

## Meeting Agenda Full Detail

## Parks & Recreation Advisory Board

Thursday, April 29, 2021	5:00 PM	City Hall

ADA Assistance: It is the policy of the City of Key West to comply with all requirements of the Americans with Disabilities Act (ADA). Please call the TTY number 1-800-955-8771 or for voice 1-800-955-8770 or the ADA Coordinator at 305-809-3811 at least five business days in advance for sign language interpreters, assistive listening devices, or materials in accessible format.

ALL VISUAL PRESENTATIONS (POWER POINT ONLY) FOR AGENDA ITEMS MUST BE RECEIVED IN THE CITY CLERK'S OFFICE (24) TWENTY-FOUR HOURS PRIOR TO THE MEETING.

You may attend/participate virtually via Zoom by telephoning 1-301-715-8592 Meeting ID 811 0544 6331 Passcode: 731616 or online at https://zoom.us/j/81105446331 Passcode: 731616

Call Meeting To Order

Roll Call

Pledge of Allegiance to the Flag

Approval of Agenda

**Approval of Minutes** 

1 March 29, 2021

Attachments: Minutes

Presentations

2 Elisa Levy- Strategic Plan- Cleanliness

## Action Items

3

The Parks & Recreation Advisory Board recommends to the City Commission to identify a funding source to use City Staff, or a consultant, to review authorized uses within the Hawk Missile Site, provide sufficient resources in the FY-22 budget, and to prepare the Hawk Missile Site for increased usage by establishing parking, securing safety hazards, and preserving hammock and wetlands in accordance with findings of authorized usages.

> <u>Attachments:</u> Agenda Item Summary <u>Resolution 07-115 - Hawk Missile Conservation Easement</u> <u>2007 Salt Ponds Park Feasibility Recomendations</u>

## **Discussion Items**

4	League Funding Allocation	
	Attachments:Basebal FY2020Football FY2020Hockey FY2020 (partial)Lacrosse FY2020Soccer FY2020Softball FY2020	
5	Budget	
	Attachments:Parks and Recreation Proposed Budget FY22Truman Waterfront Proposed Budget FY22FY22 Capital Improvement ProjectsParks and Recreation Q2 YTD Report	
Reports		
Public Comment		
Board Member Comments		
Adjournment		