

The City Library Board of Directors Meeting Agenda

July 20, 2016, 4:30pm • Main Library Board Room, 210 East 400 South, Salt Lake City, UT 84111

BOARD OF DIRECTORS

Emilie 'Mimi' Charles, President
Luana Chillelli, Vice President
Alberta Comer, Secretary
Nate Salazar
Pete Giacomia
Jana Ostler
Denise Thornhill
Kevin Werner

Library Board meetings are open to the public. Board information, including meeting agendas, minutes, and recordings can be found at www.slcp.org/board. People with disabilities may make requests for reasonable accommodation no later than 48 hours prior to Board meetings. The City Library will make every effort to honor those requests and asks that they be made as early as possible. Accommodations may include alternate formats, interpreters, and other auxiliary aids. All City Library locations are accessible facilities. For requests or additional information, please contact the Administrative Assistant, 801-524-8205; people with hearing impairments may dial 711 (Relay Utah).

I. CALL TO ORDER

II. EXECUTIVE DIRECTOR SEARCH

A. The Board may consider a motion to enter into Closed Session **ACTION ITEM**

A closed meeting described under Section 52-4-205 may be held for specific purposes including, but not limited to:

1. discussion of the character, professional competence, or physical or mental health of an individual;
2. strategy sessions to discuss collective bargaining;
3. strategy sessions to discuss pending or reasonably imminent litigation;
4. strategy sessions to discuss the purchase, exchange, or lease of real property, including any form of a water right or water shares, if public discussion of the transaction would:
 - a) disclose the appraisal or estimated value of the property under consideration; or
 - b) prevent the public body from completing the transaction on the best possible terms

III. EXECUTIVE DIRECTOR DECISION **ACTION ITEM**

IV. ADJOURN **ACTION ITEM**

UPCOMING SCHEDULE

Monday, August 22, 2016 4pm
Day Riverside Branch, 1575 1000 N, Salt Lake City, UT 84116