**Chapter 1 Possible Changes**

Section 101.1 Title. – Insert “City of Lynn Haven”

Section 102.3 Application of other codes. - Replace “International Building Code, International Existing Building Code, International Energy Conservation Code, International Fire Code, International Fuel Gas Code, International Mechanical Code, International Residential Code, International Plumbing Code and NFPA 70. Nothing in this code shall be construed to cancel, modify or set aside any provision of the International Zoning Code.” with “City Code, Florida Building Codes, Florida Fire Prevention Code, National Electrical Code and other codes adopted by the city."

Section 103.1 Creation of agency. - Insert "Building Department and Code Enforcement Department"

Section 103.2 Appointment. – Replace “code official” with “inspector”. Replace “chief appointing authority of the jurisdiction.” with "city manager"

Section 103.3 Deputies – Delete???

Section 105.3 Right of entry – Already in Sec. 26-37 of LH code. Should we delete this in its entirety or replace with LH code and delete Sec. 26-37?

Section 107.1 General. – Delete? Lynn Haven Code refers to magistrate.

Section 107.3 Qualifications. - Delete? Lynn Haven Code refers to magistrate.

Section 108.1 Membership of board. - Delete? Lynn Haven Code refers to magistrate.

Section 109 VIOLATIONS. - Should we delete in it's entirety since City Code goes into detail about this? Sec. 2-91 to Sec. 2-94

Section 112.6 Hearing. – Replace “appeals board” with “special magistrate”

**Chapter 2 Possible Changes**

Section 201.3 Terms defined in other codes. – Replace “International Building Code, International Existing Building Code, International Fire Code, International Fuel Gas Code, International Mechanical Code, International Plumbing Code, International Residential Code, International Zoning Code or NFPA 70” with "City Code, Florida Building Codes, Florida Fire Prevention Code, National Electrical Code and other codes adopted by the city."

Exception: - Delete in its entirety