

SECTION x? Section 1630.10.2 of the California Building Code is **amended** to read as follows:

1630.10.2 Calculated. Calculated story drift using Δ_M shall not exceed 0.025 times the story height for structures having a fundamental period of less than 0.57 second. For structures having a fundamental period of 0.57 second or greater, the calculated story drift shall not exceed $0.020/T^{1/3}$ times the story height.

(Note: Exceptions to remain unchanged)

1630.10.3 Limitations. The design lateral forces used to determine the calculated drift may disregard the limitations of Formula (30-6) *and (30-7) (Errata Mar. 2001)* and may be based on the period determined from Formula (30-10) neglecting the 30 or 40 percent limitations of Section 1630.2.2, Item 2.

(Note: 1630.10.3 shown for information only with no change.)

FINDINGS:

After engineers began using the '97 UBC they found problems with applying (30-7) for the drift calculations. (30-7) applies only to Zone 4 and was added after the Northridge Earthquake to account for near fault pulses. An erratum to '97 UBC Section 1630.10.3 was issued in March 2001, 3 years following publication, that deleted (30-7) from being applied to drift calculations. However, SEAOC Seismology Committee found that the erratum actually made the drift limit to be less stringent and would allow more slender and flexible buildings than were allowed under the '94 UBC.

The proposed modification was recommended by SEAOC Seismology Committee. It effectively makes the descending branch vary with $1/T^{2/3}$ for drift coordination purposes and make the drift limitations very similar to those of the '94 UBC.

The change from 0.7 seconds to 0.5 seconds in the proposal is needed to avoid a step function in the drift limit. If 0.7 second were retained, the drift limit at T just below 0.7 seconds would have been different from the drift limit just above 0.7 seconds. With the switch to 0.5 seconds, the drift limit just below T=0.5 seconds is the same as the drift limit just above T=0.5 seconds