City of Puyallup Development & Permitting Services ISSUED PERMIT				
Building	Planning			
Engineering	Public Works			
Fire	Traffic			

CITY OF PUYALLUP REQUEST FOR ALTERNATE MATERIALS, DESIGN OR METHOD OF CONSTRUCTION

Project Address 501 2nd St NE, Puyallup Wa 98372	Permit Number	PRMU20241695
Type of Construction New Construction Multi Family	Occupancy Group(s)	24 Units
Is the building equipped with an approved fire sprinkler	system? Yes	
Number of stories of the building Three		
Total floor area of the entire building 20,019		
Floor area and number of floor(s) of tenant space 20,01	9 - Three Floors	
Subject of Alternate materials, design or methods of cor		
Studor Air Admittance Valves - Instead of Island L	oop Vent	

Standard Code Requirement (specify code edition and section):

UPC 301.3 - Alternative Materials and Methods of Construction Equivalency

Requested by (all	parties below need to	sign):	
	Print Name	Signature	Phone #
Property Owner:	Dylan Huber	and	2533133952
Architect:	James Guerrero	alle J Million	2535816000
Engineer	Rick Hultz Rud	14	2533833257
Contractor	Dylan Huber	8	2533133952

Attach copies of reference material test reports, expert opinions, or any other supporting documentation.

The City may require that a consultant be hired by the applicant to perform all applicable tests, research and analysis and submit a full evaluation report. (list below).

Attached is the IAPMO publishing on Studor Air Admittance Valves

UPC section 913 provides provisions for venting island sinks. The applicant and design professionals have recommended the installation of Air Admittance valves in accordance with UPC 301.3. The EOR provided a letter regarding the structural restrictions; created by construction sequence.

Staff findings:

Conditioned with requirements that the installation, maintenance and testing required by the manufacture be preformed and maintained.

Staff recommendation:	Approve	Deny	Staff	by inspection	Date	
Code Official	Anprove	Deny	Name	Lay Cockerham	Date	9/10/2025

Ray Cockerham