

THE COMMUNITY RENEWABLE ENERGY BOARD
RESOLUTION NO. 21-09

A RESOLUTION OF THE BOARD CREATING A COMMUNICATIONS COMMITTEE

WHEREAS, the Community Renewable Energy Board (“Board”) met in a special meeting on August 3, 2021, to consider, among other things, creating a communications committee; and

WHEREAS, the Board finds it necessary to create a communications committee.

NOW, THEREFORE, BE IT RESOLVED by the Board as follows:

1 Purpose. The primary purpose for the Communications Committee, shall include, but not be limited to, the following:

- (a) to update the Utah100Communities.org website with information related to participating communities, program timelines, resources, Board documents, and organizations who sign the pledge of support;
- (b) to coordinate joint press releases, media interviews, and social media campaign opportunities among participating communities;
- (c) to coordinate periodic public events that promote public awareness of the Community Renewable Energy Program;
- (d) to act as an advisory body to the Board as directed by the Board from time to time.

2. Creation. There is hereby created a committee known as the Communications Committee (the “Committee”). The Committee shall consist of not more than seven persons who have been appointed by the Board.

3. Organization, Meetings and Committees.


The Committee may organize subcommittees; adopt bylaws and appoint such officers as it deems necessary. Such rules, bylaws and procedures shall be submitted to the Board for approved before taking effect.

4. Jurisdiction. The Committee's jurisdiction shall be limited to:
 - (a) the purposes set forth above; and
 - (b) make recommendations to the Board.
5. Meetings. The Committee shall hold meetings at a time and place as they shall determine.


This Resolution assigned No. 21-09, shall take effect immediately.

PASSED AND APPROVED by the Board this 3rd day of August 2021.

**COMMUNITY RENEWABLE ENERGY
BOARD**


_____, Acting Chair

ATTEST:


_____, Acting Secretary