CITY OF WALNUT PARKS AND RECREATION COMMISSION AGENDA CITY HALL COUNCIL CHAMBERS 21201 LA PUENTE ROAD, WALNUT

APRIL 19, 2016

- 1. CALL TO ORDER 7:00 P.M.
- 2. <u>FLAG SALUTE</u> COMMISSIONER QUEJADO
- 3. <u>ROLL CALL</u> COMMISSIONERS CRISTOBAL, PEDERSEN, QUEJADO, SWARTZ & TODD
- 4. MINUTES REGULAR MEETINGS MARCH 15, 2016

5. ORAL COMMUNICATIONS

Any person may present public testimony at this time. If any person wishes to address the Parks and Recreation Commission on any item on the agenda or on any other matter, please present your testimony at this time, and please limit your comments to three minutes. The Commission may choose to remove the item for discussion.

The Chairperson may impose reasonable limitations on public comments to assure an orderly and timely meeting. When addressing the Commission, please write your name and address on the sheet provided on the podium.

6. WRITTEN COMMUNICATIONS

7. CONSENT CALENDAR

A. Parks and Maintenance Report for March 2016

Recommendation: Receive and file.

B. Administratively Approved Park Use Requests for March 2016

Recommendation: Receive and file.

C. <u>Status of Recreation Programs for March 2016</u>

Recommendation: Receive and file.

D. Request for Use of Suzanne Park by Christine Mendez

Recommendation: It is recommended that the Parks and Recreation Commission approve the request by Christine Mendez for a family party from 8:00 a.m. to 9:00 p.m. on Saturday, August 20, 2016.

8. <u>ITEMS REMOVED FROM CONSENT CALENDAR</u>

9. DISCUSSION

A. Walnut Youth Softball Request for Two Additional Tournaments

Recommendation: It is recommended by staff that the Parks and Recreation Commission approve the request by Walnut Youth Softball (WYS) to conduct an additional two tournaments per calendar year and forward it to City Council for final approval.

10. <u>COMMISSION ITEMS</u>

A. Aquatic Subcommittee Report (verbal)

11. <u>STAFF ITEMS</u>

- A. Upcoming Recreation Programs/Events
- B. City Budget Workshop Meeting May 2, 2016

12. <u>ANNOUNCEMENTS</u>

13. ADJOURNMENT