APPROVED: 5/25/2021

STATE OF WISCONSIN TOWN OF BOULDER JUNCTION VILAS COUNTY

## RESOLUTION NO. 2021-R-03 RE: VILAS COUNTY OUTDOOR RECREATION PLAN 2019 - 2023

WHEREAS, the Town of Boulder Junction has invested considerable time and resources through the years to develop outdoor recreation facilities for the residents and visitors; and

WHEREAS, the demand for a variety of outdoor recreation activities is increasing, and

WHEREAS, the Town of Boulder Junction Town Board directs the development, and maintenance of the town's parks and recreation facilities; and

WHEREAS, outdoor recreation facilities are important amenities supporting the tourism industry; and

WHEREAS, an approved Five Year Outdoor Recreation Plan is essential for the town to be eligible to apply for the Wisconsin Department of Natural Resources Land & Water Conservation Fund, and Stewardship Program and other competitive grant in aid programs; and

WHEREAS, Vilas County's Five Year Outdoor Recreation Plan was developed for Vilas County and Townships of Arbor Vitae, Boulder Junction, Cloverland, Conover, Lac Du Flambeau, Land O' Lakes, Manitowish Waters, Phelps, Plum Lake, Presque Isle, St. Germain, Winchester and the City of Eagle River by North Central Wisconsin Regional Planning Commission with input from local citizens, organizations and town, city and county officials and has been reviewed by the Wisconsin Department of Natural Resources

NOW, THEREFORE, BE IT RESOLVED, that the Town Board of Boulder Junction, Vilas County Wisconsin, that the Vilas County Five Year Outdoor Recreation Plan for the years 2019 – 2023 is hereby approved at an open meeting of the Town Board this 25<sup>th</sup> of May, 2021.

Passed on the 25<sup>th</sup> day of May, 2021

By the Town Board of the Town of Boulder Junction

Roll Call Vote

YES

NO (2/3 required)

Dennis Reuss, Chairman

Laura Bertch, Supervisor

Attest:

James Galloway, Supervisor

Daniel Driscoll, Clerk/Treasure

Posted at: Community Center and town website: www.townofboulderjunction.org