

ORDINANCE NO. 8-1993

AN ORDINANCE AMENDING CHAPTER 8, "CONSTRUCTION REGULATIONS", ARTICLE VI, "UNIFORM CODES AND OTHER REGULATIONS", DIVISION 2, "BUILDING CODE", OF THE ABILENE MUNICIPAL CODE, BY AMENDING CERTAIN SECTIONS AS SET OUT BELOW; PROVIDING A SEVERABILITY CLAUSE, AND DECLARING A PENALTY.

BE IT ORDAINED BY THE CITY COUNCIL OF THE CITY OF ABILENE, TEXAS:

PART 1: That Chapter 8, Article VI, Division 2, "Building Code", of the Abilene Municipal Code be amended as set out in Exhibit "A", attached hereto and made a part of this ordinance for all purposes.

PART 2: That if any provisions of any section of this ordinance shall be held to be void or unconstitutional, such holding shall in no way effect the validity of the remaining provisions or sections of this ordinance, which shall remain in full force and effect.

PART 3: That any person, firm or corporation violating any of the provisions of this chapter shall be deemed guilty of a misdemeanor, and upon conviction thereof shall be punishable by a fine of not more than Two Thousand Dollars (\$2,000.). Each day such violation shall continue or be permitted to continue, shall be deemed a separate offense. Said Ordinance, being a penal ordinance, becomes effective ten (10) days after its publication in the newspaper, as provided by Section 19 of the Charter of the City of Abilene.

PASSED ON FIRST READING this 14 day of JANUARY, A.D., 1993.

PASSED ON SECOND AND FINAL READING this 28 day of JANUARY, A.D., 1993.

ATTEST:


CITY SECRETARY


MAYOR

APPROVED:


CITY ATTORNEY

EXHIBIT "A"

The following amendment to the 1991 Uniform Building Code Sec. 3306(i) paragraph 3 is adopted:

Stairways

Sec. 3306.

(i) **Handrails**(third paragraph) "The handgrip portion of handrails shall be not less than 1 1/2 inches or more than 2 3/4" cross-sectional, when proportionally the handrail does not exceed 1 3/4" diameter when measured 1 3/4" from the top edge of the handrail. The handgrip portion of handrails shall have a smooth surface with no sharp corners.".....