

# Wildland Code Information

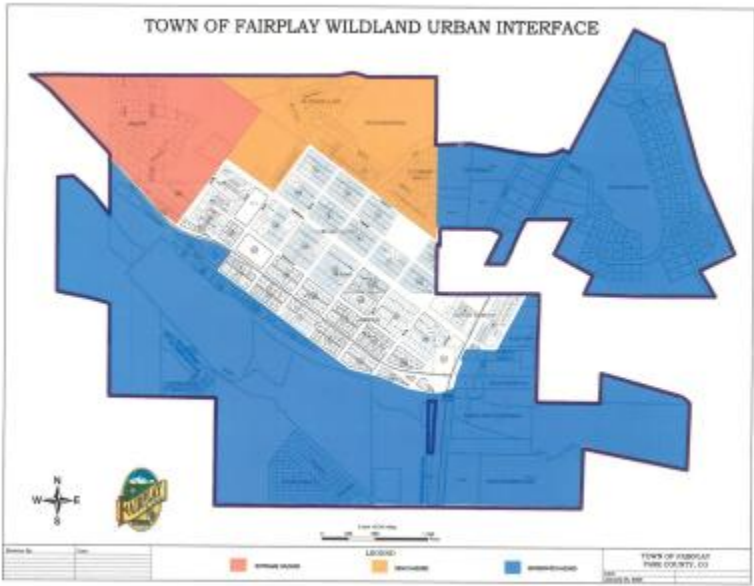
The Town of Fairplay has adopted the 2018 International Code Council Wildland-Urban Interface Code.

This code is designed to protect the Town and its residents in the event of a wildfire.

The map on the right is a Hazard map of the Town to define the Wildland-Urban Interface Areas per 302.2

The different areas have different requirements for exterior elements of buildings. Areas that are not shaded are considered low hazard and the Wildland-Urban Interface Code is not applicable

For new construction, each site will be evaluated to determine the hazard category.



## Reroofs and residing projects in the Wildland-Urban areas

Hazard Category	Extreme	High	Moderate
Roofing Materials	Class A	Class B	Class C
Siding Materials	Non-Combustible	Non-Combustible	Approved Material

(Fire-retardant treated and other options are available for siding materials)

For the complete requirements, please review the Wildland-Urban Interface Code.

For specific questions, please contact the Building Department at Building [at] Fairplayco.us (subject: WUI%20Question)

## Supporting Documents

