



# BRIAN HEAD

# 2026

## BRIAN HEAD TOWN COUNCIL MEETING SCHEDULE

### LOCATION:

BRIAN HEAD TOWN HALL - COUNCIL CHAMBERS  
56 NORTH HIGHWAY 143, BRIAN HEAD, UT 84719

### TIME:

ALL MEETINGS ARE SCHEDULED TO BEGIN AT 1:00 P.M. (MST) OR SHORTLY THEREAFTER UNLESS OTHERWISE NOTICED.

### DATES:

ALL MEETINGS ARE SCHEDULED FOR THE 2<sup>ND</sup> & 4<sup>TH</sup> TUESDAY OF EACH MONTH ON THE FOLLOWING DATES:

January	13 <sup>th</sup> & 17 <sup>th</sup>	July	14 <sup>th</sup> & 28 <sup>th</sup>
February	10 <sup>th</sup> & 24 <sup>th</sup>	August	11 <sup>th</sup> & 25 <sup>th</sup>
March	10 <sup>th</sup> & 27 <sup>th</sup>	September	8 <sup>th</sup> & 22 <sup>nd</sup>
April	14 <sup>th</sup> & 28 <sup>th</sup>	October	13 <sup>th</sup> & 27 <sup>th</sup>
May	12 <sup>th</sup> & 26 <sup>th</sup>	November	10 <sup>th</sup>
June	3 <sup>rd</sup> & 23 <sup>rd</sup>	December	8 <sup>th</sup>

THERE WILL BE ONE COUNCIL MEETING SCHEDULED FOR THE MONTH OF NOVEMBER AND DECEMBER 2026 ON THE 2<sup>ND</sup> TUESDAY OF THESE MONTHS, UNLESS OTHERWISE NOTICED.

THE MEETINGS OF THE BRIAN HEAD REDEVELOPMENT AGENCY, BRIAN HEAD SPECIAL SERVICE DISTRICT, AND THE BRIAN HEAD MUNICIPAL BUILDING AUTHORITY WILL BE HELD WHEN NEEDED AND WILL BE POSTED ACCORDINGLY.

For Meeting Packets and more information visit [brianheadtown.utah.gov](http://brianheadtown.utah.gov)

Dated this 9<sup>th</sup> day of January 2026

In compliance with the Americans with Disabilities Act, persons needing auxiliary communications aids and services for this meeting should call the Brian Head Town Hall @ 435-677-2029 giving at least three (3) days notice prior to the meeting.

### **CERTIFICATE OF POSTING**

I hereby certify that on January 9, 2026, I posted copies of this 2025 Meeting Schedule in three public and conspicuous places within the Town limits of Brian Head, to wit: Town Hall, Post Office, and The Mall and have caused a copy of this notice to be delivered to the Daily Spectrum and have posted it on the Utah Public Meeting Notice Website.

*Nancy Leigh, Town Clerk*