

**NOTICE OF JOINT WORK MEETING OF THE
CITY COUNCIL AND THE PLANNING COMMISSION
OF THE CITY OF ST. GEORGE,
WASHINGTON COUNTY, UTAH**

Public Notice

Public notice is hereby given that the City Council and the Planning Commission of the City of St. George, Washington County, Utah, will hold a joint work meeting in the Council Conference Room at the St. George City Hall located at 61 South Main Street, St. George, Utah, on Thursday, May 28, 2026, commencing at 4:00 p.m.

The agenda for the meeting is as follows:

1. **Discussion regarding allowing fences in front yards.**
2. **Adjourn and reconvene in a Work Meeting of the City Council.**

**** THE COUNCIL WILL REMAIN IN THE
COUNCIL CONFERENCE ROOM FOR THE
CITY COUNCIL WORK MEETING****

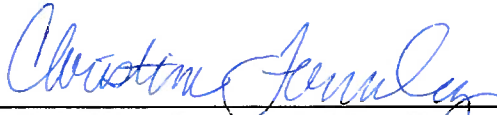
**NOTICE OF WORK MEETING OF THE
CITY COUNCIL OF THE CITY OF ST. GEORGE,
WASHINGTON COUNTY, UTAH**

Public Notice


Public notice is hereby given that the City Council of the City of St. George, Washington County, Utah, will hold a work meeting in the Council Conference Room at the St. George City Hall located at 61 South Main Street, St. George, Utah, on Thursday, May 28, 2026, commencing at approximately 4:15 p.m.

The agenda for the meeting is as follows:

1. **Update regarding the Police Department Campus.**
2. **Reports from Mayor, Councilmembers, and City Manager.**
3. **Request a closed meeting to discuss litigation, security, property acquisition or sale or the character and professional competence or physical or mental health of an individual.**



Christina Fernandez, City Recorder



Date

REASONABLE ACCOMMODATION: The City of St. George will make efforts to provide reasonable accommodations to disabled members of the public in accessing City programs. Please contact the City Human Resources Office, 627-4674, at least 24 hours in advance if you have special needs.

