

# Cedar City

10 North Main Street • Cedar City, UT 84720  
435-586-2950 • FAX 435-586-4362  
www.cedarcity.org

## REDEVELOPMENT AGENCY MEETING

SEPTEMBER 2, 2020

5:30 p.m. or as soon thereafter as the meeting is called

**Mayor**  
Maile Wilson-Edwards

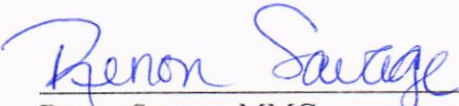
**Council Members**  
Ronald R. Adams  
Terri W. Hartley  
Craig E. Isom  
W. Tyler Melling  
R. Scott Phillips

**City Manager**  
Paul Bittmenn

The Cedar City Redevelopment will be held Council Chambers at the City Office, 10 North Main Street, Cedar City, Utah. The agenda will consist of the following items:

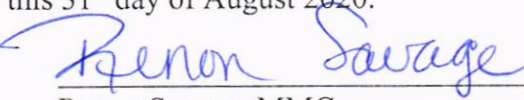
- I. Call to Order
- II. Business Agenda
  - 1. Public Hearing to consider an Interlocal Agreement between Cedar City Redevelopment Agency, Cedar City, Iron County, Iron County School District and the Iron County Water Conservancy District for the Decorworx Project within the Coal Creek Community Redevelopment Reinvestment Project Area. Danny Stewart
  - 2. Public Hearing to consider a Participation Agreement between the Cedar City Redevelopment Agency and Decorworx, LLC for the development of property located at 452 North Main Street. Danny Stewart

Dated this 31<sup>st</sup> day of August 2020.

  
\_\_\_\_\_  
Renon Savage, MMC  
City Recorder

### CERTIFICATE OF DELIVERY:

The undersigned duly appointed and acting recorder for the municipality of Cedar City, Utah, hereby certifies that a copy of the foregoing Notice of Agenda was delivered to the Daily News, and each member of the governing body this 31<sup>st</sup> day of August 2020.

  
\_\_\_\_\_  
Renon Savage, MMC  
City Recorder

Cedar City Corporation does not discriminate on the basis of race, color, national origin, sex, religion, age or disability in employment or the provision of services.

If you are planning to attend this public meeting and, due to a disability, need assistance in accessing, understanding or participating in the meeting, please notify the City not later than the day before the meeting and we will try to provide whatever assistance may be required.