

## EVERGREEN CEMETERY COMMITTEE

### **ACTION AGENDA OF THE SPECIAL SESSION OF THE EVERGREEN CEMETERY COMMITTEE OF THE CITY OF BISBEE, COUNTY OF COCHISE, AND STATE OF ARIZONA, WAS HELD ON THURSDAY, AUGUST 11, 2022, AT 5:30 P.M. AT COUNCIL CHAMBERS.**

MEETING CALLED TO ORDER BY MATTHEW GURNEY AT 5:33 PM.

#### ROLL CALL

COMMITTEE MEMBERS	<u>PRESENT</u>	<u>ABSENT</u>	<u>EXCUSED</u>
Carolyn Harris	<u>X</u>		
Marisol Renteria	<u>X</u>		
Linda Hallstead	<u>X</u>		
Lisa Maddern-Holland	<u>X</u>		
Joni Giacomino, Council Liaison	<u>X</u>		
Matthew Gurney, City Liaison	<u>X</u>		

#### **CALL TO THE PUBLIC:**

THE FOLLOWING WAS DISCUSSED, CONSIDERED, AND/OR DECIDED UPON DURING THIS MEETING:

#### APPROVAL OF ACTION AGENDA

Approval of the Minutes of the Regular Meeting of the Evergreen Cemetery Committee Meeting held on May 5, 2022.

MOTION: Linda Hallstead SEDOND: CAROLYN HARIS

APPROVED: UNANIMOUSLY

#### OLD BUSINESS:

1. Discussion on the progress of the water tanks installation and tree planting.  
NO ACTION. DISCUSSED GETTING TANKS AND TREES INSTALLED. TREES ARE TO BE INSTALLED NEXT TO OLD STUMPS.
2. Announcement and Official welcome of FMI Representative.  
NO ACTION. FMI REPRESENTATIVE NO PRESENT.

#### NEW BUSINESS:

1. Discussion and possible recommendation to select a new Chair for the Committee since Grace Wiggins has resigned.  
APPROVED. LISA HOLLAND IS THE NEW CHAIR.
2. Discussion on Cemetery Audio Tour.  
NO ACTION. LOOKING AT AN APPLICATION CALL ATIO FOR THE CEMETERY AUDIO TOUR. ALSO, COMMITTEE WOULD LIKE TO LOOK A KIOSK.
3. Discussion on Project Wildlife.  
TABLED FOR NEXT AGENDA

MEMBER COMMENTS:

WOULD LIKE A SPECIAL SESSION TO DISCUSS CUTTING OF GRASS, AND A LANTERN TOUR.

STAFF COMMENTS:

COMMITTEE HAS ONE VACANCY.

FUTURE ITEMS FOR DISCUSSION:

DISCUSS GRANT CYCLE

WATER FILL SCHEDULE

FOLLOW UP OF HALLOWEEN

NEXT SCHEDULED REGULAR MEETING: November 3, 2022

ADJOURNMENT: MEETING ADJOURNED BY MATTHEW GURNEY AT 6:35 PM.

MOTION: CAROLYN HARRIS            SECOND: MARISOL RENTERIA

APPROVED: UNANIMOUSLY