

**City of Sacramento Universal Design Ordinance  
(Chapter 15.154 of the Building Code)  
Adopted 2/16/10 – Effective 8/16/10**

Breakdown of Ordinance

- Universal Design is design for the whole population, for people with or without disabilities. This ordinance helps to create homes that anyone can visit or live in.
- Applies to new residential developments of 20 units or more that consist of one or two unit dwellings in the Standard Single Family (R-1) Zone and the Alternative Single Family (R-1A) Zone.
- Ordinance applies to at least one model in the development.
  - Buyer could select any of the UD options listed in this ordinance – developer will be required to provide those options *at the buyer's expense*.
- If model homes are used, at least one model home must have the features built in or will at least need to show illustrations of those options on placards.
- Developments can have one or more of the mandatory options be exempted if:
  - There are topographic and or other site constraints (including site size); or
  - Compliance with a request would cause an unreasonable delay (at the determination of the Building Official) in construction or resulting in un-reimbursable costs to the builder.

Key Features

- Accessible primary and secondary entries
- Accessible exterior and interior routes
- Accessible bathroom on route from primary entry
- Accessible kitchen on primary entry level
- Accessible common use room on primary entry level
- Accessible bedroom on the primary entry level
- Accessible routes to miscellaneous areas or facilities (i.e. patio or yard, laundry room, or storage area)
- Conduit for the future wiring of assistive technologies in all exterior walls.
- Outlets at the bottom and top of any stairs to facilitate the use of a chair lift

**City of Sacramento Universal Design Ordinance  
(Chapter 15.154 of the Building Code)  
Adopted 2/16/10 – Effective 8/16/10**

- General components
  - Rocker light switches and controls
  - Flooring
  - Raised outlets
  - Doors and openings for rooms