

Commissioner Wayne Smith (586-9816 or 590-9816 msmith@mountainwest.net)

Roads	Neil Forsyth
Floods & Water Resources Cedar Valley	Steve Platt & Ken Sizemore
Ambulance/EMS	Ron Johnson
Hospital	Jason Wilson
Liaison Auditor	Eugene Adams
Engineer	Steve Platt
Liaison Clerk	David Yardley
Diamond G Arena	Bob Tate
Water Conservancy Board	Scott Wilson
Utah Summer Games	
County Buildings	Reed Erickson
Prairie Dogs	
Economic Development	
Workforce Service Board	Lori Economy
UCIP Board of Directors	
UAC Committees	
Lands & Resources	
Taxation & Revenue	
Transportation	
Indigent Defense Board	

Commissioner Lois Bulloch (586-3925 bullochl@bresnan.net)

Public Safety / LEPC	Charles Morris
Planning & Zoning	Chad Nay
Senior Citizens	Connie Lloyd
Mental Health	Paul Thorpe
Health & Human Services Council	Beth Cottam
Public Health	Dr. David Blodgett
Cedar Airport	Gale Waite
5 Co AOG	Ken Sizemore
Fair	Joyce Evans
Liaison Assessor	Dennis Ayers
Liaison Treasurer	Geri Norwood
Tourism/Cedar Chamber/Iron Mission	Maria Twitchell
Parks & Recreation	Charles Morris
Shooting Range	R L Gardner
Data Processing	Jared Wilson
Floods & Water Resources Escalante Valley	Steve Platt & Ken Sizemore
Library/Bookmobile	Steve Decker/Kristen Robinson/Jeff Lewis
Volunteer Center	
Justice Court	Margaret Miller / Brent Dunlap
UAC Committee	
Human Services	
Intergovernmental Relations	

Commissioner Alma Adams (477-3574 or 559-3574 alma@ironcounty.net)

Law Enforcement	Sheriff Gower
Jail	Sheriff Gower
Weeds	Chad Reid / Jordan Smith
Solid Waste	Alan Wade
Fire Departments	Ryan Riddle
Human Resources	Colette Eppley
Parowan Airport	Parowan City Manager
Parowan Gap	Heritage Committee
Extension Service	Kathy Riggs
Television	Dennis Johnson
Natural Resources - BLM, Forest, SUPAC	Mike Worthen / Wes Curtis
Liaison Recorder	Patsy Cutler
Liaison Attorney	Scott Garrett
Liaison Sheriff	Mark Gower
Floods & Water Resources Parowan Valley	Steve Platt & Ken Sizemore
RS 2477 Road Issues	Mark Ward
UAC Committees	
Law Enforcement/Corrections	
Lands & Resources	
Taxation & Revenue	