



**NOTICE OF A REGULAR
CITY COUNCIL MEETING
August 4, 2026, at 4:00 PM**

PUBLIC NOTICE is hereby given that the Vineyard City Council will hold a regularly scheduled City Council meeting on Tuesday, August 4, 2026, at 4:00 PM, 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

- 1. CALL TO ORDER**
- 2. INVOCATION AND PLEDGE OF ALLEGIANCE (BY INVITATION)**
- 3. WORK SESSION**
 - 3.1. Discuss Resolution 2026-33 400 South Road Design and Construction Proposal**
 - 3.2. Discuss design work and build out of Gammon Park Extension (Pumpkin Patch Area) (Brian Vawdrey)**

Discuss design work and build out of Gammon Park Extension (Pumpkin Patch Area)
 - 3.3. Discussion on Geneva Ponds Lease Proposal**

The Utah Division of Forestry, Fire and State Lands' proposed sovereign lands lease and land exchange with Geneva Acquisitions, LLC, including the upcoming public meeting and state review process.
- 4. PUBLIC COMMENTS (3 MINUTES)**

“Public Comments” is defined as time set aside for citizens to express their views. *Public comments can be submitted ahead of time to robinr@vineyardutah.gov.*
- 5. ADJOURNMENT**

The next regularly scheduled meeting is on August 11, 2026.

This meeting may be held in a way that will allow a council member 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 duly appointed City Recorder for Vineyard, Utah, hereby certify that the foregoing notice and agenda was posted at Vineyard City Hall, on the Vineyard City and Utah Public Notice websites, and delivered electronically to staff and to each member of the Governing Body.

AGENDA NOTICING COMPLETED ON:

August 3, 2026

CERTIFIED (NOTICED) BY:

/s/ Robin Bond

ROBIN BOND, CITY RECORDER