



Board Committee on the
**LONG TERM CODE
DEVELOPMENT PROCESS**

[Link to LTCDP website](#)
[Link to CP28](#)

WORK GROUPS

Created: 8/27/19

Updated: 7/21/20

Work Groups play a pivotal role in ICC committees. They are typically assigned areas of study by the main committee (Board Committee on the Long-Term Code Development Process – LTCDP) and are charged with investigation, reporting and developing work product for consideration by LTCDP. The LTCDP is the final authority in making decisions/recommendations to be considered by the Code Council Board of Directors. Most often, such recommendations take the form of proposed revisions to ICC's policies and procedures. Work Groups (WG) operate as follows:

- Chair; Vice Chair: LTCDP committee members
- Additional LTCDP committee members
- Interested parties
- Meet via conference calls
- Conference calls do not have quorum requirements
- WG members are encouraged to participate in as many WG conference calls as possible
- Operate informally with the goal of reaching consensus (not necessarily unanimity) on the issue being investigated
- Once consensus on an issue is achieved, the item will be remanded to the LTCDP for action. LTCDP meetings are open meetings
- LTCDP recommendations on an issue will be sent to the Code Council Board for final consideration

WORK GROUPS ASSIGNMENTS

Issues to be investigated will be subject to review and determination by the LTCDP as to whether or not they will be assigned to a Work Group for further study. Issues are purposely broad and subject to further refinement by the LTCDP. Issues will be subject to review and updating as the process evolves:

Process & Procedures

Chair: John Terry

Vice Chair: Craig Drumheller

- Cost impact
- Voting majorities
- I-Codes vs state, local and federal laws
- Hearing length
- Hearing efficiency
- Voting guides

Structural

Chair: Bill Dupler

Vice Chair: John Taecker

- Eligible voters
- Real time voting at the Public Comment Hearings
- Two Committee Action Hearings for each code group – [link](#)