## NORTH DAKOTA

## = PROCLAMATION ===

## BUILDING SAFETY MONTH MAY 2020

WHEREAS, North Dakota is committed to growth and strength dependent on the safety and economic value of homes, buildings and infrastructure that serve in everyday life and times of natural disaster; and

WHEREAS, our confidence in the structural integrity of buildings is achieved through the devotion of those whose hard work ensures safety – building safety and fire prevention officials, architects, engineers, builders, tradespeople, design professionals, laborers, plumbers and others in the construction industry; and

WHEREAS, these guardians are dedicated members of the International Code Council, a nonprofit that brings together local, state and federal officials to create and implement the highest-quality codes to protect us where we live, learn, work and play; and

WHEREAS, our nation benefits economically and technologically from using the collaboratively developed International Codes, which are the most widely adopted building safety and fire prevention codes in the world; and

WHEREAS, modern building codes include safeguards to protect us from natural disasters such as hurricanes, snowstorms, tornadoes, wildland fires, floods and earthquakes; and a FEMA-commissioned study found that these codes provide \$11 in future mitigation benefits for every dollar invested; and

WHEREAS, "Safer Buildings, Safer Communities, Safer World," the theme for Building Safety Month 2020, encourages all Americans to raise awareness of the importance of safe and resilient construction, fire prevention, disaster mitigation and new technologies in the construction industry; and

WHEREAS, each year, in observance of Building Safety Month, Americans are asked to consider the commitment to improve building safety and economic investment at home and in the community.

NOW, THEREFORE, as Governor of the State of North Dakota, I do hereby proclaim May 2020, BUILDING SAFETY MONTH in the State of North Dakota.



Doug Burgum GOVERNOR

Alvin A. Jaeger SECRETARY OF STATE