



Notice is hereby given that the Payson City Council will hold a work session at 5:15 p.m. followed by their regularly scheduled City Council Meeting at 6:00 p.m. and followed by an additional work session on Wednesday, February 15, 2017, at the Payson City Center, 439 West Utah Avenue, Payson, Utah. Some Councilmembers may attend by electronic device. (The meeting order may change to facilitate the public or specific needs).

A. WORK SESSION – 5:15 P.M.

1. Discussion regarding the Springside Meadows Development

B. CITY COUNCIL MEETING – 6:00 P.M.

C. PRAYER & PLEDGE OF ALLEGIANCE

D. CONSENT AGENDA

1. Approval of February 1, 2017 Payson City Study Session and Council Meeting Minutes
2. Appointment of Library Board Member

E. PETITIONS, REMONSTRANCES & COMMUNICATIONS

1. Public Forum
2. Council and Staff Reports
3. Scout Attendance Certificates
4. Oath of Office – Officer James Mullings and Officer Josh Dodgen
5. Service Recognition Awards

F. OTHER

1. Presentation on Requirements for Wells and Septic Tanks
2. Presentation/Discussion Regarding Vote By Mail for the 2017 Municipal Election

G. ACTION ITEMS

1. Resolution – Agreement with the Payson/Santaquin Chamber of Commerce

H. ADJOURN TO REDEVELOPMENT AGENCY

1. Resolution – Authorizing the Chairman of the Redevelopment Agency of Payson City to Sign Officially for the Agency

I. ADJOURNMENT OF REDEVELOPMENT AGENCY

J. WORK SESSION

1. Presentation/Discussion Regarding the Wastewater Treatment Upgrade

K. ADJOURNMENT

I, Kim E. Holindrake, Deputy City Recorder, do hereby certify that the above notice was posted in the Payson City Center and on the Utah Public Notice Website on this 9th day of February, 2017. The press was duly notified.

/s/ Kim E. Holindrake

Kim E. Holindrake, Deputy City Recorder

In accordance with the Americans with Disabilities Act, Payson City will make reasonable accommodations to participate in the meeting. Requests for assistance can be made by calling 801-465-5209 at least 48 hours in advance of the meeting to be held.