



## Information Bulletin #10

### Building Permits within Allegany County, Maryland

Automatic Residential Sprinkler Systems -Applications for Dwelling Units

Date: October 1, 2020

**IB #10**

Pursuant to notification received by the Maryland Office of the State Fire Marshal, the County's Land Development Services' office will forward copies of all *building permit applications* submitted for *one and two family dwellings* to the Office of the State Fire Marshal in Hagerstown. This *policy* revision will be engaged October 1, 2020. Any potential Applicant is encouraged to review correspondence dated August 30, 2020, from the Fire Marshal's office as well as a copy of HB 823 (2020 Maryland State Legislative Session) prior to submitting a *building permit application* for a dwelling unit to the County. Website [links](#) to the aforementioned documents are noted below. Should any potential Applicants have questions regarding *automatic residential sprinkler systems* design or installation requirements, they are encouraged contact the Maryland State Office of the Fire Marshal, directly, at the Western Regional Office, as follows:

#### **Maryland State Office of the Fire Marshal**

Western Region Operations Center

18345 Colonel Henry K. Douglas Drive - Suite 240

Hagerstown, MD 21740

Phone: 301-766-3885, (3892), (3880)

Fax: 301-766-3889

Email: [msh.osfmwro@maryland.gov](mailto:msh.osfmwro@maryland.gov)

Please be advised that this *permits program policy* change affects both *field constructed* and *industrialized* dwelling units. The Land Development Services website will be updated to reflect this scheduled change of the County's *policy*. One may view the LDS website through the following link at <https://www.alleganygov.org/227/Land-Development-Services>

#### Document links:

Maryland Office of the State Fire Marshal correspondence of August 30<sup>th</sup>, 2020  
HB 823 (2020 Maryland State Legislative Session)

#### Other Helpful links:

Website: [Maryland Office of the State Fire Marshal](#)