



Zionsville Board of Parks & Recreation Regular Monthly Meeting Agenda

Wednesday, January 10, 2018 at 7:00 P.M.
Zionsville Town Hall's Council Chambers (Room 105)
(1100 West Oak Street)

Call to Order/Roll Call

Welcome Appointments to Park Board (We expect to have heard on 1-2 of the three by then.
Council appointed Tim Casady to a 4-yr Term)

Beginning of Year Actions (typically gavel temporarily yielded to Park Board Attorney)

- Election of Park Board President & Park Board Vice President (gavel back to elected Park Board President)
- Appointment of Park Board Secretary (and identification of back-up signatory)
- Appointment of Park Board Designee to Town Council Pathway Committee (1-yr Term, 2017 had been Tim Casady)
- Confirm regular Wed meeting dates, or adjust for specific conflicts if necessary and known at this time.
- Possible Board action regarding retention of a Park Board Attorney (Attorney will come prepared with copy & to discuss particulars)

Continuation of Agenda /Meeting

- Approval of the previous month's regular meeting minutes

Public Presentations/Comments

- Annual Report on Zionsville Golf Course: (Scott Barson, Course Manager)

Staff Written Reports

- Department Superintendent
- Assistant Superintendent for Maintenance Services
- Park Naturalist
- Park Board Attorney

New Business

- Discussion on possible monetary distribution(s) of/from Community Foundation of Boone County

Old Business

- Potential for Further Discussion on Park Master Plan Process
- Update on 2017 Park & Recreation Impact Fee Process

Updates on Park Board's Citizen Advisory Committees (various Board Chairs)

Other Board Related Items

- None identified

Claims

Adjournment

Next regular meeting is currently scheduled for 2/14/18 at 7 PM in the Zionsville Town Hall's Council Chambers (Room 105)

Upon request, the Town of Zionsville will provide auxiliary aids and services. Please provide advance notification to Sue Jones at #317-873-8244 to ensure the proper accommodations are made prior to the meeting.