MILLARD COUNTY COMMISSION AGENDA

Public Notice is hereby given that the Board of County Commissioners of Millard County, Utah, will meet in Regular Public Session at the Millard County Courthouse, 50 South Main, Fillmore, Utah commencing at 10:00 a.m. August 2, 2022.

10:00 A.M. Public is Welcomed **Opening Statements** Approval of the Minutes of July 19, 2022 Follow up Action Items from July 19, 2022 10:05 A.M. Ratification of the Approved Memorandum of Understanding for Millard County Emergency Debris Basin Installation at the Fillmore Wildlife Management Area Miss Millard Royalty Report 10:10 A.M American Legion Girls State Report 10:15 A.M. Children's Justice Center Annual Report and Presentation 10:25 A.M. Discussion and Possible Approval of Extending the State of Emergency for the Halfway Hill Fire 10:35 A.M. Discussion and Possible Approval of the Sponsorship for a Halfway Hill Fire Grant(s) 10:45 A.M Recognition by the Sheriff 10:50 A.M. Presentation of the 2021 Independent Audit 10:55 A.M. Discussion of Salary Survey Procedure 11:00 A.M Approval of IGP Waivers 11:05 A.M Discussion and Possible Action Concerning IPP Renewed Impacts 11:25 A.M. Public Input 11:30 A.M. Other Business Discussion and Possible Appointments to Various County Boards

Possible Board of Equalization (BOE) Discussion and/or Action

In compliance with the Americans with Disabilities Act, individuals needing special accommodations (including auxiliary communicative aids and services) during this meeting should notify the Millard County Clerk's Office at 765 South Highway 99, Fillmore, Utah (743-6223 or 864-2440, at least three working days prior to the meeting.

Discussion by Each Commissioner, County Attorney, Elected Official and Secretary

Possible Approval of Application(s) for Settlement or Deferral of Delinquent Property Tax

	Possible Closed Meeting Pursuant to Utah Code Annotated Section 52-4-204 & 205	
Dated this 29 th	Day of July, 2022	
	-	Evelyn Warnick, Chairperson

Possible Review of County Policies and Contracts