

LEGISLATIVE WATER DEVELOPMENT COMMISSION

LEGISLATURE Tuesday, June 17, 2025 | 4:00 p.m. | Electronic Meeting | Room 110 Senate Building

Members of the public may participate remotely in the meeting by visiting the committee's webpage to access the live streaming options: <u>https://le.utah.gov/committee/committee.jsp?year=2024&com=SPESWD</u>

Approximate timeframe

4:00 **1.** Commission Business

• Call to order

AGENDA

- Approval of the meeting minutes from November 19, 2024
- Other commission business

4:15 **2.** Water Update

The commission will receive a status update on water in the state.

- Candice Hasenyager, Director, Division of Water Resources
- Commission discussion/action

4:30 **3. Tropic Reservoir**

The commission will discuss issues related to the Tropic Reservoir in Garfield County.

- Leland Pollock, Commissioner, Garfield County
- Tawn Mangum, President, Tropic & East Sevier Irrigation Company
- Teresa Wilhelmsen, State Engineer, Division of Water Rights
- Terry Monroe, Regional Engineer, Division of Water Rights
- Matthew Mills, President, Otter Creek Reservoir Company
- Commission discussion/action

5:15 4. Stream Access

The commission will discuss issues related to recreational stream access and navigable waterways.

- Jamie Barnes, Director, Division of Forestry, Fire & State Lands
- Michael Begley, Office of the Utah Attorney General
- Commission discussion/action

5:30 5. Low Impact Development & Stormwater

The commission will discuss issues related to low impact development and municipal storm drain systems.

- Chair Thomas Peterson
- John Mackey, Director, Division of Water Quality
- Commission discussion/action

5:45 6. Water Tier Pricing

The commission will discuss tiered rates.

- Commission staff
- Candice Hasenyager, Director, Division of Water Resources
- Laura Briefer, Director, Department of Public Utilities, Salt Lake City Corporation
- Justin Lee, Deputy Director, Utah League of Cities and Towns



- Commission discussion/action
- 6:00 7. Other Items/Adjourn