



City of Santa Monica Building and Safety Division

Pre-Wrap Guide

This list is to be used as a general guide.

It is not inclusive of all code requirements and inspection criteria.

Required inspections of exterior wall framing per California Building Code (CBC)

California Codes available online at www.bsc.ca.gov

- Check with your inspector prior to beginning exterior soffits, furring, or flashings (including windows and doors) which may cover important boundary or shear nailing. (see wood frame shear diaphragm checklist)
- Check deputy inspection requirements per SEOR (structural engineer of record) on approved plans, collect deputy report and verify registration with City of Santa Monica
- Collect structural observation with zero deficiencies
- All shear nailing with common nails, hot dipped galvanized nails (only) into treated lumber (including fire-treated lumber)
- Verify fastener size, length and spacing
- All mechanical complete and properly terminated greater than 3' from openings
- Electrical outlets front and back, switched light at grade level entrance
- Blocked and strapped openings (larger than 12"X12") in shear walls CBC 2305.1.1
- Floor to floor and floor to roof shear transfer elements complete
- Sub-floor and attic ventilation to minimum requirements of Chapter 12 CBC
- Verify exterior grade height and proximity to building (sloping away from building beginning 8" below wood)
- Fire treated lumber and/or drywall cover for walls within 5 feet of property line (see approved plans and building type allowance)
- Check inside of exterior shear walls for shiners and 3X sill and studs (per plan)
- Provide fenestration plan and safe access to verify fenestration complies with plan
- Verify safety glazing as required by CBC 2406
- Provide CF2R-ENV-01-E properly filled out by installer
- After** boundary nail approval (see first bullet item above)
 - o **All** windows and doors installed
 - o Insulation in cantilever portions of structures
 - o Flashings for **all** penetrations

NO Partial Approvals for Pre-Wrap