

AGENDA

City of Hollister

375 Fifth Street Hollister, CA 95023

(831) 636-4390

PARKS AND RECREATION COMMISSION

DATE: Tuesday, April 30, 2019

LOCATION: City Hall Council Chambers- 375 Fifth Street **TIME:** 6:30 p.m.

Regular Meeting X Special Meeting ___

Anyone wishing to address the commission please step forward and give your name and address to the Commission Secretary.

Persons who wish to speak on matters set for Public Hearing will be heard when presiding Commissioner calls for comments from those persons who are in support of/or in opposition thereto. After persons have spoken, the hearing is closed and brought to Commission level for discussion and action. There is no further comment permitted from the audience unless requested by the Parks and Recreation Commission. In compliance with the Americans with Disabilities Act, if you need special assistance to participate in this meeting, please contact the City Clerk at (831) 636-4300 ext. 16. Notification 48 business hours prior to the meeting will enable the City to make reasonable arrangements to ensure accessibility to this meeting.

This meeting may be broadcast live and/or videotaped or photographed.

COMMISSIONERS

Chair -vacant, Vice-Chair Christine Graziano, Dawn Koistinen, Lance Goularte, Elizabeth Doidge, Matthea Anderson

CALL TO ORDER

PLEDGE OF ALLEGIANCE

ROLL CALL

VERIFICATION OF AGENDA POSTING

APPROVAL OF MINUTES

VOTE ON PARKS AND RECREATION COMMISSION CHAIR

PUBLIC COMMENT

OLD BUSINESS

1. McCarthy Park
2. Dunne Park

NEW BUSINESS

1. Solorio I- The commission will receive a report on the landscape plans for a new park design.
2. Two Application requests naming a park

COMMISSIONER COMMENTS

REPORTS

Recreation Program Review – The Commission will receive a report on the Recreation Division's monthly activities.

Parks Division Review – The Commission will receive a report on the monthly activities of the Parks Division.

Setting of Next Regular Meeting Date – The meeting on Tuesday, May 28, 2019 is cancelled.

ADJOURNMENT