St George Police Campus Remodel



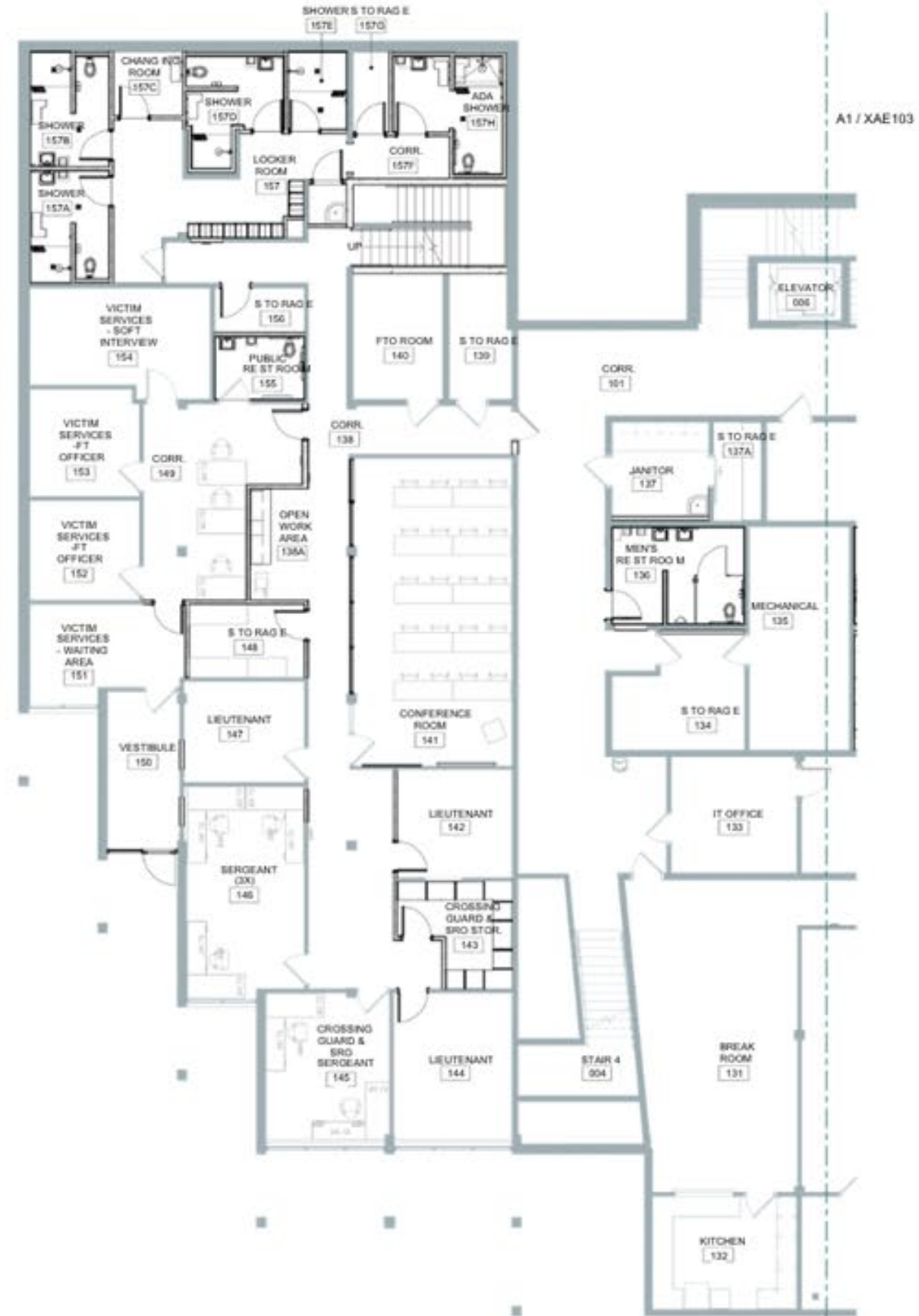
Lower Level



