

Kurt Bradburn  
Mayor, Sandy City  
1000 S Centennial Parkway  
Sandy, UT 84070

RE: Planning Commission Appointment

Dear Mayor Bradburn,

Thank you for speaking with me about an appointment to the planning commission. Here is a summary of information about me, and my qualifications for serving on the commission.

I have been a resident of Sandy for all but a few years of my life. My wife, Kirstie, and I currently reside in the historic neighborhood, located in District 1. We have been homeowners in the neighborhood for nearly 15 years, and enjoy raising our four children amongst the wonderful members of our community.

As a child I attended Crescent Elementary and Mt Jordan Middle School. I am a graduate of Jordan High School, Salt Lake Community College, The University of Utah and Weber State University. I am employed by Automatic Data Processing (ADP) as a Client Service Manager, and have been fortunate to work for ADP for over 20 years.

I am currently a member of the Sandy Historic Preservation Committee and have been serving on that committee for the past 4 years. The Sandy Historic Committee is concerned with land use and development within the historic district. We are also concerned with preserving the historic elements of the district while working with the community development department, and other city departments, to achieve the goals of the Historic Neighborhood Master Plan. As a member of that committee I have been involved in reviewing public and private building plans for development within the historic district. I, along with the rest of the committee, encourage and promote the guidelines for new development and redevelopment found in the aforementioned neighborhood plan.

I have enjoyed the opportunity to serve the citizens of the historic neighborhood as a member of the Sandy Historic Preservation Committee. I appreciate the recommendation to serve on the planning commission, and welcome the opportunity to further serve the Sandy community in that capacity.

Sincerely,

Jeff Lovell