



April Agenda Highland Arts Council Meeting

Wednesday, April 2nd, 2025

5:30 p.m.

Highland City Community Center
5378 W 10400 N
Highland, Utah 84003
(801) 891-7183

**HIGHLAND ARTS COUNCIL MISSION STATEMENT: OUR PURPOSE IS TO PROMOTE AND
PROVIDE ENRICHMENT FOR ALL THE ARTS FOR ALL AGES IN OUR COMMUNITY**

CALL TO ORDER/ROLL CALL:

Shauna Larson (Chairman)

KeriLynn Lenhart

€ Jordana Proctor

€ Elaine Roundy

€ Linda Littlefield

€ Doug Cortney (City Council
Rep)

€ Kelly Gummow

€ Kathy Brooksby

€ Becca Casswell

€ Susan Moss

€ Sarah McCann

€ Donna Cardon (Library)

€ Carol Hadlock

Approve March meeting minutes.

Chairman Issues:

Arts Council Updates

Introduce Heidi Mendez Harrison, youth theater director for Into The Woods

Discussion Items:

1. Director Reports

City/Doug:

TSO/Sarah:

Quilting Club/Carol:

Highland Choral Arts/Kathy:

Highland Children's Choir/Kerilynn:

Youth Theater:

Kelly:

Linda:

Becca:

Susan:

Library/Donna:

Next Board Meeting: May 7th, at 5:30 pm at the Community Center Building

Adjournment:

KeriLynn Lenhart
Highland City Arts Council

In accordance with Americans with Disabilities Act, Highland City will make reasonable accommodations to participate in the meeting. Requests for assistance can be made by contacting the City Recorder at (801) 772-4505 at least three days in advance of the meeting.

ELECTRONIC PARTICIPATION

Members of the Committee may participate electronically during this meeting.

CERTIFICATE OF POSTING

I, Stephannie Cottle, the duly appointed City Recorder, certify that the foregoing agenda was posted at the principal office of the public body, on the Utah State website (<http://pmn.utah.gov>), and on Highland City's website (www.highlandcity.org).

Please note the order of agenda items are subject to change in order to accommodate the needs of the committee, staff, and the public.

Posted and dated this agenda on the 1st of April, 2025

Stephannie Cottle, CMC, City Recorder

THE PUBLIC IS INVITED TO PARTICIPATE IN ALL ARTS COUNCIL MEETINGS.