

RESOLUTION NO. R-08-2024

**A RESOLUTION OF EAGLE MOUNTAIN CITY, UTAH,
APPOINTING PAULA BUCK AS THE
EAGLE MOUNTAIN CITY DEPUTY TREASURER**

PREAMBLE

WHEREAS, Utah State Code Annotated Section 10-6-143 City Treasurer or Deputy provides for a Deputy Treasurer to perform the duties listed within the Section; and

WHEREAS, the Deputy Treasurer is appointed by the Mayor, with the advice and consent of the City Council, and serves in office until his successor is appointed and qualified; and

WHEREAS, Paula Buck is a qualified and suitable person to serve as the Eagle Mountain City Deputy Treasurer.

NOW THEREFORE, BE IT RESOLVED by the City Council of Eagle Mountain City, Utah, that Paula Buck is hereby appointed Eagle Mountain City Deputy Treasurer.

This Resolution shall become effective immediately upon its passing.

ADOPTED by the City Council of Eagle Mountain City, Utah, this 6th day of March 2024.

EAGLE MOUNTAIN CITY, UTAH



Tom Westmoreland, Mayor

ATTEST:



Fionnuala B. Kofoed, MMC
City Recorder



CERTIFICATION

The above resolution was adopted by the City Council of Eagle Mountain City on the 6th day of March 2024.

Those voting yes: Those voting no: Those excused: Those abstaining:

<input checked="" type="checkbox"/> Donna Burnham	<input type="checkbox"/> Donna Burnham	<input type="checkbox"/> Donna Burnham	<input type="checkbox"/> Donna Burnham
<input checked="" type="checkbox"/> Melissa Clark	<input type="checkbox"/> Melissa Clark	<input type="checkbox"/> Melissa Clark	<input type="checkbox"/> Melissa Clark
<input type="checkbox"/> Jared Gray	<input type="checkbox"/> Jared Gray	<input type="checkbox"/> Jared Gray	<input checked="" type="checkbox"/> Jared Gray
<input checked="" type="checkbox"/> Rich Wood	<input type="checkbox"/> Rich Wood	<input type="checkbox"/> Rich Wood	<input type="checkbox"/> Rich Wood
<input checked="" type="checkbox"/> Brett Wright	<input type="checkbox"/> Brett Wright	<input type="checkbox"/> Brett Wright	<input type="checkbox"/> Brett Wright


Fionnuala B. Kofoed, MMC
City Recorder

