# Arbuckle Parks and Recreation District PO Box 1376 ~ 309 5<sup>th</sup> Street, Arbuckle, CA 95912 February 20, 2024 7:00 p.m. Regular Meeting Agenda

### I. CALL TO ORDER

## **ROLL CALL OF OFFICERS / MEMBERS**

Ellen Voorhees – ChairpersonJody Ehrke – SecretaryAndrew Pina – TreasurerSusie Lytal – Vice ChairpersonDiana Anderson - MemberMary Grimmer – Manager

#### II. <u>AGENDA & MINUTES</u>

## APPROVE AGENDA AND ADDING ITEMS TO THE POSTED AGENDA

In order to add an item to the agenda, it must fit into one of the following categories: a) A majority determination that an emergency (as defined by the Brown Act) exists; or b) A 4/5ths determination that the need to take action that arose subsequent to the agenda being posted.

#### APPROVAL OF MINUTES OF THE PREVIOUS MEETING November 29, 2023 & January 15, 2024

#### II. <u>PUBLIC COMMENTS</u>

Members of the audience wishing to address the APRD regarding APRD business (other than Public Hearing items) may do so at this time. When recognized by the President, please state your name and addresses for the record. Comments will be limited to three (3) minutes unless the Chair specifically grants further time. The Board reserves the right to terminate public comments at any time.

#### III. TREASURER'S REPORT

- 1. Account Balances (County & Umpqua)
- 2. Approve Monthly Bills

#### IV. <u>NEW BUSINESS</u>

- 1. Catholic Church request for stations of the cross event at park
- 2. Cameras at LVH Park

#### V. <u>OLD BUSINESS</u>

- 1. Park Impact Fee Nexus Study
- 2. PGE Gates
- 3. Board, Employees & Volunteer Live Scan procedures
- 4. Parks/properties
  - a. Prop 68
    - i. Field improvements
    - ii. Little League addition
    - iii. Basketball project
  - b. Memorial Park & Depot update
  - c. College City
  - d. Park Rentals
    - i. Update of yearly contracts for AYSO, Little League & Jr Bears
  - e. Triangle Park
  - f. Office building -309 5th St
- 5. Programs
  - a. Fitness Classes
  - b. Tot Tumbling
  - c. Youth Basketball
  - d. Tball Clinic

6. Pool- Pool Facility update