



ROOSEVELT CITY | UT

April 16, 2024

ROOSEVELT MUNICIPAL BUILDING AUTHORITY MINUTES

CALL TO ORDER

At approximately 7 p.m. Don Busenbark called this meeting of the Roosevelt Municipal Building Authority to order.

ROLL CALL

Members Present:

Audrey Goodrich, *Cody Aland, Don Busenbark, *David Baird

*Participated Electronically

Members Absent:

Dustin White, J.R. Bird

ACTION ITEMS

REAFFIRMING RESOLUTION , RHONDA GOODRICH

A RESOLUTION OF THE GOVERNING BOARD OF THE MUNICIPAL BUILDING AUTHORITY OF ROOSEVELT CITY, UTAH, REAFFIRMING ITS AUTHORIZATION AND APPROVAL OF AN ANNUALLY RENEWABLE LEASE AGREEMENT, BETWEEN THE AUTHORITY AND ROOSEVELT CITY, UTAH; AUTHORIZING THE AUTHORITY'S \$3,220,000 LEASE REVENUE BONDS, SERIES 2024 FOR THE ACQUISITION AND CONSTRUCTION OF A NEW FOUR-PLEX SPORTS COMPLEX, AND RELATED IMPROVEMENTS; REAFFIRMING AUTHORIZATION OF A MASTER RESOLUTION, GROUND LEASE AND THE SECURITY DOCUMENTS AND OTHER DOCUMENTS REQUIRED IN CONNECTION THEREWITH; AND RELATED MATTERS.

Eric Johnson, who serves as the Bond Attorney for Roosevelt City, joined the council via Zoom and explained that the status of the Roosevelt Municipal Building Authority as a non-profit had lapsed, and as a result, it was necessary to reaffirm their authorization in the form of a resolution.

A motion to approve the Reaffirming Resolution (with the language above) was submitted by Audrey Goodrich. Seconded by Cody Aland.

Ayes:Audrey Goodrich, Cody Aland, David Baird, Don Busenbark

Nos:0

ADJOURN

Further information can be obtained by contacting Sunshine Bellon at (435) 823-0519 In compliance with the Americans with Disabilities Act, individuals needing special accommodations (including auxiliary communicative aids and services) during these hearings should notify Sunshine Bellon at 255 South State Street, Roosevelt, Utah, 84066, at least three days prior to the hearing to be attended.

A motion to adjourn was submitted by Audrey Goodrich. Seconded by David Baird.

Ayes:Audrey Goodrich, Cody Aland, David Baird, Don Busenbark

Nos:0