

PARK & RECREATION COMMISSION FEBRUARY 28, 2024

John P. Murzyn Hall—Senior Center, 530 Mill St NE Wednesday, February 28, 2024 6:00 PM

AGENDA

ATTENDANCE INFORMATION FOR THE PUBLIC

Members of the public who wish to attend may do so in-person, by calling **1-312-626-6799** and **entering meeting ID 813 2600 7374 and passcode 31847** or by Zoom at https://us02web.zoom.us/j/81326007374?. For questions please call the Recreation Department at 763-706-3730.

CALL TO ORDER/ROLL CALL

COMMUNITY FORUM: At this time, individuals may address the Park and Recreation Commission about any item not included on the regular agenda. All speakers need to state their name and connection to Columbia Heights, and limit their comments to five (5) minutes. Those in attendance virtually should send this information in the chat function to the moderator. The Board will listen to brief remarks, ask clarifying questions, and if needed, request staff to follow up or direct the matter to be added to an upcoming agenda.

CONSENT AGENDA

(These items are considered to be routine by the Park & Recreation Commission and will be enacted as part of the Consent Agenda by one motion.)

- 1. Approve January 24, 2024 Park & Recreation Commission Minutes
- 2. Approve Payment of Bills Parks January 2024
- 3. Approve Payment of Bills John P Murzyn Hall January 2024

LETTERS AND REQUESTS

OLD BUSINESS

- 4. Sullivan Lake Park Grant Application Update Cullen will discuss updates
- Park Improvements Discussion

NEW BUSINESS

6. Jamboree 2024 fireworks proposals are attached from J&M Displays and RES Pyro. Staff will discuss the details for each proposal. J & M Displays is the company that the City has been using for many years.

REPORTS

Recreation Director

Public Works Director/City Engineer

Commission Members

ADJOURNMENT

Auxiliary aids or other accommodations for individuals with disabilities are available upon request when the request is made at least 72 hours in advance. Please contact Administration at 763-706-3610 to make arrangements.