

**Subject:** Re: [Buildingdepartment] Contingency Plan for Covid-19  
**Date:** Wednesday, March 18, 2020 at 5:02:32 PM Pacific Daylight Time  
**From:** Buildingdepartment on behalf of Philip Smith  
**To:** (League of California Cities PRIVATE LISTSERVE)  
**Attachments:** image001.png, ATT00001.txt

Good Afternoon!

The City of Turlock has closed City Hall to the public, but all employees are still reporting in to work as usual. The Building Division will continue to perform plan check and inspections with several modifications:

1. Inspectors will not be entering occupied residences to perform inspections. Any inspections for permits for minor interior residential work (HVAC/Water Heater changouts, etc.) will be held off until a later date. At this time we are not planning on expiring any permits due to lack of inspection.
2. Plan Check will continue, all projects must be submitted electronically.
3. For Permit Issuance, we will be e-mailing the permit, job card, and all other supplemental documents to the permit holder. At first inspection, the inspector will verify that the proper signatures are on the permit.

No plans to work remotely yet, we don't have the infrastructure in place. Hopefully this kicks them in gear to set us up for it in the future.

Pre-Development Meetings have been cancelled. We are currently working on options to continue to provide the service either through e-mail or conference call.

Stay healthy everyone!

**Philip Smith**

Plans Examiner I  
156 S Broadway Ste 130  
Turlock, CA 95380  
(209)-668-5560 Ext. 2211  
[psmith@turlock.ca.us](mailto:psmith@turlock.ca.us)

*In response to COVID-19, effective March 18, 2020, and continuing until at least March 31, 2020, most City facilities, including Turlock City Hall, will be closed to public access. City staff will be working and available via phone or email. Updates will be provided via <http://www.turlock.ca.us/covid19>.*

*We appreciate your patience and understanding.*

---

**From:** Buildingdepartment [mailto:buildingdepartment-bounces@lists.cacities.org] **On Behalf Of** John Hurst  
**Sent:** Sunday, March 15, 2020 11:55 PM  
**To:** buildingdepartment@lists.cacities.org  
**Subject:** [Buildingdepartment] Contingency Plan for Covid-19

I would like to ask all my fellow Building Officials what your plan is... OR should I say, what your City contingency plan is for your Building Department operational function in light of the pandemic.

I would like us to share any and all thoughts and plans, just so we know what each other is doing, because I know that for many of the smaller departments may not be as prepared as others. Whereas the larger jurisdictions will probably be totally controlled by their upper level governing bodies (please correct me if I am off base).

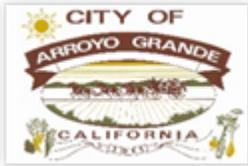
If we are prepared, we shall not fear! So the big question is, are you prepared?

Will you still perform plan review? Inspections?

Please list all functions / duties that you will not be performing if you wouldn't mind.

Thanks in advance. Please, stay healthy everyone!

*Johnathan R. Hurst, CBO*  
*Building Official*  
*City of Arroyo Grande*



**John Hurst**

**Building Official**

Community Development, City of Arroyo Grande

Tel: 805 473-5456 | [www.arroyogrande.org](http://www.arroyogrande.org)

300 E. Branch St | Arroyo Grande | CA | 93420

City Hall Business Hours: M-Th 8:00 am - 5:00 pm; **Closed Fridays**

*The information contained in this email pertains to City business and is intended solely for the use of the individual or entity to whom it is addressed. If the reader of this message is not an intended recipient, or the employee or agent responsible for delivering the message to the intended recipient and you have received this message in error, please advise the sender by reply email or phone and delete the message. Please note that email correspondence with the City of Arroyo Grande, along with attachments, may be subject to the California Public Records Act, and therefore may be subject to disclosure unless otherwise exempt by law.*