



HEBER VALLEY SPECIAL SERVICE DISTRICT

1000 East Main Street
Midway, UT 84049-0427
Phone: (435) 654-2248

BOARD MEETING at 4:00 PM

January 8, 2026

AGENDA ITEMS

Conducting: Chair, Heidi Franco

AGENDA ITEMS:

1. **Public Comment:** This is the public's opportunity to comment on items not on the agenda.
2. **Entity Updates:** From HVSSD Member Entities
3. **Committee Updates:** From HVSSD Committees
4. **Consent Agenda:**
 - a. Balance Sheet December 2025
 - b. Bank Reconciliation December 2025
 - c. P&L December 2025
 - d. PTIF General Fund December 2025 [PTIF GeneralFund December 2025.pdf](#)
 - e. PTIF Impact Fee December 2025 [PTIF Impact Fees December 2025.pdf](#)
 - f. PTIF Bond December 2025 [PTIF - Bond December 2025.pdf](#)
 - g. December 2025 Warrant list approval
 - h. December 2025 YTD Budget
 - i. December 2025 Board Meeting Minutes [PENDING_12-11-2025_HVSSD Board Meeting Minutes.pdf](#)
 - j. December 2025 Public Hearing Minutes [PENDING_12-11-2025_HVSSD Public Hearing Minutes.pdf](#)
 - k. Headworks Project – Pay Request #8 (Pending)
5. **Adoption of Board Meeting Schedule for 2026** – Motion to Approve (Heidi Franco – 15 mins) [BoardMeetingSchedule2026_Proposed.pdf](#)
6. **Board Member Appointments** -Nominations and Motion to Approve (Heidi Franco -30 mins)
7. **Dredging Project Change Order** – Discuss a potential contract change to include dredging of lagoon Cell 1A (Jim Goodley – 30 min) [Cell 1A ChangeOrderAPG 01_06_2026.pdf](#)
8. **Manager's Report** (Jim Goodley- 30 mins) [ManagersReport 01_08_2026.pdf](#)
9. **Closed Session** (Optional)– a strategy session to discuss pending or reasonably imminent litigation pursuant to U.C.A. 52-4-205 and/or discuss personnel items.
10. **Adjourn Regular Meeting**

ELECTRONIC PARTICIPATION: If you are interested in participating via electronic media, please go to our HVSSD website for the link at www.hebervalleyssd.gov . Published on the State Public Notice Website at www.hebervalleyssd.gov and at the Heber Valley Special Service District Administration Building