for reduced clearances to flues, heating appliances, or other sources of high temperature shall refer to material conforming to 1 above. No material shall be classed as noncombustible that is subject to increase in combustibility or flame-spread index beyond the limits herein established, through the effects of age, moisture, or other atmospheric condition.

NUISANCE [HCD 1 and HCD 2] "Nuisance" shall mean any nuisance as defined in Health and Safety Code Section 17920(k).

Notes:

- (1) For applications subject to the Mobilehome Parks Act as referenced in Section 108.3.2.2 of this code, refer to California Code of Regulations, Title 25 Division 1, Chapter 2 of the definition of "Nuisance".
- (2) For application subject to the Special Occupancy Parks Act as referenced in Section 108.3.2.3 of this code, refer to California Code of Regulations, Title 25, Division 1, Chapter 2.2 for the definition of "Nuisance".

217.0 –O–

OCCUPANCY – The purpose for which a building or part thereof is used or intended to be used.

OCCUPANCY CLASSIFICATION – For the purpose of this code, certain occupancies are defined as follows: **[HCD 1, HCD 2 and SFM]** Refer to the California Building Code, Title 24, Part 2 for use and occupancy classification. **[OSHPD 1, 2, 3 & 4]** Shall be

those as shown in the California Building Code, for the purpose of this code, certain occupancies are defined as follows:

Group A Occupancies

Group A Occupancies include the use of a building or structure, or a portion thereof, for the gathering together of fifty (50) or more persons for purposes such as civic, social, or religious functions, recreation, education or instruction, food or drink consumption, or awaiting transportation. A room or space used for assembly purposes by less than fifty (50) persons and accessory to another occupancy shall be included as a part of that major occupancy. Assembly occupancies shall include the following:

Division 1. A building or portion of a building having an assembly room with an occupant load of 1,000 or more and a legitimate stage.

Division 2. A building or portion of a building having an assembly room with an occupant load of less than 1,000 and a legitimate stage.

Division 2.1. A building or portion of a building having an assembly room with an occupant load of 300 or more without a legitimate stage, including such buildings used for educational purposes and not classed as a Group B or E Occupancy.

Division 3. A building or portion of a building having an assembly room with an occupant load of less than 300 without a legitimate stage, including such buildings used for educational purposes and not classed as a Group B or E Occupancy.

Division 4. Stadiums, reviewing stands, and amusement park structures not included within other Group A Occupancies. Specific and general requirements for grandstands, bleachers, and reviewing stands are in the Building Code.

Exception: Amusement buildings, or portions thereof, that are without walls or a roof and constructed to prevent the accumulation of smoke in assembly areas.

Group B Occupancies

Group B Occupancies shall include buildings, structures, or portions thereof for office, professional, or service-type transactions that are not classified as Group H Occupancies. Such occupancies include occupancies for the storage