

SAINT LOUIS PARKS & RECREATION COMMISSION MEETING

MONDAY, MAY 13TH, 2024

REGULAR MEETING

The Regular Meeting of the Saint Louis Parks & Recreation Commission Meeting was called to Order by Kristy Hardy, Vice Chairman at 5:00 P.M.

ROLL CALL:

Members Present: Dorothy Trgina; Fares Azzam; Kristy Hardy;
Craig Zeese; and Randy Mead.

Members Absent: Mary Reed.

Others Present: Kurt Giles, City Manager ;Calvin Martyn, DPW;
Phil Hansen, DDA; and Payton Kuhn,
Pool Director.

APPROVAL OF AGENDA :

Motion by Randy Mead, Seconded by Fares Azzam, to approve the Agenda as prepared. Discussion. Motion Carried.

APPROVAL OF MINUTES:

Motion by Fares Azzam, Seconded by Craig Zeese to approve the Minutes of the March 11th, 2024 Meeting with the correction of the May Meeting date to Monday, May 13th, 2024. Discussion. Motion Carried.

FINANCIAL REPORT:

Motion by Craig Zeese, Seconded by Fares Azzam to place the Financial Report on file as prepared. Discussion. Motion Carried.

NEW BUSINESS:

- a. Updates on up and coming pool season. Calvin Martyn reported that the pool has been cleaned, re-painted, and the sand filter has been repaired. CPR Training will be June 7th, 2024. The pool house will be the same as last year. Acqua Yoga was discussed. Possible swimming teaching class may be held this season.
- b. Potential Commission Appointees. They will be asked to submit a letter of interest.
- c. Pickleball Discussion. Correspondence from Jen McKittrick from the High School regarding a Pickleball Court.

Phil Hansen discussed a possible Pickleball Court in Saint Louis.

PUBLIC COMMENTS :

Craig Zeese mentioned possible grants from the County Parks Commission.

There are new Park signs in Lions Park.

ADJOURNMENT: There being no further business to come before the Commission, the Meeting was Adjourned at 5:49 P.M. The next Park & Rec Commission Meeting will be Monday, July 8th, 2024 at 5:00 P.M.

Respectfully submitted,

Dorothy Trgina

Secretary, Saint Louis Parks & Recreation Commission

City of Saint Louis, Michigan