

**Municipal Building Authority of
Tooele City Council**

Date: Wednesday, December 6, 2023

Time: 7:00 p.m.

Place: Tooele City Hall, Council Chambers
90 North Main Street, Tooele, Utah

Board Members Present:

Justin Brady

Maresa Manzione

David McCall

Ed Hansen

Board Members Excused:

Tony Graf

City Employees Present:

Mayor Debbie Winn

Adrian Day, Police Department Chief

Michelle Pitt, City Recorder

Loretta Herron, Deputy City Recorder

Roger Baker, City Attorney

Jamie Grandpre, Public Works Director

Darwin Cook, Parks and Recreation Director

Kami Perkins, HR Director

Shannon Wimmer, Finance Director

Minutes prepared by Katherin Yei

1. Open MBA Meeting

Chairman Brady called the meeting to order at 7:00p.m.

2. Roll Call

David McCall, Present

Justin Brady, Present

Maresa Manzione, Present

Ed Hansen, Present

Tony Graf, Excused

3. Public Hearing to Allow Public Input Regarding (I) Issuance and Sale by the Municipal Building Authority of Tooele City, Utah of not more than \$8,500,000 Aggregate Principal Amount of its Lease Revenue Bonds, Series 2023 and (II) any Potential Economic Impact that the Improvements, Facility or Property Financed in Whole or in Part with the Proceeds of the Bonds may have on the Private Sector; and Related Matters

Presented by Shannon Wimmer, Finance Director

Ms. Wimmer presented the funding for Fire Station number 3. This is the third and final public hearing. The funding is being received through the Community Impact Board. This is the cheapest option available to Tooele City. The fire station is funded in the current budget with no additional funding needed.

The public hearing was opened. No one came forward. The public hearing was closed.

7. Adjourn

Chairman Brady adjourned the meeting at 7:02 pm.

The content of the minutes is not intended, nor are they submitted, as a verbatim transcription of the meeting. These minutes are a brief overview of what occurred at the meeting.

Approved this 20th day of December, 2023

Justin Brady, City Council Chair