# COMMISSION ACTION MATRIX - SALMON accessibility (access) CODE ADVISORY COMMITTEE

## 2022 california building code, TITLE 24, PART 2 AGENCY: housing and community development (HCD 1-AC 01/22)

### LEGEND:

**CAC Actions:** Approve, Disapprove, Approve as Amended, Further Study Required

**Agency Responses:** Accept, Disagree, Withdraw

**CBSC Actions:** Approve, Disapprove, Approve as Amended, Further Study Required

**Matrix Paper Color** (for commission action only): GREEN = uncontested items, YELLOW = challenged items, SALMON = withdrawn, no action required

If using assistive technology, please adjust your settings to recognize underline, strikeout, italic and ellipsis.

* Model Code language appears upright
* Existing California amendments appear in *italic*
* Amended model code or new California amendments appear *underlined & italic*
* Repealed model code language appears ~~upright and in strikeout~~
* Repealed California amendments appear in *~~italic and strikeout~~*
* Ellipses ( ...) indicate existing text remains unchanged

### Chapter 11A, Section 1138A.3.1 forward reach

HCD-1AC proposes to amend section listed below.

|  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- |
| **Item Number 6** | **Code Section** | **CAC Action** | **Agency Response** | **Public Comments** | **Annotations** | **CBSC Action** |
| HCD-1AC 01/22-6-1 | *1138A.3.1* | Disapprove | Withdraw |  | HCD proposes modification to align language with FHA.  **CAC:** Disapprove 9 Point Criteria 3  **HCD**: Withdraw after CAC |  |

### Chapter 11A, Section 1138A.3.2 Side reach

HCD-1AC proposes to amend section listed below.

|  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- |
| **Item Number 7** | **Code Section** | **CAC Action** | **Agency Response** | **Public Comments** | **Annotations** | **CBSC Action** |
| HCD-1AC 01/22-7-1 | *1138A.3.2* | Disapprove | Withdraw |  | HCD proposes modification to align language with FHA.  **CAC:** Disapprove 9 Point Criteria 3  **HCD**: Withdraw after CAC |  |