

PARKS & RECREATION COMMITTEE
AGENDA

AGENDA OF THE REGULAR MEETING OF THE PARKS AND RECREATION COMMITTEE OF THE CITY OF BISBEE, COUNTY OF COCHISE, AND STATE OF ARIZONA, TO BE HELD ON TUESDAY, NOVEMBER 12, 2024, AT 5:30 P.M. AT 915 S. TOVREAVILLE RD., COUNCIL CHAMBERS.

MEETING CALLED TO ORDER BY _____ AT _____ P.M.

ROLL CALL

COMMITTEE MEMBERS	<u>PRESENT</u>	<u>ABSENT</u>	<u>EXCUSED</u>
Kay Lynn Cummins/Chair			
Patricia Damon			
Tracy D’Arcangelo			
Deborah Young			
Bill Bailey			
Mel Sowid, Council Liaison			
Matthew Gurney, City Liaison			
Logan Dodd, City Liaison			

CALL TO THE PUBLIC:

“This is the time for the public to comment. Members of the Board may not discuss items that are not specifically identified on the agenda. Therefore, pursuant to A.R.S. §38-431.01 (H), action taken as a result of public comment will be limited to requesting to study the matter, responding to any criticism or scheduling the matter for further consideration and decision at a later date.

THE FOLLOWING IS TO BE DISCUSSED, CONSIDERED, AND/OR DECIDED UPON DURING THIS MEETING:

APPROVAL OF ACTION AGENDA:

Approval of the Minutes of the Work Session of the Parks & Recreation Committee Meeting held on August 13, 2024.

MOTION: SECOND:

APPROVED:

OLD BUSINESS

1. Discussion on update from Friends of the Bisbee Pool.
2. Project on converting two tennis courts at Vista Park into 6 pickleball courts in cooperation with the school district and Bisbee Vogue.

NEW BUSINESS

1. Discussion and possible recommendation to change Upper Vista Park to Chinanigan Desert Garden.
2. Discussion and feedback from Committee to City Planner, Emanuel Stuart on the Parks & Recreation element for the City of Bisbee General Plan update.

MEMBER COMMENTS:

STAFF COMMENTS:

FUTURE ITEMS FOR DISCUSSION:

NEXT SCHEDULED REGULAR MEETING: TBD

ADJOURNMENT: MEETING ADJOURNED BY _____ AT _____ P.M.

MOTION: SECOND:

APPROVED:

Pursuant to A.R.S. § 38-431.02(H), The public will have physical access to Council Chambers 10 minutes before the meeting is scheduled to begin.