



**MINUTES
FEBRUARY 8, 2022
LAVON PARKS AND RECREATION BOARD
REGULAR MEETING
6:00 PM**

ATTENDING: LEON MARSHALL, VICE CHAIR, SEAT THREE
KELLY TURK, SEAT TWO
JENNIFER WHITE, SEAT FOUR
JOE SERPETTE, SEAT FIVE

ABSENT: MIKE GULINO, SEAT ONE, CHAIRMAN
LINDSEY HEDGE, ALTERNATE

- 1. VICE CHAIRMAN LEON MARSHALL CALLED THE MEETING TO ORDER AT 6:08 P.M. WITH A QUORUM PRESENT.**
- 2. MR. MARSHALL LED THE PLEDGE OF ALLEGIANCE AND DELIVERED AN INVOCATION.**
- 3. CITIZENS COMMENTS**

There were none.

4. ITEMS OF INTEREST/ COMMUNICATIONS

- Breakfast with the Bunny-April 9, 2022, 9am-10:30am and Bunny Street Vendor Fair 9am-Noon.

5. ITEMS FOR CONSIDERATION

A. Discussion and action regarding the Minutes of the November 9, 2021 meeting.

MOTION: APPROVE THE MINUTES OF THE NOVEMBER 9, 2021 MEETING.

MOTION MADE: SERPETTE

SECONDED: TURK

APPROVED: UNANIMOUS (Absent: Gulino, Hedge)

B. Presentation of, discussion, and action regarding the Draft Parks and Recreation Master Plan.

Madeleine Bonney, Peloton Land Solutions, detailed the Draft Parks and Recreation Master Plan and answered questions.

MOTION: RECOMMEND APPROVAL OF THE DRAFT PARKS AND RECREATION MASTER PLAN.

MOTION MADE: SERPETTE

SECONDED: WHITE

APPROVED: UNANIMOUS (Absent: Gulino, Hedge)

C. Discussion and action regarding Grand Heritage Homeowner's Association park improvement project in Bear Creek.

Ms. Turk and Mr. Serpette provided general information regarding the planned improvement project and offered to provide an update at the next meeting.

D. Staff report regarding the Parks and Recreation Master Plan, park-related projects, and special events.

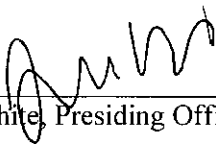
City Administrator Kim Dobbs provided an update regarding the Bear Creek Trail Creek Crossing project.

6. BOARD TO SET FUTURE MEETINGS AND AGENDAS

- Regular Meeting May 10, 2022 at 6 p.m.


MR. MARSHALL ADJOURNED THE MEETING AT 6 P.M.

DULY PASSED and APPROVED on the 11th day of April 2023.



Jennifer White, Presiding Officer

Attest:



Rae Norton, City Secretary