# Vacant Building Permits Residential and Commercial Properties

# The purpose of the vacant building permit:

The City of Kenosha is concerned about vacant buildings that have become dangerous, unsafe, or are in a state of disrepair. Buildings that are vacant can become a blight, may cause neighborhood deterioration, instability; and may have an adverse impact on adjacent and nearby properties. Buildings that are vacant and not properly secured attract vagrants and criminals, and are prime locations to conduct illegal criminal activities. They also create an attractive nuisance for graffiti, dumping of trash and vandalism.

# **Buildings that Require a Permit:**

·All residential, commercial, manufacturing, institutional, and mixed use occupancy buildings in the City of Kenosha that have been vacant for 180 consecutive days are required to have a vacant building permit

# **Exemptions:**

•Buildings or structures with a valid City of Kenosha raze permit, or an alteration permit for the purpose of repairing a building to occupancy standards

# **Building Inspections:**

City building and fire officials will inspect a vacant building to determine its structural integrity; what actions need to be taken to maintain the safety of the premises for entry of police officers and firefighters in time of exigent circumstances or emergency; that the building and its contents do not present an imminent hazard to the public during the time that the building remains vacant; and that the building is in compliance with the vacant building maintenance standards.

Inspections may be conducted with the consent of the building owner or responsible party; or, without consent if the building poses a hazard to the health, welfare, or safety of the general public.

#### Orders to Repair:

- ·All code violations identified during the inspection will be included in a written *Order to Repair*
- •The written order will list all the violations, locations, and the time-frame for completion
- •Once all the code-required repairs have been completed, the City will issue a vacant building permit for the property
- •Failure to make the code-required repairs in a timely manner can result in municipal fines, forfeitures, and fees

# **Vacant Building or Structure Requirements:**

- •An <u>annual permit application</u> identifying who owns the building or structure, who manages the building or structure, and who is responsible for the building or structure
- •An <u>annual interior and exterior inspection</u> of the building or structure by City Staff
- ●An <u>annual permit fee</u> of \$360 for Commercial buildings, \$100 or Residential buildings
- •Compliance with building maintenance standards to ensure the buildings remain structurally sound and all components are in good repair

# Maintenance Standards for Vacant Buildings:

<u>Building Openings</u> Weather tight and secured against entry.

<u>Roofs</u> Sound and weather tight. Must not allow moisture or rain into the building

<u>Drainage</u> Storm drainage functional and installed to code

<u>Building Structure and Premises</u> In good repair, structurally sound, and free from rubbish and debris (both inside and outside the building structure)

<u>Structural Members</u> Free of deterioration and capable of supporting imposed live and dead loads

<u>Foundation Walls</u> Structurally sound, free of open cracks and breaks, free of leaks, and rodent proof <u>Exterior Walls</u> Free of holes, rotting material, and protected from the elements by weather coating such as paint

<u>Decorative Features</u> Anchored, in good repair, and protected from the elements by weather coating <u>Overhanging Extensions</u> In good repair, anchored, and safe and sound. No rust or rotting materials <u>Chimneys and Towers</u> Structurally safe and in good repair

<u>Walkways</u> In good repair, safe for pedestrian travel. Snow and ice removed within 24 hours of a snowfall <u>Accessory Structures</u> In good repair and free from safety, health and fire hazard

<u>Yard</u> Free of graffiti, trash and weeds, lawn maintained at less than 8" in height

