



PARKS, TRAILS, AND RECREATION COMMITTEE AGENDA

Notice is hereby given that the Draper Parks, Trails, and Recreation Committee will hold a **Business Meeting on Wednesday, February 6, 2019 at 7:00 PM**, at 1020 East Pioneer Road, Draper, Utah, 84020.

The Agenda will be as follows:

1. Public Comments

To be considerate of everyone attending the meeting, public comments will be restricted to items not listed on this or a future agenda and limited to three minutes per person. Comments which cannot be made within these limits should be submitted in writing to the City Recorder prior to noon the day before the meeting. Comments pertaining to an item on the agenda should not be given at this time but should be held until that item is called.

2. Approval of Minutes

a. 12-5-18 Minutes

3. Backup Trail Race Route (DonHantla)

4. National Trails Day (Greg)

5. Project Updates

6. Other Business/Follow Up Items

7. Meeting/Events

SALT LAKE COUNTY / UTAH COUNTY, STATE OF UTAH

I, the City Recorder of Draper City, certify that copies of this agenda were posted on the Draper City Electronic Bulletin Board, Draper City website www.draper.ut.us, the Utah Public Meeting Notice website at www.utah.gov/pmn, and sent by email to The Salt Lake Tribune, and The Deseret News.

Date Posted:
1.31.2019

Laura Oscarson, City Recorder
Draper City, State of Utah



PUBLIC HEARING PROCEDURE AND ORDER OF BUSINESS. In compliance with the American with Disabilities Act, any individuals needing special accommodations including auxiliary communicative aides and services during this meeting shall notify Laura Oscarson, City Recorder at (801) 576-6502 or laura.oscarson@draper.ut.us, at least 24 hours prior to the meeting. Meetings of the Draper City Council may be conducted by electronic means pursuant to Utah Code Annotated Section 52-4-207. In such circumstances, contact will be established and maintained by telephone and the meeting will be conducted pursuant to Draper City Municipal Code 2-1-040(e) regarding electronic messages.