CITY OF WISCONSIN RAPIDS PARKS / RECREATION / BUILDINGS 444 West Grand Avenue, Wisconsin Rapids, WI 54495-2780, (715) 421-8240

Parks & Recreation Commission Minutes

June 22, 2020

A regular meeting of the Wisconsin Rapids Parks & Recreation Commission was held via remote videoconferencing on Monday, June 22, 2020, at 4:00 p.m. The public was invited to listen to the audio of the meeting. The meeting was also streamed LIVE on the City of Wisconsin Rapids Facebook page.

1. <u>Call to order</u>.

Commissioner Rosekrans called the meeting to order at 4:01 p.m.

Commissioners present in the City Hall Council Chambers were Kris Barteck, Mayor Blaser, Craig Broeren, Tom Ekelin, Carolynn Martin, Tom Rayome, and Kelly Rosekrans. Steven Koth was excused. Appearing via videoconference was Lee Thao. Staff present in the Council Chambers were Dawn Desorcy, Jennifer Gossick, Matt Heideman, Tyler Mickelson, Sue Schill, Joe Terry, and Mary Wolosek.

2. Discuss opening of the Aquatic Recreational Center/Splash Pad and the Mead Splash Pad.

A motion was made by Commissioner Broeren, seconded by Commissioner Barteck, to open the pool on July 6 with recommendations and guidelines in place as developed by City staff in consultation with the Wood County Health Department. The motion resulted in a tie vote (4-4), with Ekelin, Rayome, Rosekrans, and Thao voting in the negative. Motion failed.

A motion was made by Commissioner Ekelin, seconded by Commissioner Martin, to defer the decision on the opening of the pool to the Wisconsin Rapids Common Council. Motion carried unanimously.

3. <u>Discuss fee structure for Aquatics Recreational Center</u>.

This item was discussed with no changes at this time. No motion made.

4. <u>Consider approval of guidelines for opening as outlined in Joe Terry's correspondence RE: Opening of the aquatic center</u>.

Discussion in Item 2.

5. <u>Adjourn</u>.

A motion was made by Commissioner Broeren, seconded by Commissioner Rayome, to adjourn. Motion carried.

Dawn Desorcy, Recording Secretary