



## FIRE CODE UPDATE COMMITTEE MEETING

Agenda for May 14, 2025, Meeting

### MEETING DETAILS

**Date:** April 9, 2025

**Time:** 9:00 am

**Location:** Indiana Government Center South, Conference Room D

#### 1. Call to Order

The meeting was called to order at 9:15 A.M.

#### 2. Roll Call

Name	Present		Means of Participation
	Yes	No	
Joshua Frost	<input type="checkbox"/>	<input checked="" type="checkbox"/>	
Andrew Gorgol	<input checked="" type="checkbox"/>	<input type="checkbox"/>	In Person
Derek Holman	<input checked="" type="checkbox"/>	<input type="checkbox"/>	In Person
James Murua	<input checked="" type="checkbox"/>	<input type="checkbox"/>	In Person
Shelly Wakefield	<input checked="" type="checkbox"/>	<input type="checkbox"/>	In Person

#### 3. Review Meeting Minutes

May meeting minutes were approved.

## 4. Review of Code Change Proposals and Fiscal Impact

### a. 485 – Chapter 1

- A designer from anywhere across the country and wants to use the code can know what is expected of them when the code is read.
- Agency specific items were not carried over into this (ex: fireworks)
- Took things that were most important that public would use that were in the GAR already.
- Chapter 1 of the Building Code and Fire Code do not align perfectly.
- Overall goal – make a single document that is the most user friendly document and put all of the information in one place.
- If there is a statutory requirement you will find the IC section number, if there is not a statutory requirement you will see the actual text.

### b. Fees

- Would make send to have IDHS look at fee structure and see if they want to make changes to them.
- Question: if fee is raised how would that effect the fiscal impact of the overall document?

### c. GAR

- What's going to be left in are the agency things.
- Everything else would be repealed from the GAR and put into the building/fire codes

## 5. Other committee business.

## 6. Closing Comments and Adjournment

Next meeting is Wednesday, June 11 at 9:00 am in Conference Room D

