



## Item No. 5b Town of Atherton

### **PARK AND RECREATION COMMITTEE – REGULAR AGENDA**

**TO: PARKS AND RECREATION COMMITTEE**  
**FROM: SALLY BENTZ DALTON – PARK MANAGER**  
**DATE: JUNE 5TH, 2019**  
**SUBJECT: ANNUAL PARK CALENDAR APPROVAL**

#### **DISCUSSION**

Staff requests the Park and Recreation Committees approval of the annual park calendar for the 2019-20 fiscal year.

Some considerations:

- Does P&R wish to cancel the July 3rd Park & Rec meeting?
- Does P&R wish to change the July 3<sup>rd</sup> meeting to the July 10th or have a “dark month”?
- Does P&R wish to follow the City Councils lead of a “dark month” for August (no planned meeting)?
- Are there other presentations from stakeholders that P&R would like to consider for next year?
- Other items?

Attachments: 2019-20 Park Calendar



# PARK AND RECREATION 2019-2020 Fiscal Year Agenda Advisor



July	August	September	October
<b>7/3:</b> 6:30pm, meeting at HP Park Main House	<b>8/7:</b> 6:30pm, meeting at HP Park Main House	<b>9/4:</b> 6:30pm, meeting at HP Park Main House	<b>10/2:</b> 6:30pm, meeting at HP Park Main House
Elect committee officials	Dark Month –No meeting	Tennis update with Park Tennis professional	Park Walkthrough - Facilities
LL Review		AYSO Soccer review	Mid-year budget adjustments
			Discuss upcoming field closures
November	December	January	February
<b>11/6:</b> 6:30pm, meeting at HP Park Main House	<b>12/4:</b> 6:30pm, meeting at HP Park Main House	<b>1/8:</b> 6:30pm, meeting at HP Park Main House	<b>2/5:</b> 6:30pm, meeting at HP Park Main House
Knox playschool update	MCE update with MCE staff	Budget approval	Final CIP recommendations
Park project development for CIP	Staff to provide cost estimates for park projects		Park Event staff update
March	April	May	June
<b>3/4:</b> 6:30pm, meeting at HP Park Main House	<b>4/1:</b> 6:30pm, meeting at HP Park Main House	<b>5/6:</b> 6:30pm, meeting at HP Park Main House	<b>6/3:</b> 6:30pm, meeting at HP Park Main House
	Park Walk through - Landscape		Approve 20/21 Calendar