

How do I apply for a permit?

Apply in person, or online at Leduc.ca/permits.

Fees: All permits are subject to fees, unless otherwise stated. Contact us for the current fee schedule or check online at Leduc.ca/permits

Inspections

Included in the permit approval package is a schedule of when you are required to have the deck inspected. Contact the City of Leduc 48 hours in advance to have a building inspection (780-980-7137). If the Safety Codes Officer identifies any problems, it is your responsibility to have them corrected. This may require reinspections to ensure compliance.

Before calling for an inspection, make sure that the work is ready to be inspected. An additional fee may be assessed when an inspection is requested and the Safety Codes Officer finds the work is incomplete and not ready for inspection, or the work does not meet the required standards, or the Safety Codes Officer is unable to gain access for the inspection.

Remember to contact *Click Before You Dig* at utilitysafety.ca or 1-800-242-3447 to locate all utilities and power lines *before* you begin construction.

All building information is based on the requirements of the National Building Code (Alberta Edition).

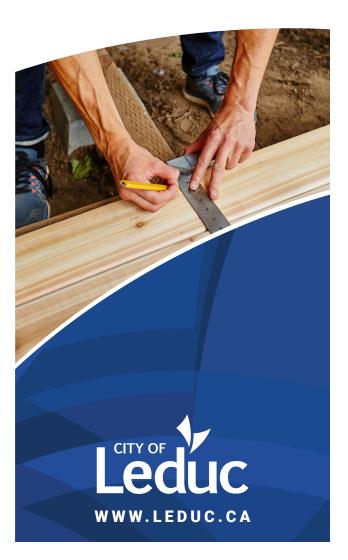
Contact Us

If you require assistance in the permit application process or have further questions, please contact Planning and Economic Development at 780-980-7124, planning@leduc.ca, or visit us at #1 Alexandra Park.



Planning and Economic Development

Building a Deck





Locating the Deck on the property

Decks 0.6 m or more in height above grade shall be:

- A minimum of 5.0 m from the rear property boundary.
- A minimum of 1.0 m from the side property boundary.
- Covered Decks have specific regulations.
 Please contact a Development Officer for more information.

Decks less than 0.6 m in height above grade may be:

- Constructed up to the side and rear property boundaries.
- An open, uncovered hard surfaced, brick, concrete or wood patio.
- Maintain the 3.2 m front access to a detached garage located within the rear of the property.



Building Requirements

Attached Decks (any size) or unattached decks over 55.0 sq. m

- Require engineered screw piles (CWB certified with torque and depth reading from installer) or;
- Concrete pier / pile (min 8" x 5' with 2 15 mm rebar) or;
- Full foundation (footings and foundation wall) or;
- Foundation approved and stamped by a professional engineer.

Note: Decks that are attached to a home are required to be supported by a foundation that provides adequate support for the structure and resistance to differential movement caused by the effects of frost.

Detached Decks up to 55.0 sq. m

- Detached Decks that are 55.0 sq. m or less are not required to be supported on the type of foundation required for attached decks.
- A detached Deck must be supported by a means that provides adequate vertical support and adequate lateral support for the deck, and meets the acceptance of the Safety Codes Officer.
- The designer of a detached Deck should incorporate a means of adjusting the deck in the event of settlement or frost heaving.
- Wood that has contact with soil or concrete shall be treated with wood preservative.

Note: As there are a number of ways of supporting detached Decks, the applicant is required to submit plans that include clear details of the proposed means of providing vertical and lateral support.

Do I require a permit?



Decks *less than 0.6 m* do not require permits



Decks **0.6** *m or higher* require both a development and building permit

A development permit is a document authorizing a specific type of development on a specific parcel of land in the City of Leduc to proceed. It assures conformance with the zoning and development regulations under the Land Use Bylaw and its effect on adjacent property.

A *building permit* addresses how the building is constructed with respect to life safety, structural integrity, property protection, use and occupancy and the integration of architectural, engineering, mechanical, and electrical design concepts.

