#### **CCAC FACT SHEET**

## **CONSTRUCTION CODES ADVISORY COUNCIL**

Minnesota Department of Labor and Industry

# The council is charged by Minnesota Statute 326B.07 to review laws, codes, rules, standards and licensing requirements relating to building construction and may:

- 1. recommend ways to eliminate inconsistencies, to streamline construction regulation and construction procedures, and to improve procedures within and among jurisdictions;
- 2. review and comment on current and proposed laws and rules to promote coordination and consistency;
- 3. advise agencies about possible changes in rules to make them easier to understand and apply;
- 4. promote the coordination, within each jurisdiction, of the administration and enforcement of codes; and
- 5. advise the commissioner about adoption of the State Building Code and Residential Model Energy Code.

#### **REVIEWS NEW CODES**

The council reviews all new construction codes to ensure health and safety protections are provided at the least possible cost consistent with recognized standards.

### **CCAC EXPERTISE**

Council members possess technical expertise in the following areas of the construction industry:

- boilers
- licensed architects and engineers
- heating and ventilation
- manufactured housing
- licensed residential building
- commercial building
- public utility suppliers
- local units of government
- energy conservation

- building accessibility
- state building official
- State Fire Marshal Division
- fire chiefs or fire marshals
- certified building officials
- commercial building owners and managers
- Minnesota Building and Construction Trades Council
- Boards of Plumbing, Electricity and High Pressure Piping Systems



#### REVIEWS PROPOSED LEGISLATION

Consistent with its statutory duties, the council reviews and comments on legislation relating to building construction.

#### MORE INFORMATION

View more about the Construction Codes Advisory Council at www.dli.mn.gov/about-department/boards-and-councils/construction-codes-advisory-council.



