

RESOLUTION No. 15-04

ROLL CALL

VOTING	YES	NO
STEVE LEIFSON <i>Mayor (votes only in case of tie)</i>		
ROD DART <i>Council member</i>	X	
RICHARD M. DAVIS <i>Council member</i>	X	
BRANDON B. GORDON <i>Council member</i>	X	
MIKE MENDENHALL <i>Council member</i>	X	
KEIR A. SCUBES <i>Council member</i>	X	

I MOVE this resolution be adopted: Council member Scoubes
I SECOND the foregoing motion: Council member Mendenhall

RESOLUTION No. 15-04

A RESOLUTION AUTHORIZING SETTLEMENT AUTHORITY FOR LIABILITY CLAIMS MADE AGAINST SPANISH FORK CITY

WHEREAS, property or personal injury liability claims are made against Spanish Fork City from time to time; and

WHEREAS, a timely review and an appropriate settlement offer are helpful to reduce overall costs; and

WHEREAS, pertinent and competent city staff review each claim; and

WHEREAS, Spanish Fork City belongs to a risk management pool known as the Utah Risk Management Mutual Association (URMMA) which consists of additional personnel that fully understand claims and liability; and

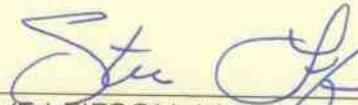
WHEREAS, URMMA staff is available to assist City staff with any claims that may arise;

NOW THEREFORE, be it resolved by the Spanish Fork City Council as follows:

1. The risk manager and respective department director have the authority to settle all liability claims up to \$5,000. According to URMMA Policy, personal injury claims also require URMMA review and authorization.
2. The risk manager and department director have the authority to settle all liability claims above \$5,000 with the advice and consent of the City Manager, after consultation with the City Attorney and URMMA.
3. The City Council will be advised of all liability claims that have become or likely will become lawsuits.
4. When the decision is to deny a liability claim that may incur large legal defense costs, staff will seek advice and consent of the Council.

This resolution is effective the 3rd day of February, 2015.

DATED this 3rd day of February, 2015.



STEVE LEIFSON, Mayor

Attest:



KENT R. CLARK, City Recorder

