



MEETING AGENDA

1. **Welcome, Introductions, Business** (*Fred Kraut, Vice Chair*) 5 minutes
 - a. Land Acknowledgement
 - b. May 2025 minutes approval
2. **Upcoming Events Updates** (*Megan Attermann, Arts & Culture Manager*) 20 minutes
 - a. Grassroots Shakespeare (June 27 @ 7 PM) – Shelley is lead staff for event
 - b. Summer Concerts (*Bonnie Nell, Concert Chair*)
 - i. Volunteer assignment reminders
 - ii. Announcement
 - iii. Posters/postcards
 - c. Newsies (August 21-25 @ 7PM, excluding Sunday; plus 2 PM on Saturday)
 - i. Volunteer assignments
 - ii. Promotion
 - iii. Tickets on sale
 - d. Blue Moon Festival (September 20 @ 6-9 PM)
 - i. Applications open until June 30
 - ii. Lead assignments
 - iii. Volunteer recruitment reminder – volunteer recruits due August 27
3. **Review Past Events Activity** (*Shelley Bushman, A&C Event Coordinator*) 15 minutes
 - a. Craft Lake City
 - b. Page to Stage
 - c. Creative Aging
4. **Arts & Culture Manager Report** (*Megan Attermann*) 5 minutes
 - a. YTD financial report through May 2025
 - b. Budget update
 - c. HAC expiring terms and council check-in
5. **Meet as Blue Moon Subcommittees** 15 minutes
 - a. Review roles
 - b. Divide and conquer
 - c. Ask questions if you have them!
6. **Adjourn**

CERTIFICATE OF POSTING

I, Stephanie N. Carlson, the City Recorder of the City of Holladay, certify that the above agenda notice was posted on the City of Holladay bulletin board, the City website www.cityofholladay.com, the Utah Public Notice website www.utah.gov/pmn, and was emailed to the Salt Lake Tribune and Deseret News and others who have indicated interest.

DATE POSTED: Friday, June 20, 2025 at 9:30 am

Stephanie N. Carlson MMC, City Recorder
City of Holladay

Reasonable accommodations for individuals with disabilities or those in need of language interpretation service can be provided upon request. For assistance, please call the City Recorder's office at 272-9450 at least three days in advance. TTY/TDD number is (801)270-2425 or call Relay Utah at #7-1-1