

**TITLE 748 - OKLAHOMA UNIFORM BUILDING CODE COMMISSION  
CHAPTER 1 - ADMINISTRATIVE OPERATIONS**

**748:1-1-1. Organization [REVOKED]**

~~The employees of the Commission shall be organized and divided into such divisions or units, as the Commission deems desirable for efficiency. Such organization and division may be revised by the Commission as it finds necessary or expedient. Copies of the organizational chart are available upon request to the Chief Executive Officer of the Commission.~~

**748:1-1-2. Address**

The principal office of the Oklahoma Uniform Building Code Commission shall be located in Oklahoma City, Oklahoma.

**748:1-1-3. Commissioners [REVOKED]**

- ~~(a) The Commission shall elect from its membership a Chairman and a Vice Chairman.~~
- ~~(b) Officers of the Commission shall be elected annually, at the last meeting of each calendar year. In the event an officer's position becomes vacant, a replacement shall be elected to complete the unexpired term at the following meeting of the Commission.~~
- ~~(c) The Chairman shall preside over all Commission meetings and rule on all questions of procedures and order. He shall call a special meeting when requested by four members, in writing, to do so. The chairman shall determine the agenda of each meeting.~~
- ~~(d) The Vice Chairman shall assume the duties of the Chairman during the chairman's absence or incapacity.~~

**748:1-1-4. Meetings**

- ~~(a) The Commission shall hold such meetings, as it deems necessary, with a regular meeting once during each quarter of the calendar year. Special meetings may be called by the Chairman in his or her discretion, and shall be called when four (4) members of the Commission request of the Chairman, in writing, that such a meeting be called.~~
- ~~(b) The Commission may convene at any location within the state of Oklahoma as the Commission may specify; provided, that unless otherwise specified, meetings shall be conducted at the room provided for that purpose located in the offices of the Commission.~~