TOWNSHIP OF VERONA

COUNTY OF ESSEX, NEW JERSEY



PARKS & RECREATION ADVISORY COMMITTEE AGENDA

MEETING 7:30 P.M. JULY 16, 2024

VCC CONFERENCE ROOM

And

Via the internet, please click the link below to join the meeting: https://zoom.us/j/92273231744

Via telephone, please dial 1(312)626-6799 or 1(646)558-8656. Use Zoom Meeting ID 92273231744 when prompted for a Participant ID, press #

- A. CALL TO ORDER
- B. PLEDGE OF ALLEGIANCE
 - 1. OPEN PUBLIC MEETING NOTICE
- C. ROLL CALL
- D. ELECTION OF OFFICERS. *Both Chairperson & Secretary serve a one year term starting July, 2024.
 - Nomination & Vote of the Chairperson.
 - Nomination & Vote of the Secretary.
- E. APPROVAL OF JUNE MINUTES
- F. REPORTS
 - 1. CHAIRPERSON REPORT
- Welcome New Committee Member, Mr. Dave Conlon & Returning Member, Mr. Steve Farrell.
 - Committee Format Updates & Attendance Policy Recommendation.
 - Sub-Committee Objectives for 2024 & 2025 Updates & Potential Appointments:
 - a.) Parks & Fields
 - b.) Community Pool
 - c.) Recreational Activities, Programs & Sports (*New)

- 1. TOWN MANAGER REPORT
- 2. COUNCIL LIAISON
- 3. RECREATIONAL REPORT
- Pool Facility:
- a.) Registration numbers for the pool as of July 15, 2024.
- b.) Facility, Grounds & Services throughout the Summer Update?
- c.) Basketball Court Capital Improvement Project. Can adjustments be made to the FY2026 project?
- d.) Community Pool End of the Year Survey- "Question" recommendations for the survey and overall guidance from the advisory board to the administration on the End of the Year Survey to Membership.
- <u>Fall Programs & Registration Update</u>: When will registration open? Can you preview scheduling for Fall Programs 2024?
- Additional Updates from Community Affairs/Recreation

F. OLD BUSINESS

G. NEW BUSINESS

- Recreational Committee Budget Review Calendar & Document Request for Fall 2024.
- Potential effects to Recreational Programs due to the "new" <u>Affordable Housing</u> Units.
- H. PUBLIC COMMENT
- I. NEXT MEETING: Sept 17, 2024
- J. ADJOURNMENT

