

Parks and Recreation Board

April Meeting Minutes

April 24, 2018, 6:00PM

Members in attendance: Kelly Travers, Sam Fink, Billy Groom and Pamela Keller.

1. Welcome
 - a. Call meeting to order
 - b. Approval or revisions of last month's minutes
 - c. Minutes approved

2. Status from Eric Lutz on the board's park walk finds.

Green is completed.

Blue is pending but in progress.

Washout-

1-loose boards-completed.

2-enlarge-no action needed by Facilities here

Shorebird Park

3-stabilize post-completed.

4-""

Dog park

5-loose copper top-completed

16-loose top- completed

6-fence loose-completed

Pirates Cove

7-check fence stability-completed

8-hose exposed -completed

9-graffiti- will paint over graffiti on Monday. Kids are playing now.

10-stabilize fence-completed.

- 11-check area-completed.
- 12- bench needs painting-(pending replacement cleaning/staining)
- 13-
- 14-
- 15-check

Wave watch

- 17-loose bannister -completed.
- 18-graffiti-completed.
- 19-bench needs paint-(pending replacement or cleaning/staining.)

Shadow Race

- 20-unsightly neighbor yard-needs blocking-survey re-stake complete, getting fence quote tomorrow.
- 21-need foliage or fence -Houghton working on plan.

River Park

- 21- need paint-budgeting in FY19 budget for new furniture
- 22-Ant hills-complete.

Community Gardens

- 23-update divider/fence & clean wood fence- waiting on the Garden Club to make a recommendation
- 24-Exposed wires-Contractor to make repairs
- 25- loose boards-complete

2. Kenny Hanson Memorial Brick

- a. Kenny's brick laying ceremony scheduled for May 10th at 5PM at the community center.

3. Wave Watch Playground

- a. P&R to do touch up painting May 4th at 9AM.
- b. Aloysius Zealy is working on the chalkboard.

4. Shadow Race Pocket Park

- a. Waiting on a timeline on the installation for the bat and butterfly houses.

5. Dog Park

- a. Lowes is donating a picnic table.
- b. Getting bids for a gazebo like the one at Pirate's Cove.

Our next meeting will be May 22nd at 6pm at the Community Center