

Dear LaVerkin City Irrigation Water User,

We would like to thank the citizens of LaVerkin, specifically those owners of the previous LaVerkin Bench Canal Company, for your patience and understanding during this first transitional year into its current municipal management.

Because of the efforts of Mayor Karl Wilson, and the LaVerkin City Public Works Department, the system is working with greater consistency, increased pressure, and fewer outages than ever before. Of course, with every transition, it is inevitable that there will be some challenges along the way. We would like to keep the public aware of any problems with the system as they occur; therefore, we have set up an up-to-date news brief on our website. We suggest that you check this news brief often to avoid frustration with the system. If you log onto www.laverkin.org you will notice on the right side, "Irrigation Update". Click on the sprinkler to gain the most current news.

One of the biggest challenges we face, which has been a problem since the irrigation system began in 1891, is flood mud. We continually monitor the area storms to predict when to turn the system out, but from time to time mud gets in the lines. This will be a reoccurring problem until we can improve the system with a better filtration system and eventually a settling pond. These desired improvements are costly and will require time for fruition.

With the recurring problem of mud in the lines, we recommend that you do not use the irrigation system with an automatic sprinkling system with an automatic timer. It will protect your lines and sprinkler heads if you check for clear water before turning it onto your yard. We also recommend that you direct any sprinkler spray away from buildings to avoid having the mud sprayed onto your home.

Rest assured that when the water is off, the city is aware and working diligently to restore service. Again, thank you for your patience while we work to maintain and improve our irrigation system.

Sincerely,

Benjamin Reeves, City Manager