

**IVINS CITY COUNCIL  
WORK MEETING MINUTES  
AUGUST 7, 2025**

**NOTICE:** This meeting was held electronically and in person. City Hall was the anchor location for the electronic meeting. You may watch the audio and video feed by going to [www.ivinsutah.gov](http://www.ivinsutah.gov) under “City Council” on the right of the home page and selecting “Audio”.

**1) WELCOME AND CALL TO ORDER**

**MAYOR AND COUNCIL:** The meeting was called to order at 4:00 p.m. and announced there was a quorum present.

All present included Mayor Hart, Council Member Mike Scott, Council Member Kevin Smith, Council Member Sharon Barton, Council Member Sharon Gillespie, and Council Member Lance Anderson.

**STAFF:** City Attorney Bryan Pack, and City Recorder Kari D. Jimenez.

**EXCUSED:** None.

**A. Acknowledgement of Quorum**

**Mayor Hart** acknowledged there was a quorum present. All Council Members were in attendance.

**B. Disclosures**

There were no disclosures or conflicts of interest with items on this meeting's agenda.

**2) WORK CLOSED MEETING**

**A. Discussion pursuant to Utah Code section 52-4-205(1)(a) regarding character, professional competence or physical or mental health of semi-finalist applicants who have applied for the City Manager position**

**MOTION:** Council Member Sharon Gillespie moved to adjourn this meeting to enter into a closed meeting to discuss the character, professional competence or physical or mental health of semi-finalist applicants who have applied for the City Manager position pursuant to Utah Code section 52-4-205(1)(a)

**SECOND:** Council Member Sharon Barton

**VOTE:** The motion carried unanimously.

Council Member Mike Scott	AYE
Council Member Kevin Smith	AYE
Council Member Sharon Barton	AYE
Council Member Sharon Gillespie	AYE
Council Member Lance Anderson	AYE

The Motion may be accessed at time stamp 00:01:30.

Roll call vote. All Council Members were present and voted in favor.

**3) ADJOURNMENT**

The meeting adjourned at 4:02 p.m.

Respectfully,

Kari D. Jimenez, MPA, MMC  
Ivins City Recorder