# **BOUNTIFUL CITY COUNCIL MEETING**

## TUESDAY, December 13, 2016

# Work Session - 6:00 p.m.

Regular Session - 7:00 p.m.

NOTICE IS HEREBY GIVEN that the City Council of Bountiful, Utah will hold its regular Council meeting at City Hall, 790 South 100 East, Bountiful, Utah, at the time and on the date given above. The public is invited to all meetings. Deliberations will occur in the meetings. Persons who are disabled as defined by the Americans With Disabilities Act may request an accommodation by contacting the Bountiful City Manager at 801.298.6140. Notification at least 24 hours prior to the meeting would be appreciated.

If you are not on the agenda, the Council will not be able to discuss your item of business until another meeting. For most items it is desirable for the Council to be informed of background information prior to consideration at a Council meeting. If you wish to have an item placed on the agenda, contact the Bountiful City Manager at 801.298.6140.

## **AGENDA**

### Work Session -6:00 p.m.

- 1. Veterans Memorial location discussion Mr. Gary Hill
- 2. Field use discussion Mr. Brock Hill
- 3. Dogs in parks ordinance discussion Mr. Brock Hill

#### Regular Session – 7:00 p.m.

- 1. Welcome, Pledge of Allegiance and Thought/Prayer
- 2. Approve minutes of previous meeting November 22, 2016
- 3. Council Reports
- 4. BCYC Report
- 5. Consider approval of:
  - a. Weekly expenditures > \$1,000 paid November 14, 21, 28 & 30, 2016
  - b. October financial report Mr. Tyson Beck
- 6. Brent Thomas Retirement Mr. Allen Johnson
- 7. Annual notice of City Council schedule of meetings Mr. Gary Hill
- 8. Ordinance 2016-13 Establishing a Bountiful Historic Commission Mr. Clint Drake
- 9. Preliminary and Final Site Plan Review for 60-unit multi-family development Mr. Chad Wilkinson
- 10. Preliminary site plan review for a proposed modification to an existing commercial site Mr. Chad Wilkinson
- 11. Biennial review of Moderate Income housing Element of the General Plan Mr. Chad Wilkinson
- 12. Adjourn

Deputy City Recorder