



PARKS AND RECREATION COMMISSION
City Hall – Council Chambers
211 W. Aspen Ave.
Monday, December 16, 2019
4:00 p.m.



A G E N D A

1. Call to Order

2. Roll Call

_____	Commissioner Brian Bloom (Chair)	_____	Commissioner Mark Cox
_____	Commissioner Steven Flanagan	_____	Commissioner Jennifer Grogan
_____	Commissioner Ryan Martin	_____	Commissioner Jim Stratton (Co-Chair)
_____	Commissioner Aurelia Yazzie		

3. Approval of the November 18, 2019 Minutes

4. Public Participation

This portion of the meeting is for items that are **NOT** on the agenda. The Commission cannot act on items presented during the public participation of the agenda. The Commission is prohibited by the open meeting law from discussing or considering the item until such time that the item is officially placed on an agenda. **Please limit comments to five minutes.**

5. Discussion Items

- Southside Neighborhood Plan review and discussion
- Flagstaff Trails Initiative presentation
- Rio de Flag flood control project discussion as it relates to Parks and Recreation
- Parks, Recreation, and Open Space Committee updates
- West side park updates
- Next meeting date: January 20 is Martin Luther King, Jr. holiday – reschedule or cancel?
- Commission representative to the Citizen Commission on Council salaries.

6. Reports

- A. Monthly highlights of Parks – attached
- B. Monthly highlights of Recreation - attached

7. Informational items to and from Commissioners and Staff

8. Agenda Items for January 20, 2020 meeting

9. Adjournment



For special accommodations, please notify Lalena Guider at (928) 213-2302 at least two business days prior to the scheduled meeting time.

CERTIFICATE OF POSTING OF NOTICE

The undersigned hereby certifies that a copy of the foregoing notice was duly posted at Flagstaff City Hall on DECEMBER 12, 2019 at 9:00 a.m. in accordance with the statement filed by the Parks and Recreation Commission with the City Clerk.

Dated this 12TH day of DECEMBER.

Lalena Guider, Parks and Recreation Administrative Specialist