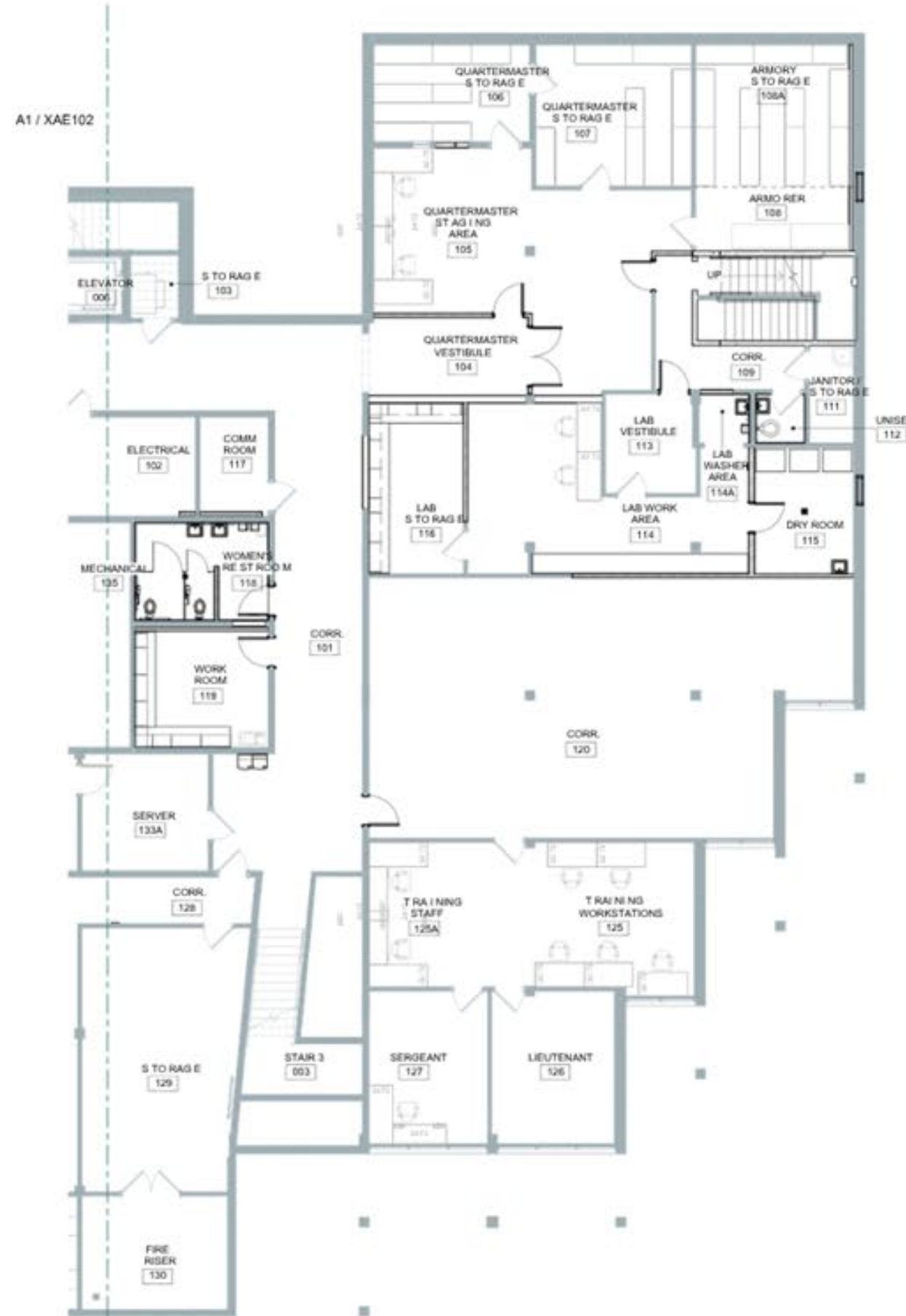
A -SIDE

B -SIDE

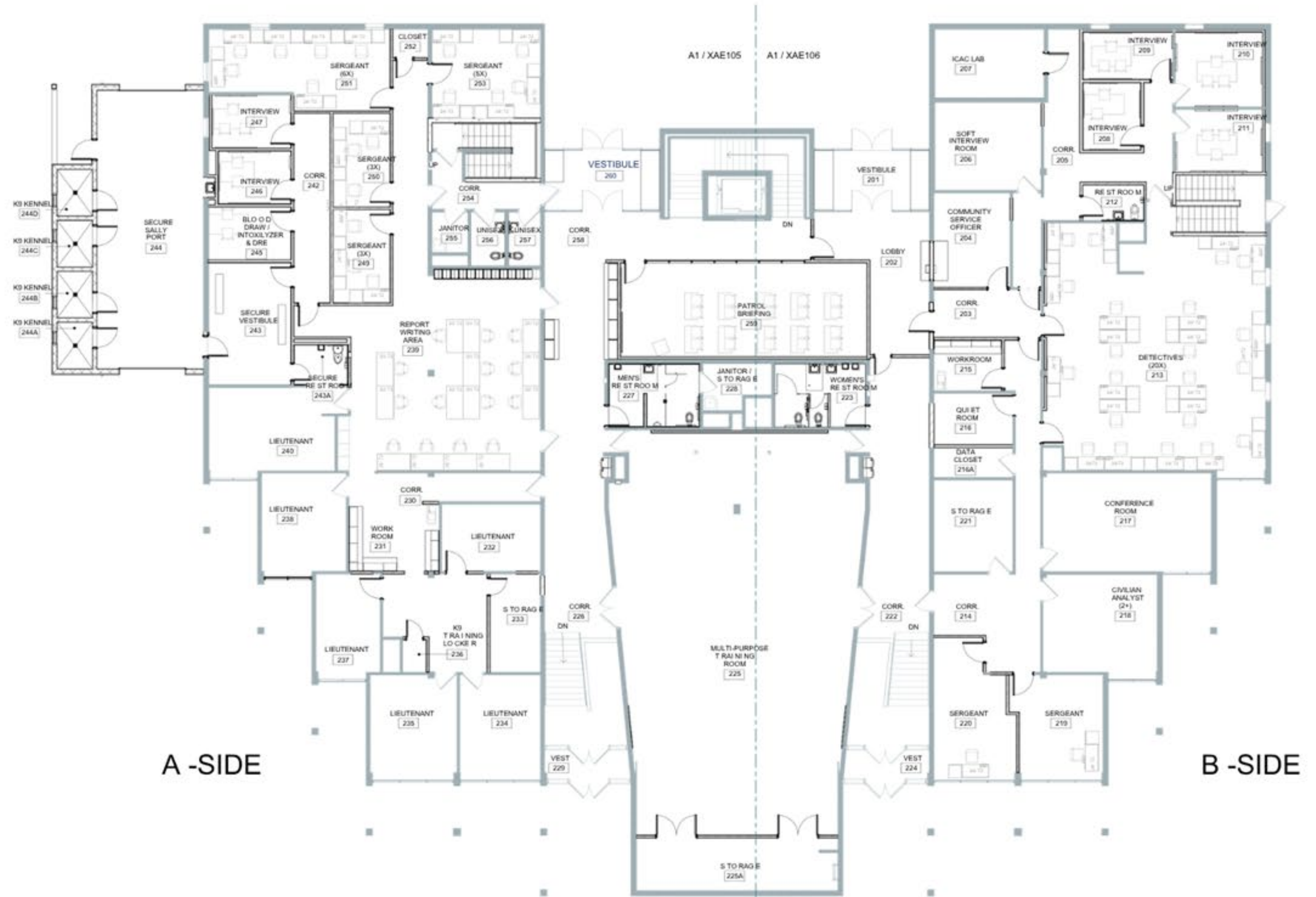
Lower Level A Side



