

MINNESOTA BOARD OF

ARCHITECTURE = ENGINEERING = LAND SURVEYING LANDSCAPE ARCHITECTURE = GEOSCIENCE = INTERIOR DESIGN

November 25, 2024

Governor Tim Walz
Office of the Governor
130 State Capitol
75 Rev Dr Martin Luther King Jr Blvd
St. Paul, MN 55155

Senator Kari Dziedzic, Chair State and Local Government and Veterans Committee 95 University Ave W. 3403 Minnesota Senate Bldg St. Paul, MN 55155

Representative Ginny Klevorn, Chair State and Local Government Finance and Policy Committee 581 State Office Bldg St. Paul, MN 55155 Michelle Yurich, Executive Director Legislative Coordinating Commission State Office Building, Suite 600 100 Rev Dr Martin Luther King Jr Blvd St. Paul, MN 55155

Ryan Inman, Revisor Office of the Revisor of Statutes 700 State Office Building 100 Rev Dr Martin Luther King Jr Blvd St. Paul, MN 55155

Chris Steller
Legislative Reference Library
Dept. 645 State Office Bldg
100 Rev Dr Martin Luther King Jr Blvd
St. Paul, MN 55155

Subject: Annual Report on Obsolete, Unnecessary or Duplicative Rules as Required by Minnesota Statutes, Section 14.05, Subdivision 5

Dear Governor Walz, Senators, Representatives, Executive Director Weber, and Revisor Inman:

Minnesota Statutes, section 14.05, subdivision 5, directs the Board of Architecture, Engineering, Land Surveying, Landscape Architecture, Geoscience and Interior Design ("Board") to report to you by December 1 of each year whether any of its rules are obsolete, unnecessary, or duplicative of other state or federal statutes or rules.

In its last report, the Board did not identify any changes to be made. The Board has completed its annual review of its rules and has not identified any obsolete, unnecessary or duplicative rules.

We look forward to working with you during this legislative session and appreciate your dedication to service of the State of Minnesota. If you have any questions regarding this report, please contact me at 651-757-1523.

Sincerely,

Kay Weiss

Assistant Executive Director

cc: Melisa Rodriguez, PE, Board Chair