



City of Colton

Development Services Department

Building Division
659 North La Cadena Drive
Colton, CA 92324
(909) 370-5079

Block Wall/Retaining Wall/CMU Pilaster Building Permit Requirements (City Standards)

Effective January 1, 2020 the City of Colton adopted the 2019 California Building, Electrical, Plumbing, Mechanical, Green Building, Energy and Fire Codes. (Title 24)

General Information

Permits may be obtained through one of the following:

- The Property Owner or his/her Insured California State Licensed Contractor:
 - A "B" licensed general contractor.
- Planning Approval is required prior to Permit Issuance.
- Free-Standing Block Wall is NOT designed for all cells to be grouted (Only grout cells containing rebar).

Documents Required

All forms are required to be of the physical type at time of permit submittal.

- Permit Application completed and signed.
- Picture ID of Owner/Licensed Contractor or:
 - Notarized Letter of Authorization if agent of Owner/Licensed Contractor
- Site Plan required for all Block Wall proposals.
- Common Wall Agreement will be required if Block Wall to be built "ON" the property line.
- Right of Way Verification will be required if Block Wall to be built "Near" the Right of Way.
 - May be obtained from our Public Works Department at – (909) 370-5065 or 160 S. 10th St.

Required Inspections

Required Inspections are based on the type of Installation being done.

- Freestanding Block Wall/Retaining Wall/CMU Pilasters:
 - 1st Inspection – Footings:
 - *Once the footing has been excavated, rebar in place and footing clear of any debris/foreign objects.*
 - 2nd Inspection – Pre-grout:
 - *** Once the Wall/Pilaster is built to the required height, rebar and top Bond Beam is in place.*
 - 3rd Inspection – Final:
 - *Decorative cap is in place, site is graded, and clean of any debris/foreign materials.*
 - *Installation of any Iron Rod fence to CMU Pilaster must be completed at this time.*

** Check with the Building Inspector for Bond Beam/Lift Inspections (these inspections will vary based on wall height) **