Lower Level B Side



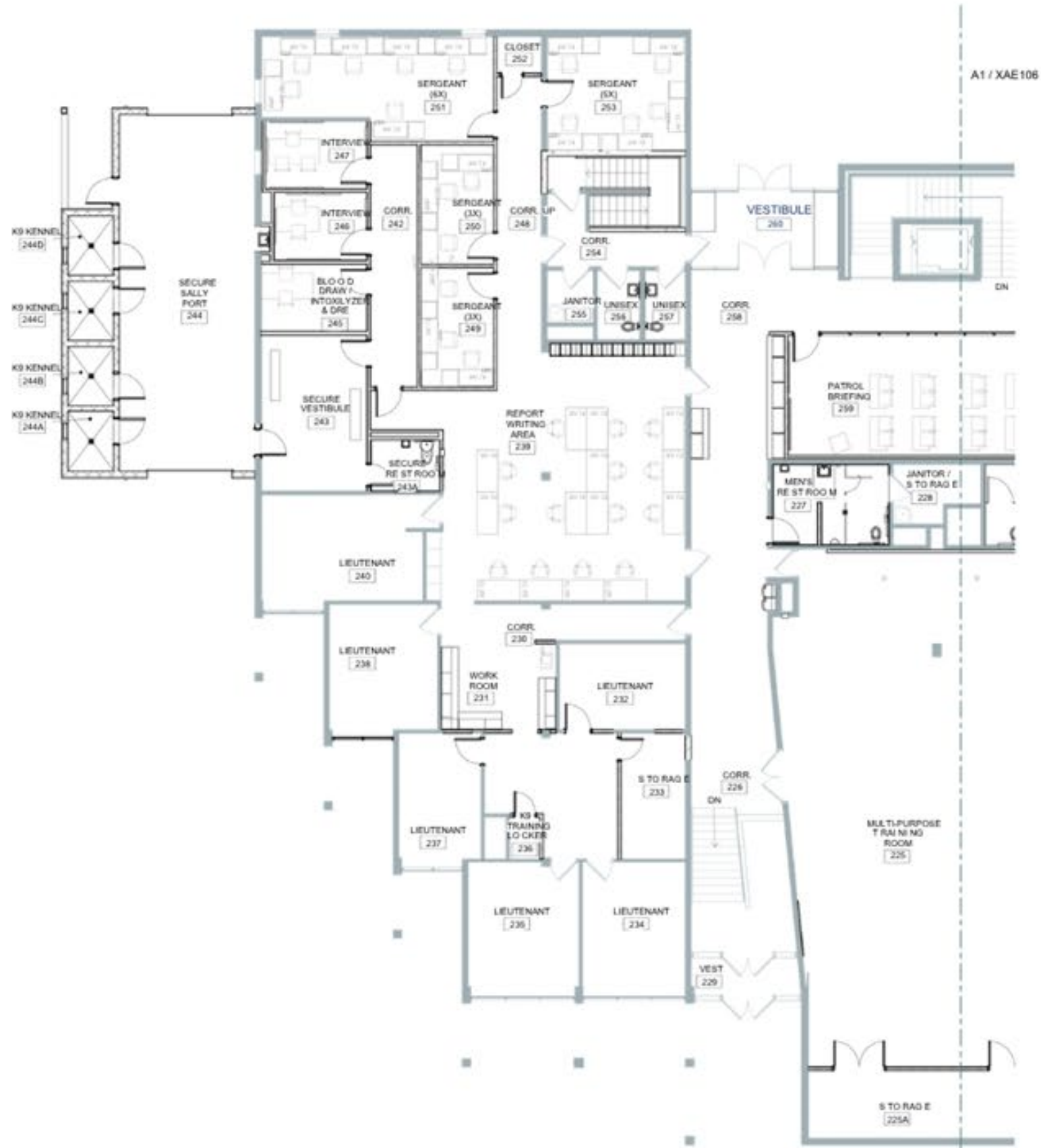
Main Level



