



**NOTICE OF A SPECIAL SESSION OF THE
CITY COUNCIL**

June 14, 2024, at 11:00 AM

PUBLIC NOTICE is hereby given that the Vineyard City Council will hold a Special Session on Friday, June 14, 2024, at 11:00 AM, in the City Council Chambers at City Hall, 125 South Main Street, Vineyard, UT. This meeting can also be viewed on our [live stream page](#).

AGENDA

Presiding Mayor Julie Fullmer

1. CALL TO ORDER

2. CONSENT

- 2.1. Approval of the May 22, 2024, City Council Meeting Minutes**
- 2.2. Approval of PTIF Management Authorization (Resolution 2024-14)**
- 2.3. Shade Sails Bid Award (Resolution 2024-16)**
- 2.4. Special Event Fee Waiver - Art in the Park**
- 2.5. Special Event Fee Waiver - Walk-A-Thon & Benefit Concert**

3. CLOSED SESSION

The Mayor and City Council pursuant to Utah Code 52-4-205 may vote to go into a closed session for the purpose of (these are just a few of the items listed, see Utah Code 52-4-205 for the entire list):

- a strategy sessions to discuss pending or reasonably imminent litigation

4. BUSINESS ITEMS

4.1. Discussion and Action - Settlement Agreement

City Attorney Jayme Blakesley will present a settlement agreement.

5. ADJOURNMENT

6. CONSENT ITEMS

The next meeting is on June 26th 2024.

This meeting may be held in a way that will allow a councilmember to participate electronically. The Public is invited to participate in all City Council meetings. In compliance with the

Americans with Disabilities Act, individuals needing special accommodations during this meeting should notify the City Recorder at least 24 hours prior to the meeting by calling (385) 338-5183.

I, the undersigned Deputy Recorder for Vineyard, hereby certify that the foregoing notice and agenda was emailed to the Salt Lake Tribune, posted at the Vineyard City Offices, the Vineyard website, the Utah Public Notice website, and delivered electronically to staff and to each member of the Governing Body.

AGENDA NOTICING COMPLETED ON:

June 13th 2024

CERTIFIED (NOTICED) BY:

/s/ Tony Lara

TONY LARA, DEPUTY CITY RECORDER