

**PARK BOARD
COLLINSVILLE, OKLAHOMA
Regular Meeting Agenda
December 15, 2015 4:30 P.M.
City Hall Commission Room
Collinsville, Oklahoma**

1. Call to Order.
2. Roll Call.
3. Approval of October 20, 2015 Regular Meeting minutes.
4. Update on Trail at City Lake.
5. Adjournment.

POSTED ON CITY HALL BULLETIN BOARD:

DATE: December 14, 2015

TIME: 3:00 p.m.

BY: Angela McGinnis

COLLINSVILLE PARK BOARD
MINUTES OF REGULAR MEETING
TUESDAY NOVEMBER 17, 2015

The Collinsville Park Board met in Regular Session on Tuesday, November 17, 2015 at the Collinsville City Park per the Notice of Public Meeting and Agenda posted on the City Hall bulletin board on November 16, 2015 at 12:30 p.m.

ITEM 1. Call to Order.

Ted Wright called the meeting to order at 4:36 p.m.

ITEM 2. Roll Call:

PRESENT

Ted Wright
Adam Steidley (arrived late)
Jenny Walker

ABSENT

Kelly Benham
Glen Reser

A quorum was declared present.

ITEM 3. Approval of October 20, 2015 Regular Meeting Minutes.

Motion by Steidley seconded by Walker to approve October 20, 2015 Regular Meeting Minutes.

YES: Wright, Walker, Steidley

NO: None

Motion carried 3-0

ITEM 4. Discussion and possible action regarding speed bumps on roadways in City Park.

Jenny Walker voiced her concern for some type of speed control in the area near the trail and small children's playground equipment. Her brother-in-law said while he was running there one day, a friend of his had his child there and he almost got hit by a speeding teenager.

Motion by Steidley seconded by Walker to recommend to the Board of Commissioners speed bumps on the streets in the City Park.

YES: Wright, Steidley, Walker

NO: None

Motion carried 3-0

ITEM 5. Discussion and possible action regarding status on current Park Projects.

- Volleyball kit is ready for installation.
- Horse Shoe Pit is scheduled for this winter project.
- Creek Clean out is also slated for a winter project.
- Trail lighting may be sourced out.

ITEM 6. Adjournment.

Meeting was adjourned at 4:55 p.m.

Angela McGinnis, Secretary