

# REQUEST FOR NOMINATIONS

## 28th Annual Murray City Beautification Award Program

Murray is recognized as one of the most beautiful and well kept cities in Utah. The Murray City Shade Tree and Beautification Commission is sponsoring, in cooperation with Murray City Power's Forestry Division, the 28th Annual Beautification Awards Program. Each year this program acknowledges attractive, well maintained landscapes in our community. The Commission invites all residential and commercial property owners and renters to enter and participate in this city-wide endeavor. Nominate yourself or a neighbor or local business whose landscaping you admire.

### HOW THE PROGRAM WORKS

There are two types of landscape projects, the traditional landscape of grass and trees and the new water efficient type landscape called xeriscape. The judging will be done by teams of volunteer Murray citizens. Judging will be of front yards only. A winner in each class will be selected in each City Council voting district for "Council District Award". The "Mayor's Award" will be given to the city-wide best project in each class. Entries must be submitted by August 1 and judging will take place later in August. Entries may also be submitted online at [murray.utah.gov](http://murray.utah.gov). For additional information, call Murray City Power at 264-2730.

**Sponsored by Murray City Power and the  
Murray City Shade Tree & Beautification Commission**

## MURRAY CITY'S COMMUNITY BEAUTIFICATION AWARDS PROGRAM ENTRY



MURRAY  
CITY  
POWER



TREE CITY USA

Fill in the indicated information  
and mail or deliver before

August 1, 2014 to: MURRAY CITY POWER  
153 West 4800 South • Murray, Utah 84107

Name of property owner or resident of project location

Address of Project Location

Phone

Project Classes: (check one)

- Commercial Premises  
 Multi-Family (Apartments & Condos)  
 Single Family

Entered By: (check one)

- Owner or Renter  
 Property Admirer  
 Other \_\_\_\_\_

Project Type: (check one)

- Traditional Landscape  
 Xeriscape (Water Efficient) Landscape