

**Minutes for the Meeting of the Recreation Advisory Board
Wednesday, August 16, 2023, 7:30-9:00am**

Call to Order:

A special meeting of the Recreation Advisory Board was held on Wednesday, August 16, 2023 at the Community Center, 715 E. Main Street and remotely via Google Hangouts. McKenzie Lyle called the meeting to order at 7:31 am.

Roll Call:

Members in attendance were Jan Johnson, McKenzie Lyle, Marcus Trusy, Luke Urbine, Gary Crowder, & Danielle Ryan. Also in attendance were Recreation Special Projects Manager Earl Richmond, Recreation Director Shane Basford, Recreation Program Coordinator Tucker Wildeson, Special Events Coordinator Leslie Quilico, and Buena Vista Trustee Devin Rowe.

Approval of the Agenda:

Marcus Trusy motioned to approve the agenda. Motion was seconded by Luke Urbine, and the motion passed unanimously.

Approval of the Minutes:

Luke Urbine motioned to approve July minutes. Motion was seconded by Gary Crowder, and the motion passed unanimously.

Public Comment:

There is no public comment.

New Business:

- I. Program Proposal – Wild Roots Nature Exploration
 - a. Tucker explained the program, which has had success in Salida. Amy Guldán runs the program and would be contracted. Program focuses on children 2-8, which is a target market for us.
 - b. Luke-Why would she be a contracted employee? Shane explained this and it falls within our practice.
 - c. The RAB supports this program.
- II. Team Photos for Youth Sports Discussion
 - a. Tucker explained that there are multiple parents that keep asking for team photos for our youth sports teams. It has been offered in the past but not for a long time. Tucker has researched areas around us and what they do.
 - b. Rec staff is considering meeting in the middle. Provide a sign and name a day, and then parents take pictures themselves.
 - c. Luke gave a history of BV versus Leadville with team pictures.
 - d. Discussion around the table asking questions and talking through options.
- III. New Town Administrator Hire-Shane informed the board that Brian Berger has been hired and starts September 18th.
 - a. Can Brian attend the October Meeting? Shane says the October meeting might be too soon but that we can aim for having Brian at our meeting in November. The following three topics (b,c,d) are items that the RAB is hopeful to discuss with the new town administrator.

- b. Recreation and Parks/Public Works Collaboration:
 - i. McKenzie would like to start this conversation and see where people lie on the issue.
 - ii. Shane gave some history of our local Parks and Rec departments. It does tend to move towards combining as departments grow. It is a natural fit and we do collaborate a great deal already.
 - iii. Parks has 4 FTEs. Should we invite a parks staff member to the RAB meetings?
- c. BGCCC:
 - i. This discussion is noted in the “Ongoing Business” section of the minutes.
- d. Major Subdivision Recommendations:
 - i. Rick has been proposing a document/process where departments collaborate before submission. This would help minimize different departments giving opposite recommendations to developers.
 - ii. RAB decided to invite a Parks staff member to meetings if there is a major subdivision recommendation on the agenda.
 - iii. Rec staff will invite a parks staff member to our next meeting to begin these discussions.

Ongoing Business:

- I. Boys & Girls Club Project Collaboration
 - a. Update on BV Rec meeting with Town Staff & BGCCC
 - i. Earl gave a history and details of this project, including the recent meeting between Earl, Shane, Phillip, and Joseph to make sure everyone is up to date.
 - ii. Town staff is on the same page and has a meeting with BGCCC in the next two weeks. There are great discussions happening, but there is not yet a facility use agreement in place.
 - iii. Discussion around the table.
 - b. Discussion about Ground Lease agreement
 - i. Town owns the land and if BGCCC ever gives up the lease or the 99 year lease expires, town would acquire the building. Building has to begin within 3 years of the lease being signed (which happened earlier in 2023).
 - c. Rec Staff will update the RAB on the meeting with BGCCC at the next RAB meeting.
 - d. Discussion around Town going to BGCCC to discuss the option of a Town Rec Center possibly being added on to the BGCCC at some point in the future with the option of sharing some space and elements. Rec staff will ask this question moving forward.
- II. Capital Improvement Projects for 2024 and Beyond/Future Financing-Shane gave an overview of what was talked about last meeting and gave a summary of our current and future CIPs.
 - a. Update on combined hire for Grant Writing Position:
 - i. Collaborative work with Poncha, Salida, and BV—hopeful to apply for all three master plans to be funded together and executed at the same time.
 - b. Earl: ask to the County
 - i. Rodeo grounds-we plan to ask the county for the funds for some lighting solutions and for replacing bucking chutes (~45K)
 - c. Can Town increase our annual contribution: We did not discuss this.
 - d. Forest Square Park-Conversation about this redo. This park hasn’t had much work in over 20 years. We will continue this discussion in the future and will include the parks department in the future.

- III. Chicago Ranch update-Earl gave a short recap about BV Rec involvement in this project from the spring.
 - a. Update from BOT for TriView project-BOT had an executive session at their last meeting regarding this project and hopefully we will be able to hear some news soon.
- IV. Recreation Staff Report Discussion
 - a. Earl and Shane gave an update on the Pocket Wave. Community meeting tomorrow evening. Waiting to hear from COE about our delay request.
- V. Billy Cordova Memorial Park Updates: We are still working on grants to get this project fully funded.
- VI. Board Pulse-Due to time constraints, we did not do board pulse.

Adjournment:

McKenzie Lyle adjourned the meeting at 8:58 am.

Next RAB Meeting: Wednesday, September 20, 2023, 6:00-7:30pm

Respectfully submitted:

McKenzie Lyle, Chair



Leslie Quilico, Recreation Department


