

Parks and Recreation Commission Overview

Municipal Code Description (2.36):

- A. Hold hearings on matters pertaining to planning and development of parks, cultural activities, historical resources, recreation, community services (including, but not limited to schools and senior services), and capital expenditures related to community activities and facilities
- B. Conduct such other hearings as are necessary and in accordance with its own rules and regulations
- C. Report its decisions and recommendations in writing to the City Council
- D. Consider, formulate and propose programs, activities, resources, plans and development designed to provide for, regulate and direct the future growth and development of community activities, parks and recreation systems in order to secure to the City and its inhabitants better service
- E. To make sure investigations and reports for future acquisition of park sites
- F. To make, in its advisory capacity, and any and all recommendations to the City Council relating to the above matters, including the extension of the parks, recreation system and community activities to outlying areas of the City.
- G. In cooperation with the Director of Recreation and Community Services, the Commission will consider, review, and evaluate parks, recreation programs, and community activities
- H. Consider, formulate and propose cultural activities and historical preservation for the City and its residents

Schedule Requirements:

Commission shall establish a regular place of meeting and rules of conduct thereof and shall hold at least one regular meeting each month.

Meeting Schedule:

First Thursday of every month, 7:00pm at Community Hall.

Operational Items:

- Community Funding Grant Program Application Review
- Review and provide feedback regarding capital improvement projects
- Teen and Senior Engagement
- Festivals and Programs
- Collaboration with other commissions

Budget:

Item	Amount
Materials	\$8,188.00
Total	\$8,188.00

*FTE Allocation .10 (Staff Liaison and Administrative Assistant)