

4 March 2014

KAYSVILLE CITY COUNCIL
MARCH 4, 2014

Minutes of a regular meeting of the Kaysville City Council held March 4, 2014 at 7:00 p.m. in the City Council Chambers of the Kaysville City Municipal Center.

Council Members present: Mayor Steve Hiatt, Mark Johnson, Ron Stephens, Jared Taylor, Brett Garlick and Susan Lee

Others present: City Manager John Thacker, Recorder Linda Ross, Engineer Andy Thompson, Police Chief Sol Oberg, Ruth Malan-Standard Examiner, Louise Shaw-Clipper, Tage Rinehart, Carter Barrus, Mitchell Clove, Benjamin Wright, Kreston Neilson, Tim Smolka, Cheyenne Smolka, Carson Jewell, Bentley Holley, Chandler Norwood, Nathan Alvey, Isaac Allen, Jeffrey Chandler, Anita Hallows, Tim Hallows, Brad Barrus, Jeff Jewell, Wesley Norwood, Andre Lortz, Kyle Lortz, Andy Shapiro, Austin Hulet, Ethan McNeil, Brandon Stephens, Luke Johnson, Richard Allen, Nic Shepherd, Spencer Crandall, Layne Argyle, Sarah Wright, Ashley Van Camp, Jared Gnehm, Brian Van Camp, Ray Emmett, Trevis Jensen, Benjamin Pace, Leo Vettori, Janelle Vettori, Orwin Draney, Carole Walker, Margaret Brough, Ramona Porter, Derek Gasser, Chad Berbert, Adam Jones, Isaac Berbert, Colby Anderson, Bryant Collard, Payton Dyer, Brandon Dyer, Chase Rogers, Brandon Wood, Brigg Lewis, Bryan Turner, Bryce Bird, Darren Wood, Rex Spencer, Spencer Little, Jake Sims, Nathan Thornton, Hayden Sheffield, Carter Grant, Drew Bushell, Scott Belliston, Ken Sheffield, Rob Olsen, Chad Bessinger, Kyle Olsen, Cole Stephens, Davis Sheffield, Sara Thatcher, Marcus Hunt, ElRay Christensen, Miles Call, Jannece Bentley and Bronson White.

CALL TO THE PUBLIC

Bryce Bird stated that he just learned last week about the commercial development on Flint Street. He is concerned about that development and the layout of the proposed store. He was never approached about this development or how to mitigate his concerns. His bedroom window will overlook the pharmacy drive-in and garden center. He would like the opportunity to address his concerns and work out responsible times for noise and light.

