

HERRIMAN TRAILS COMMITTEE AGENDA Thursday, March 4, 2021

Notice is Hereby Given that the Herriman Trails Committee shall assemble for a meeting in Herriman, Utah.

THIS MEETING WILL BE CONDUCTED ELECTRONICALLY Google Meet link: https://meet.google.com/qcj-phqe-reg

7:30 PM

- 1. Welcome
- 2. Public Comments
- 3. Review and Approval of Minutes for the November 5, 2020 Meeting
- 4. State of the Trails
 - a. Molo
 - b. Rodeo Trails
- 5. State of Trailheads
 - a. Wide Hollow
 - b. Juniper Canyon
- 6. Master Trail Plan
 - a. Name of Molo Return
 - b. Discuss Using Road to Water Tank as a Connector for the BST
 - c. Discuss 300 ft Setback from Camp Williams
- 7. Trails Up to Bat, on Deck, In the Hole
 - a. Goals for Funding and Building Each Trail
- 8. National Trails Day June 5th, 2021
- 9. Open Discussion
- 10. Adjournment

In accordance with the Americans with Disabilities Act, Herriman City will make reasonable accommodation for participation in the meeting. Request assistance by contacting Herriman City at (801) 446-5323 and provide at least 48 hours advance notice of the meeting.

ELECTRONIC PARTICIPATION: Members may participate electronically via telephone, Skype, or other electronic means during this meeting.

I, Wendy Thorpe, certify the foregoing agenda was emailed to at least one newspaper of general circulation within the geographic jurisdiction of the public body, at the principal office of the public body, on the Utah State Public Notice website www.utah.gov/pmn/index.html and on Herriman City's website at www.utah.gov/pmn/index.html and on the control of the contr

Posted and Dated this 25th day of February, 2021

Wendy Thorpe, Deputy City Recorder



^{}Note**: The public is welcome to attend all Herriman Trails Committee meetings. If you represent a scout or youth group interested in attending, you may wish to contact wthomas@herriman.org or 801-446-5323 to make sure we plan for adequate space for our committee as well as your group and to verify the topics will fulfill any requirements you may wish to complete.