

**Heber City Corporation
City Council Meeting
January 16, 2014**

4:30 p.m.

SPECIAL MEETING

The Council of Heber City, Wasatch County, Utah, met in **Special Meeting** on January 16, 2014, in the City Council Chambers at 75 North Main Street, Heber City, Utah.

Present:

Mayor
Council Members

Alan W. McDonald
Robert Patterson
Jeffery Bradshaw
Heidi Franco
Kelleen Potter

Excused:

Erik Rowland

Also Present:

City Manager
City Recorder
City Engineer
Planning Director
Chief of Police
Justice Court Judge

Mark K. Anderson
Michelle Kellogg
Bart Mumford
Anthony Kohler
David Booth
Randy Birch

Others Present: Steve Smith and Brian Jacobsen, GSBS Architects.

Mayor McDonald opened the meeting and welcomed those in attendance. He turned the time over to GSBS Architects. Steve Smith wanted to discuss ideas for the design of the building that would represent Heber. He asked the committee for ideas that showed vision and described Heber. One thing he noticed about Heber was the large pine trees. Jacobsen added that he was asked for a cost estimate on the building and the numbers looked very favorable, but they needed to be verified.

Council Member Bradshaw wanted a new building that looked old, like the Bank Block and some of the historic buildings on Main Street. Council Member Franco suggested wood, red rock and natural stone on the interior, making it comfortable from the surrounding natural elements. Mayor McDonald noted there were many historic homes in the valley that could be a pattern for the building.

Kohler indicated he did a spatial analysis and passed around diagrams showing one story, two story and three story building options. He noted that the two and three story buildings would allow for more open space and parking options. Jacobsen stated he was planning on a one story building because stairs and elevators were expensive and he was looking to save costs.

Chief Booth stated his vision of the building was the red sandstone with complementing timbers on the outside, and earth colors inside and outside. For the building behind the main structure, he thought that would be cheaper in design and suggested stained concrete for the exterior walls.

Kohler hoped the committee would consider a second story because the first story would take more design money since it was more visible to the public. But the second story would cost less since it wasn't in the public view as much. Chief Booth indicated he would look to save on elevators and stairs and instead use those funds for more square footage for operations. Jacobsen stated a one story building was the best because there was no segregation of offices and personnel; everyone would be on the same level.

Council Member Franco suggested the parking could be in the middle of the block and the building on the south side. That would leave the north side of the parking lot open for future development. Chief Booth noted that was his preference as well. Council Member Patterson expressed that he wanted Chief Booth to design the interior to his liking, but Council Member Patterson preferred that the exterior look like the old traditional buildings in Heber.

Judge Birch asserted he liked the look of the Central School, with the columns and archway. Smith asked how the group would describe Heber. Answers were given that included terms such as pioneer, rural, high mountain valley, and recreation area. Jacobsen suggested black iron to go with the sandstone on the exterior to reference the railroad.

Smith indicated he would create one story and two story options. Anderson stated he and Kohler had discussed setbacks. He thought the property could be zoned C3, which did not require a setback and angled parking might be an option.

There was also discussion on the size of the community room and court. The number of people coming for those events would reflect the needed parking lot size. The committee was favorable of a zone change for that block and asked Kohler to initiate a zone change to C3.

With no further business, the meeting was adjourned.

Michelle Kellogg, City Recorder