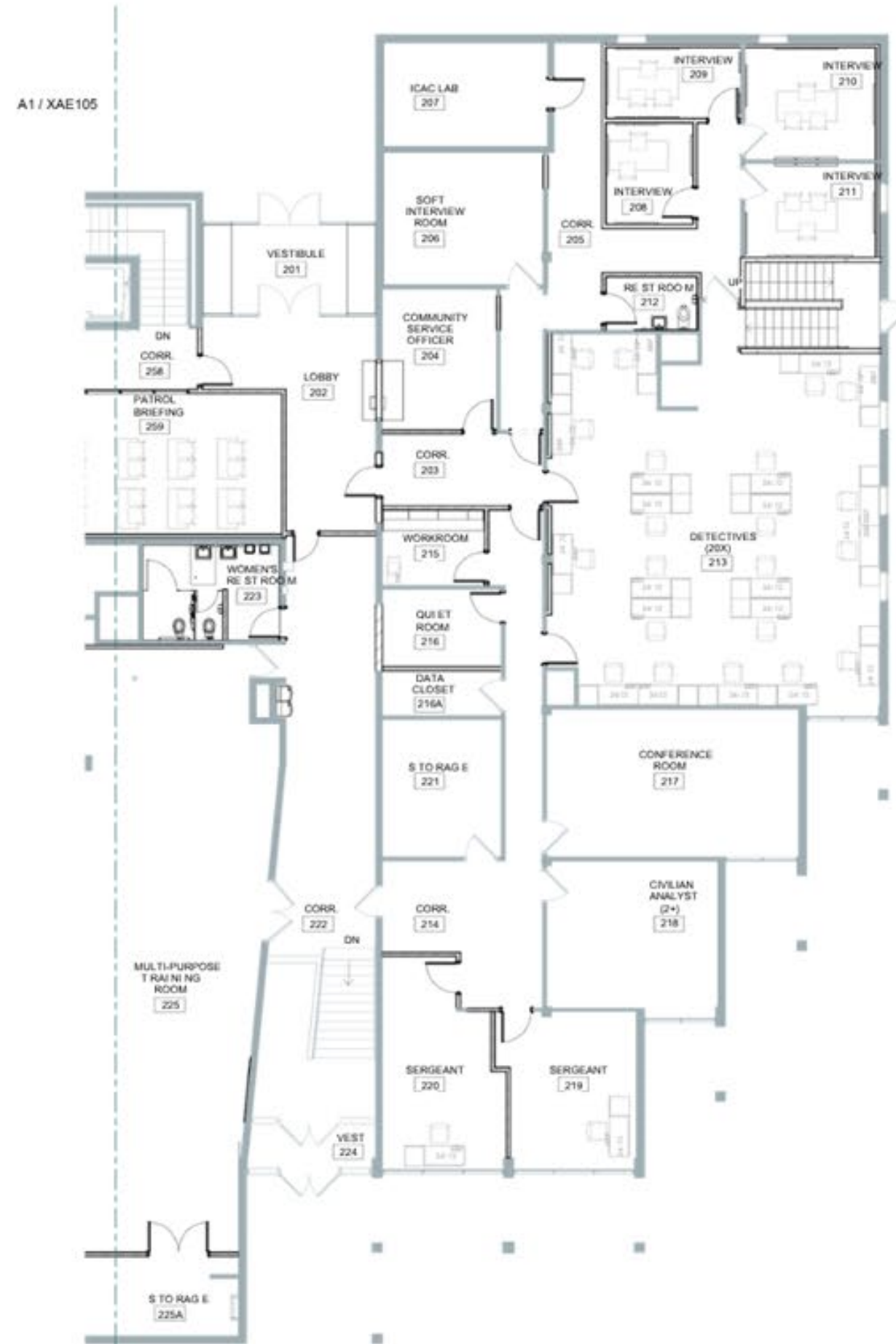
A -SIDE

B -SIDE

Main Level A Side



Main Level B Side



Perimeter Fencing

