



Cedar City

10 North Main Street • Cedar City, UT 84720
435-586-2950 • FAX 435-586-4362
www.cedarcity.org

Mayor
Maile L. Wilson

Council Members
Ronald R. Adams
Paul Cozzens
Terri W. Hartley
Craig E. Isom
R. Scott Phillips

City Manager
Paul Bittmenn

CEDAR CITY HISTORIC DOWNTOWN ECONOMIC COMMITTEE MEETING

Nov 7, 2019
5:30 PM TO 7:00 PM

The Historic Downtown Economic Development Committee Meeting will be held in the Council Chambers at the City Office, 10 North Main Street, Cedar City, Utah. The agenda will consist of the following items:

I. Call to Order:

II. Administration Agenda

III. Pledge of Allegiance

IV. Approval of Minutes

V. Public Agenda

- Public Comments

VI. Business Agenda

- New Historic Downtown Logo - has this been approved by the Mayor or City Manager? What steps do we need to take to start utilizing this brand and retire the others?
- UDOT Center Street Update - do we have designs we can look at? Has a time-line been established for this project? If so, when is it?
- Downtown Mural Projects - are there others in the works? If not, should we begin identifying potential projects?
- UDOT Grant Update - Reed Erickson & Kit Wareham Note: I don't recall who was going to look into this
- Develop Winter Activities - the Chamber is interested in starting a Christmas Market We have a few ideas on how we could start small and build this over the year. Start with one week then grow to run from the day after Thanksgiving to Christmas Eve
Pop Up Shop Concept - buildings would be built & utilized year after year.
- Vision 2050 Update -
 - ___ Survey has been officially launched - we need everyone's help pushing this out to the public
 - ___ Charrette Update - I have had a couple of discussions with Dave Anderson & his staff
 - ___ They want to wait to see what we learn from the survey
 - ___ Website - I've been meeting with a local company about getting this put together
- Christmas Lights / Windows for Downtown Businesses
- Cedar City Christmas Lighting Ceremony - Todd Hageman
- Harvest Decoration Cleanup