



The Office of the Mayor

PROCLAMATION

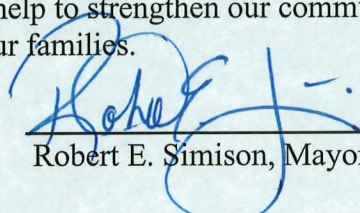
- WHEREAS,** “Game On!” the theme for Building Safety Month 2025, encourages us all to get involved and raise awareness about building safety on a personal, local and global scale; and,
- WHEREAS,** each year, in observance of Building Safety Month, people all over the world are asked to consider the commitment to improve building safety, resilience and economic investment at home and in the community, and to acknowledge the essential service provided to all of us by local, state, tribal, territorial, and federal building safety and fire prevention departments, in protecting lives and property; and,
- WHEREAS,** our confidence in the resilience of these buildings that make up our community is achieved through the devotion of vigilant guardians—building safety and fire prevention officials, architects, engineers, builders, tradespeople, design professionals, laborers, plumbers and others in the construction industry—who work year-round to ensure the safe construction of buildings, and;
- WHEREAS,** modern building codes include safeguards to protect the public from natural hazards such as snowstorms, wildland fires, floods and earthquakes; and,
- WHEREAS,** the City of Meridian is committed to recognizing that our growth and strength depends on the safety and essential role our homes, buildings and infrastructure play, both in everyday life and when disasters strike.
- THEREFORE,** I, Robert E. Simison, proclaim the week of May 2025, as

Building Safety Month

in the City of Meridian and encourage all citizens to join us as we participate in Building Safety Month activities and recognize those that help to strengthen our community and to protect us in the buildings where we live, work and raise our families.

Dated this 6th day of May, 2025




Robert E. Simison, Mayor

Luke Cavener, City Council President
Liz Strader, City Council Vice-President
John Overton, City Council
Anne Little Roberts, City Council
Doug Taylor, City Council
Brian Whitlock, City Council