

## WEST VIRGINIA CODE: §29-3D-4

### §29-3D-4. Rule-making authority.

The State Fire Marshal shall propose rules for legislative approval, in accordance with the provisions of §29A-3-1 *et seq.* of this code, for the implementation and enforcement of the provisions of this article, which shall provide:

- (1) Standards and procedures for issuing and renewing licenses, including classifications of licenses as defined in this article, applications, examinations, and qualifications: *Provided*, That the rules shall require a person to be licensed as a HVAC technician pursuant to §21-16-1 *et seq.* of this code and the rules promulgated pursuant thereto, before performing damper work pursuant to this article;
- (2) Provisions for the granting of licenses without examination, to applicants who present satisfactory evidence of having the expertise required to perform fire protection work at the level of the classifications defined in this article and who apply for licensure on or before July 1, 2009: *Provided*, That if a license issued under the authority of this subsection subsequently lapses, the applicant is subject to all licensure requirements, including the examination;
- (3) Provisions for the granting of licenses without examination, to applicants who present satisfactory evidence of having the expertise required to perform damper work at the level of the classifications defined in this article and who apply for licensure on or before July 1, 2016: *Provided*, That if a license issued under the authority of this subsection subsequently lapses, the applicant is subject to all licensure requirements, including the examination;
- (4) Reciprocity provisions;
- (5) Procedures for investigating complaints and revoking or suspending licenses, including appeal procedures;
- (6) Fees for testing, issuance and renewal of licenses, and other costs necessary to administer the provisions of this article;
- (7) Enforcement procedures; and
- (8) Any other rules necessary to effectuate the purposes of this article.