

AGENDA

BUILDING CODES ADVISORY COMMISSION



Thursday, May 18, 2023
Village Hall- Room 215 at 5:30

Chair Tim Kelly	Commissioner Kenneth Floody	Commissioner Mike Lenz
Commissioner Frank Heitzman	Commissioner Rick Easty	Commissioner John Michelotti
Commission Mark Nussbaum		Trustee Parakkat

- 1) Call to Order
- 2) Roll Call
- 3) Agenda Approval
- 4) Approval of Past Meeting Minutes
- 5) Public Comment

Public statements of up to three minutes will be read into the record at the meeting. Individuals should email statements to Development@oak-park.us to be received no later than 30 minutes prior to the start of the meeting. If email is not an option, you can drop comments off in the Oak Park Payment Drop Box across from the entrance to Village Hall, 123 Madison St., to be received no later than the day prior to the meeting.

- 6) Community Outreach Program for the 2021 ICC & Electrification Implementation
 - Communication Department
 - News Letter?
 - Village Manager's Report?
 - Press Release?
 - Web Page update?
 - Educational Seminars
 - Joint or separate public meetings?
 - Electrification
 - International Building Code, International Mechanical Code, International Existing Building Code, International Residential Code, National Electric Code, etc.
 - (Suggestion-a weekly public meeting with a specify topic on every Wednesday in October, held in the council chambers, hosted by the BCAC & HR Green to offer C.E.U)
- 8) Present Code recommendations June 20th
- 9) Adjourn

Contact the Permit Processing Division for additional information at (708) 358-5430 or permits@oak-park.us. Office hours are from 8:30 AM to 5:00 PM Monday through Friday.

Get the latest Village news via e-mail. Just go to www.oak-park.us and click on the e-news icon to sign up. Also, follow us on *facebook, twitter* and *YouTube*. If you require assistance to participate in any Village program or activity, contact the ADA Coordinator at 708.358,5430 or e-mail ADACoordinator@oak-park.us at least 48 hours before the scheduled activity.