



UTAH STATE SENATE

UTAH STATE CAPITOL COMPLEX • 320 STATE CAPITOL
P.O. BOX 145115 • SALT LAKE CITY, UTAH 84114-5515 • (801) 538-1035

AGENDA

TO: Members of the Senate Economic Development and Workforce Services Standing Committee
FROM: Sen. Daniel McCay, Chair
RE: Committee Meeting

DATE: Friday, March 8, 2019
TIME: 8:00 AM
PLACE: 215 Senate Building

- Call to order and approval of minutes

- The following bills are scheduled for consideration:

1. [SB0222](#) Children's Outdoor Recreation Program (*L. Fillmore*)
(pla/jh2)
2. [HB0342](#) Homeless Provider Oversight Amendments (*Brian S. King*)
(pla/jh2)
3. [HB0224](#) Department of Heritage and Arts Amendments (*M. Winder*)
(pla/jh2)
4. [HB0380](#) Avalanche Awareness Week (*P. Lyman*)
(mc/mlb)

COMMITTEE MEMBERS

Sen. Daniel McCay, Chair

Sen. David P. Hinkins
Sen. Ann Millner

Sen. Derek L. Kitchen
Sen. Ralph Okerlund

Sen. Karen Mayne
Sen. Jerry W. Stevenson

Committee Analyst: Julie Humberstone, Office of Legislative Research and General Counsel
Committee Secretary: Karen Allred

In compliance with the Americans with Disabilities Act, persons needing auxiliary communicative aids and services for this meeting should call the Office of Legislative Research and General Counsel at 801-538-1032 or use Relay Utah (toll-free in-state 7-1-1 or Spanish language 888-346-3162), giving at least 48 hours notice or the best notice practicable. Every effort will be made to accommodate requests for aids and services for effective communication during the annual General Session. However, given the unpredictable and fast-paced nature of the legislative process, it is essential that you notify us as soon as possible. Failure to do so may, in some circumstances, result in our inability to accommodate your request.

Please be aware that the public portions of this meeting will be broadcast on the Internet and that an audio recording of the public meeting, along with any materials presented or distributed to the committee, will be posted on the Legislature's website.