



Building Industry Association

Build Relationships & Make a Difference

Get involved

by Joining a BIA Committee!

Spring Home Show—Help to plan and promote the BIA's annual consumer show. Members help to execute the logistics, event features, and marketing campaigns of the multi-day event.
Staff Liaison: Kathy Baugus

Parade of Homes— Help make decisions that shape this premier week-long event which showcases new building techniques and trends. Provide input for our newest addition to this event—Chefs on Parade!
Staff Liaison: Melanie Capanelli

Membership Committee— From events to discounts to personal contacts, help develop membership recruitment and retention initiatives.
Staff Liaison: Pauline Wilton

Government Affairs Committee— Monitor proposed state and federal laws and regulations, meet with elected officials and work with Pennsylvania Builders Association (PBA) to ensure that township, county and statewide laws and regulations are fair to the home building industry.
Staff Liaison: Karen Watkins

Remodelers Council Steering Committee— Help plan and implement the activities and meetings for the council.
Staff Liaison: Melanie Capanelli

BIA Golf Outing Committee— Be part of the team that makes this a successful member event. Help to solicit sponsors, door prizes and hole-in-one promotions.
Staff Liaison: Kathy Baugus

BIA Promotions Committee— Use your creativity to develop marketing campaigns to promote our members and Association.
Staff Liaison: Melanie Capanelli

Community Service Committee— Choose, promote, and plan community service projects that give BIA members the opportunity to showcase their expertise while giving back to the community.
Staff Liaison: Pauline Wilton

Yes! I am interested! Please sign me up for the committee that I have chosen:

Name: _____ Company: _____
Phone: _____ Email: _____
Committee(s) Chosen: _____

Return to: BIA of Lancaster County— 204 Butler Avenue, Ste. 200, Lancaster, PA 17601
Phone: (717) 569-2674 Fax: (717) 569-5187 Email: Staff@lancasterbuilders.org