

HABITAT COUNCIL AGENDA

April 30, 2025 – 9:00 a.m. to 1:00 p.m.

DNR Room 2000

1594 W North Temple, SLC, UT

Virtual Google Meeting:

<https://meet.google.com/fgi-rtkt-cnj>

YouTube Link:

<https://youtube.com/live/NfbvIlG3zM4>

- 9:00 a.m. Welcome, Approval of previous minute meetings – Eric Edgley*
- 9:10 a.m. [Swan Creek Wildlife Management Area \(WMA\) Habitat Management Plan \(HMP\)](#)
– Zac Oman*
- 9:30 a.m. Approve Conservation Permit Funded Projects for HC Review (see list below)*
- 9:40 p.m. FY-26 Budget discussion overview– Daniel Eddington / Alison Whittaker [FY2026 Habitat Council Spreadsheet](#)*
- 9:50 a.m. FY-26 Funding Recommendation – Habitat Council*
- 10:30 a.m. Break*
- 12:30 a.m. Field Tour ideas, date selection*
- 1:00 p.m. Adjourn*

Projects for Review by the Habitat Council - No Habitat Council funding requested.

One of the purposes of the Habitat Council is "To review external conservation permit habitat project proposals not reviewed by the Utah's Watershed Restoration Initiative" The projects listed below all received external conservation permit funds at our annual meeting on April 2nd but were not reviewed by WRI. Please take a moment to review these proposals before the April 30 meeting. We can discuss any concerns about these projects on that day.

Thank You.

Project Id	Title
<u>7357</u>	San Pitch Mountains Mule Deer Guzzlers Phase 2 FY 26
<u>7453</u>	Nebo Wildlife Management Unit Spring Enhancement - FY26
<u>7480</u>	Boulder Mountain Water Improvement Phase 1
<u>7484</u>	Lake Fork Allotment Water System Repair - Helicopter Lift Project FY26
<u>7491</u>	Wildlife Vehicle Collision Reduction Study: I-70 Mileposts 71-91
<u>7546</u>	NER Butyl Guzzler Replacements
<u>7557</u>	Horse Valley Guzzlers
<u>7583</u>	Oak Creek Big Game Guzzler Enhancement Project
<u>7588</u>	Sage Grouse Initiative Biologists FY26
<u>7603</u>	Snowville area Wildlife-Highway Mitigation Study along Interstate I-84: A Borderlands Collaborative
<u>7625</u>	Wildlife Silhouettes: To Slow Down Drivers in Wildlife Movement Corridors