



Working Session of the  
**Finance & Audit Committee**  
of the Board of Trustees of the Utah Transit Authority  
**Wednesday, October 10, 2018, 10:30 a.m.-12:00 p.m.**  
Frontlines Headquarters, Golden Spike Rooms, 669 West 200 South, Salt Lake City

**Committee Members:** Jeff Acerson, Committee Chair                      Gina Chamness  
Cort Ashton    Dannie McConkie

Note: Gina Chamness will serve as acting chair for this meeting

**Agenda**

- |  |                         |
|--|-------------------------|
| 1. Safety First Minute   | Dave Goeres             |
| 2. Item(s) for Consent   | Gina Chamness           |
| a. Approval of September 19, 2018 Finance & Audit Committee Budget Work Session Meeting Report |                         |
| b. Approval of September 27, 2018 Finance & Audit Committee Meeting Report                     |                         |
| 3. August 2018 Financial Report & Dashboard  | Bob Biles               |
| 4. Q3 Investment Report  | Bob Biles               |
| 5. Tentative 2019 Budget   | Steve Meyer & Bob Biles |
| 6. Other Business  | Gina Chamness           |
| 7. Adjourn   | Gina Chamness           |

**Public Comment:** Members of the public are invited to provide comment during the general comment period at UTA's Board of Trustee meetings, or prior to any action on a board resolution at those meetings. Comment may be provided in person or online through [www.rideuta.com](http://www.rideuta.com). Additionally, public comment may be taken at committee meetings at the discretion of the committee chair. In order to be considerate of time and the agenda, comments are limited to two minutes per individual, or five minutes for a spokesperson designated to represent a group.

**Special Accommodation:** Information related to this meeting is available in alternate format upon request by contacting [callredge@rideuta.com](mailto:callredge@rideuta.com) or (801) 287-3536. Request for accommodations should be made at least two business days in advance of the scheduled meeting.