DUNDAS PARKS AND RECREATION BOARD REGULAR MEETING AGENDA TUESDAY, JUNE 14, 2022 7:00 PM CITY HALL

- 1. CALL TO ORDER
 - a. Roll Call/Notification of Quorum
 - b. Approval of Agenda*
 Motion by _____, second by _____ to approve Agenda
 c. Approval of Minutes of Regular Meeting, May 10, 2022*
 - c. Approval of Minutes of Regular Meeting, May 10, 2022*
 Motion by _____, second by _____ to approve minutes
- 2. OLD BUSINESS a. Night to Unite – August 2, 2022
- 3. NEW BUSINESS
 - a. Mike Ludwig, General Manager Dundas Dukes/2022 State Baseball Tournament
- 4. ANNOUNCEMENTS
 - a. Upcoming Council Meetings Mondays June 27 and July 11 2022 at 7:00 PM
 - b. Next Park Board Meeting Tuesday, July 12 at 7:00 PM
- 5. AGENDA ITEMS for July 12, 2022
 - a.
 - b.
- 6. ADJOURNMENT Motion by____, second by_____

DUNDAS PARKS AND RECREATION BOARD REGULAR MEETING MINUTES TUESDAY, MAY 10, 2022 7:00 PM CITY HALL

Present: Ashley Gallagher, Carrie Rice, Doug Johnson, Gordon Kelley

- Absent: Larry Fowler
- Staff Administrator Jenelle Teppen

CALL TO ORDER

Chair Gallagher called the meeting to order at 7:04 p.m. A quorum was present.

Approval of Agenda

Motion by Kelley, second by Rice, to approve Agenda. Motion Carried Unanimously (MCU)

<u>Approval of Minutes of Regular Meeting, April 12, 2022</u> Motion by Gallagher, second by Rice to approve minutes of April 12, 2022. MCU

OLD BUSINESS

Night to Unite

Night to Unite national organization sets the first Tuesday in August as Night to Unite; August 2, 2022. Staff suggested that the City coordinate a sign up for residents to host their own block parties. Board members agreed that this would be the direction for 2022 Night to Unite.

NEW BUSINESS

A representative from the Dundas Dukes was scheduled to attend the meeting but was unable to attend. They hope to send someone to the June PRAB meeting.

AGENDA ITEMS for June 14, 2022

- a. Mike Ludwig, General Manager of the Dundas Dukes
- b. Night to Unite

ADJOURMENT

Chair Gallagher adjourned the meeting at 7:25 p.m.

Ashley Gallagher, Chair