



Ferron City Planning and Zoning Meeting
March 3, 2026, 7 p.m.
City Council Room
PO Box 820/ 20 East Main Street, Ferron Utah
Phone - (435) 384-2350 Fax - (435) 384-2557
Web - ferroncityutah.gov

1. **Call to Order/Roll Call**
2. **Motion to leave the Planning and Zoning Meeting and enter a Public Hearing to receive comment concerning the adoption of the International Wildland-Urban Interface Code as mandated/adopted by the State of Utah.**
3. **Motion to leave the Public Hearing and enter back into the Ferron City Planning and Zoning Meeting.**
4. **Discuss/Approve/Deny Recommending to the City Council the proposed adoption of the following:**

Ordinance 2026-3.11 AN ORDINANCE OF THE FERRON CITY ENACTING CHAPTER 4 UNDER TITLE 9, BUILDING CODES AND CONSTRUCTION, OF THE FERRON MUNICIPAL CODE TO ADOPT THE CURRENT STATE OF UTAH WILDLAND-URBAN INTERFACE CODE
5. **Discuss/Approve/Deny Minutes dated December 2, 2025**
6. **Discuss/Approve/Deny Minutes dated January 6, 2026**
7. **Other Business**
8. **Commissioner Comments**
Commissioner Chair Terrance Bell
Commissioner Stephanie Howes
Commissioner Keith Harvey
Commissioner Brad Clausen
Commissioner Megan Ervin
Council Member Vance Brown
9. **Adjournment**

The public is invited to attend all Planning Commission Meetings and Work Sessions. In compliance with the American Disabilities Act, individuals needing special accommodations (including auxiliary communicative aids and services) during this meeting should notify City Recorder, Barbara Bowles, at (435) 384-2350 at least 24 hours prior to the meeting.

I, the undersigned duly appointed Recorder of Ferron City, hereby certify that the foregoing agenda was posted at the following locations:

Ferron City Hall: 20 E Main St, Ferron, UT 84523

Ferron Post Office: 60 N 100 W, Ferron, UT 84523

Ferron City Website: <https://www.ferroncityutah.gov/>

Utah Public Meeting Website: <https://www.utah.gov/pmn/>

Individuals may also call City Hall at 435-384-2350 to request a copy.

Barbara Bowles
Ferron City Recorder