

### AGENDA CITY OF LITTLE CANADA PARKS & RECREATION COMMISSION THURSDAY, MAY 3, 2018

Pre-Meeting: Parks Tour –
Meeting at Spooner Park Parking Lot at 5:30 p.m. to tour Spooner Park

- 1. Call To Order Regular Meeting 6:30 p.m.
- 2. Roll Call
- 3. Approval of the Minutes April 5, 2018

#### **OLD BUSINESS:**

- 4. Parks Master Plan Update
- 5. Gilbertson Field Update

#### **NEW BUSINESS:**

6. Arbor Day Ceremony

#### **UPDATES**

- 7. Youth Activities Registration Open for Summer Activities
- 8. Adult Activities
  - a. Senior Exercise
  - b. Adult Pickleball
  - c. Morning Talks May 9 Container Gardening
- 9. City-wide Garage Sale May 17,18, and 19.
- 10. Seasonal Off-leash Dog Park opening soon.
- 11. Workout in the Park
- 12. City Website Demonstration
- 13. Other

#### **ADJOURN**



## STAFF REPORT

**TO:** Parks & Recreation Commission

FROM: Bryce Shearen, Parks & Recreation/Community Services Manager

**DATE:** April 27, 2018

**RE:** Parks Master Plan Update

A final draft of the Park System Master Plan was distributed to both the Commission and City Council on Friday, April 20, 2018, via email for review. Staff has reviewed the Plan to check for any errors or things that may have been missed. Staff also referred back to the Request for Proposal (RFP) to make sure that this document covers everything that was outlined in the RFP.

The Park System Master Plan consists of seven sections:

- Introduction
- Existing Conditions & Needs
- Trends
- The Plan
- Implementation
- Appendix A
  - o Individual Park Inventories and Recommendations
- Appendix B
  - o Community Survey Summary

The 'meat' of the Plan consists of *The Plan* and *Implementation* chapters. The majority of the discussions were focused on those sections. Several parties will use this Plan, including but not limited to, the Parks & Recreation Commission, the City Council, City Staff, and others. This Plan will help to assist with tasks such as acquisition and development decisions, maintenance decisions, budgeting capital improvements, and communicating Little Canada's vision for parks, open space, and trails. Neighboring and overlapping jurisdictions can refer to this Plan to help determine how their park systems relate to Little Canada's park system. Developers and landowners can use this Plan to develop an understanding of how existing and future development should relate to the City's park system. Finally, residents can refer to this plan to learn about parks, open space, and trails in Little Canada.

Staff is looking for any additional comments or changes that should be made to the plan prior to approval.

Subject to any revisions by the Parks & Recreation Commission, staff recommends that the Commission approve the Parks System Master Plan and recommend that the City Council hold a public hearing on the plan.



## **STAFF REPORT**

**TO:** Parks & Recreation Commission

FROM: Bryce Shearen, Parks & Recreation/Community Services Manager

**DATE:** April 27, 2018

**RE:** Gilbertson Field Update

The Gilbertson Field renovation project is nearing completion. Frattalone has been in reshaping the pitching area into a circle along with doing a little bit of grading where the infield meets the outfield on the third base side to allow for better drainage.

Work that will be completed next week will be installing the fence fabric, installing the player benches and bleachers, and restoration around the concrete slab. As you will recall, the Little Canada Recreation Association (LCRA) funded this project.



# **STAFF REPORT**

**TO:** Parks & Recreation Commission

FROM: Bryce Shearen, Parks & Recreation/Community Services Manager

**DATE:** April 27, 2018

**RE:** Arbor Day Ceremony

The 2018 Arbor Day Ceremony will be held on Friday, May 4 at 1 p.m. The ceremony and tree planting will take place in Pioneer Park on the Desoto Street Side.

Students from both Little Canada Elementary School and Saint Johns of Little Canada will be singing a couple songs and participating in planting two trees.

The Commission is invited to attend the ceremony.