

**FSPA**  
**Builders Council**  
**January 2021 Committee Meeting**

**DRAFT Agenda (01/08/2021)**

1. 2020 Election Wrap-Up
  - a. FSPA Supported Candidates
  - b. Election Results
  
2. Legislative Update
  - a. Leadership / Committee Appointments
  - b. FSPA Legislation
    - i. FSPA Exemption Bill
    - ii. General Contractor Pool Shell Construction Bill
  - c. Other Legislation
    - i. Residential Pool Safety Bill
  
3. LP Gas Master Qualifiers Update
  
4. 2023 Florida Building Code
  - a. Start of the 2023 Building Code Process
  - b. Establishment of 2023 Building Code Task Force
  
5. 2021 Commercial Council Planning
  - a. Goals
  - b. Issues

***Antitrust***

The Florida Swimming Pool Association (FSPA) has throughout its existence followed a rigorous program of compliance with the Sherman Act and other antitrust statutes. All who attend FSPA meetings should read and understand the guidelines. Adherence will avoid potential violations by individuals, member firms, and FSPA itself. Violations of the antitrust laws are serious criminal violations, punishable by jail terms and substantial monetary fines, as well as, treble damage civil penalties.

***Conflict of Interest***

I acknowledge that information, programs, research, services, and methods of operation are developed by Florida Swimming Pool for all members and as a Director I am obligated to pass on this information to my constituencies. Therefore I will not expropriate for myself, my business, or another organization any information I receive as a result of my position as a Director of the Florida Swimming Pool Association prior to disseminating this information to my constituents.

***Confidentiality***

I will not disclose, beyond its intended scope, any information which is marked, designated, or treated as confidential by the Board, officers, or staff and which I receive as a Director of the Florida Swimming Pool Association. I understand that my obligation to maintain confidentiality extends indefinitely beyond my term of office.