

Utah Seismic Safety Commission AGENDA

January 21, 2021, 9:00 – 12:00 Noon
Virtual, Online Meeting due to the COVID-19 Pandemic
Participation Link: XXXXXX
Livestream Viewing: XXXXXX

9:00	Welcome and Introduction of Members and Visitors	Keith Koper
9:05	Approval of the Minutes for the October 30, 2020, Utah Seismic Safety Commission (USSC) Meeting	Keith Koper
9:15	2021 Session, House Bill 96 – State Statute Changes of the Commission Members	Keith Koper
9:30	Discussion on New Commission Members and Recommendations to the Utah Division of Emergency Management	Keith Koper
9:45	Discussion of the 15 th Member of the Commission	Keith Koper
10:15	Utah Geological Survey Update	Adam Hiscock
10:30	Break	
10:45	Letters of Recommendation for Past Contributions to the Commission	Keith Koper
10:50	2021 Legislative Session Update	Evan Curtis and Jessica Chappell
10:55	Wasatch Fault Zone Earthquake Scenario Update	Bob Carey
11:05	USSC Publications Committee Update Putting Down Roots in Earthquake Country Handbook Utah Guide for the Seismic Improvement of Unreinforced Masonry Dwellings	Emily Kleber
11:15	Review and Discussion about the Utah Citizens for Seismic Safety, Messaging Sub-Committee	Keith Koper
11:25	Federal Emergency Management Agency Public Assistance (PA) Funding for the Magna Earthquake Mobile Home Study (IA)	Bob Carey and Bruce Maison
11:45	Other Updates and Review of Action Items	All
12:00	Adjourn	Keith Koper

For more information about the Utah Seismic Safety Commission (USSC) or this meeting, see https://ussc.utah.gov, or contact us at jerofts@utah.gov or John Crofts (801-560-2637). Please be aware that an audio recording of the public portions of this meeting will be made and materials presented and/or distributed at the meeting may be posted on the USSC website.

In compliance with the Americans with Disabilities Act, anyone needing special accommodations (including auxiliary communicative aids and services) should contact John Crofts (jcrofts@utah.gov, 801-538-3429) at least five working days before the meeting.