



Governor

Bobby Jindal

Proclamation

WHEREAS,

building safety and fire prevention officials, architects, engineers, builders and others in the construction industry work year-round to ensure the safe construction of buildings; and

WHEREAS,

these dedicated members of the International Code Council develop and implement the highest-quality codes to protect Americans in the buildings where we live, learn, work and play; and

WHEREAS,

the International Codes, the most widely adopted building safety and fire prevention codes in the nation, are used across the majority of the U.S.; and

WHEREAS,

these safety codes also include safeguards for natural disasters; and

WHEREAS,

Building Safety Week, sponsored by the International Code Council and International Code Council Foundation, reminds the public about the critical role of our local code officials who help prevent countless deaths and injuries from fires and accidents; and

WHEREAS,

the theme, "Building Safety: Where You Live, Work and Play," encourages all Americans to raise awareness of the appropriate steps everyone can take to ensure that the places where we live, learn, work and play are safe, and that countless lives have been saved due to the implementation of safety codes by local and state agencies; and

WHEREAS,

as we observe Building Safety Week, we ask everyone to consider projects to improve building safety and to acknowledge the essential service provided to all of us by local and state building departments and federal agencies in protecting lives and property.

NOW, THEREFORE,

I, Bobby Jindal, Governor of the State of Louisiana, do hereby proclaim May 3-9, 2009 as



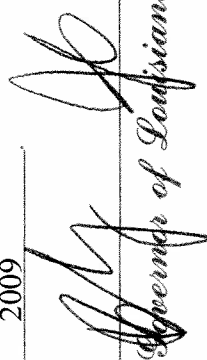
BUILDING SAFETY WEEK

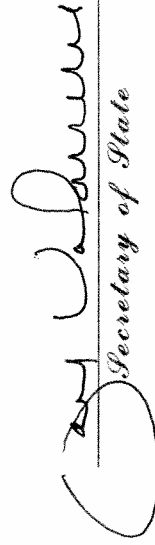
in the State of Louisiana.

*In Witness Whereof, I have hereunto set
my hand officially and caused to be affixed the
Great Seal of the State of Louisiana, at the
Capitol, in the City of Baton Rouge, on this
the 28th day of April*

A. D., 2009

*Attest By
The Governor*


Governor of Louisiana


Secretary of State