ACTION MINUTES

MINUTES OF THE TOWN OF FLORENCE PARKS AND RECREATION ADVISORY BOARD FROM REGULAR MEETING HELD ON THURSDAY, MARCH 25, 2014 AT 6:00 P.M. IN THE CHAMBERS OF TOWN HALL, LOCATED AT 775 N. MAIN STREET, FLORENCE, AZ.

1. CALL TO ORDER

Chairman Revis called the meeting to order at 5:37 p.m.

2. ROLL CALL

Present: Jaclyn Revis, Don Pinson, Shawn Gibson, Donald Woolridge Absent: Christine Reeder, Tara Walters, Tom Rankin

3. DISCUSSION/APPROVAL OF MINUTES OF PAST MEETING ON OCTOBER 24, 2013

On motion by Boardmember Pinson, seconded by Boardmember Woolridge, and carried to approve the minutes of the October 24, 2013 meeting.

4. NEW BUSINESS

a. Introduction of new Parks and Recreation Director, Bryan Hughes

5. UNFINISHED BUSINESS

a. Discussion/Update of proposed Padilla Park

6. CALL TO THE PUBLIC/BOARD RESPONSE

Call to the Public for Public Comment on issues within the jurisdiction of the Town of Florence Parks and Recreation Board. Council rules limit public comment to three minutes. Individual Members may respond to criticism made by those commenting, may ask staff to review a matter raised or may ask that a matter be put on a future agenda. However, members shall not discuss or take action on any matter during an open call to the public unless the matters are properly noticed for discussion and legal action.

7. CALL TO THE BOARD

8. ADJOURNMENT

On motion by Boardmember Pinson, seconded by Boardmember Gibson, and carried to adjourn the meeting at 6:12 p.m.

POSTED ON THE TOWN WEBSITE AT <u>www.florenceaz.gov</u> ON WEDNESDAY, MARCH 26, 2014 BY MARIA HERNANDEZ, DEPUTY TOWN CLERK.

****PURSUANT TO TITLE II OF THE AMERICANS WITH DISABILITIES ACT (ADA), THE TOWN OF FLORENCE DOES NOT DISCRIMINATE ON THE BASIS OF DISABILITY REGARDING ADMISSION TO PUBLIC MEETINGS. PERSONS WITH A DISABILITY MAY REQUEST REASONABLE ACCOMMODATIONS BY CONTACTING THE TOWN ADA COORDINATOR, AT (520)868-7574 OR (520)868-7502 TDD. REQUESTS SHOULD BE MADE AS EARLY AS POSSIBLE TO ALLOW TIME TO ARRANGE THE ACCOMMODATION.****