THE PIONEER POST

Volume XIX Issue 4

Marriott-Slaterville City Newsletter April 2017



1570 West 400 North – Phone 801-627-1919 – www.marriott-slaterville.org

Easter Egg Hunt Saturday, April 15, 2017 – 10:00 AM

Kids ages 1-8, come join us for the Marriott-Slaterville City Easter Egg Hunt at Slaterville Park. The Easter Bunny will make a special appearance! Bring your camera and see you there rain or shine! Sponsored by: Les Olson Company and Marriott-Slaterville City.

Spring Clean-up

Spring has finally arrived after a long harsh winter. Now it's time to clean-up the community. For your convenience, dumpsters will be placed at Marriott Park and Slaterville Park from April 22-23. Please put all debris inside the dumpster, not on the ground. This is a complimentary service, please be considerate of others using the dumpster. No tires or hazardous material please. For junk cars, call the City Office at 801-627-1919.

Flood Safety Awareness

Flooding is the most common weather-related natural disaster in Utah, and especially Marriott-Slaterville. Nine of the last eleven major disaster declarations in Utah involved flooding. Floods can happen anywhere, so take time to prepare. Governor Herbert declared March 12-18 as Flood Safety Awareness Week. Prepare for floods by having flood insurance, avoiding areas prone to flooding, gather emergency supplies, keep important documents in a waterproof container, and pay attention to weather forecasts. Sand and empty sandbags are available at the city office. Report flood emergencies to 9-1-1.

Positions Open

 Applications are being accepted for a City Park Custodian. Duties entail cleaning park restrooms, kitchen, bowery area, other cleaning, and minor repairs. The position is part-time and seasonal from April through October. Pay is \$9 per hour. Resident applications are preferred. The City is an equal opportunity employer.
Applications are being accepted for a Finance & Code Officer. The position is full-time Monday through Thursday from 9:00 AM until 5:00 PM. Attendance and participation at city events and evening meetings is also required. Pay is \$14.00 per hour. Resident applications are preferred. An understanding of finance (including Quickbooks), word processing, spreadsheets, writing skills, communication skills, code compliance, legal procedure, and internet is preferred. Benefits are also available. The City is an equal opportunity employer.

Public Safety Update

With the warmer weather comes an increase of thefts and scams. Please beware of door-to-door solicitors and those offering to do yard work, this is often scam. Lock your vehicles, homes, and don't leave your garage open.

General Burning Regulations

The State of Utah issues burn permits. Burn permits are to be obtained online from the Utah Department of Environmental Quality at:

http://www.airquality.utah.gov/Compliance/OpenBurning/index.htm.

Yard burning requires a valid burn permit issued during the open burn window when the National Weather Service clearing index is 500 or greater. The burning of trash, rubbish, tires, hazardous material, or oil products is not allowed. Certain agriculture burning of ditches and fence lines may be allowed at other times.

The spring burn permit window is March 31 to May 30. The fall burn permit period is September 15 to October 30, if approved by the state forester. You cannot obtain a burn permit from the state until the burn window begins. For questions, call the Utah Division of Air Quality at 801-536-4000 for more information.

PLANNING COMMISSION TUESDAY, APRIL 18, 2017 – 7:00 P.M.

- 1. Call to Order/Minutes.
- 2. New business, if any.
- 3. Adjourn.

1.

This agenda is tentative. Items can and will change. CITY COUNCIL MEETING

THURSDAY, APRIL 20, 2017 – 6:30 P.M.

- Call to Order/Minutes.
- 2. Welcome Erin Holley as new City Councilor.
- 3. Arbor Day Celebration Cabin Dedication.
- 4. Business licenses, if any.
- 5. Resolution on Election Services with County.
- 6. Officer reports and legislative oversight.
- 7. Adjourn until May 18, 2017. This agenda is tentative. Items can and will change.