

Lake Havasu City
Parks and Recreation
Advisory Board

Monday, April 23, 2018, 6:00p.m.

AGENDA

Lake Havasu City Police Facility Meeting Room
2360 McCulloch Blvd., Lake Havasu City, AZ 86403

www.lhcaz.gov

One or more board members may be participating and voting via telephone remote.

Lake Havasu City endeavors to ensure the accessibility of all its programs, facilities, and services to all persons with disabilities in accordance with the Americans with Disabilities Act. If you need an accommodation for a meeting, please contact Cheri Kowalski, Administrative Supervisor, at 453-8686, at least 24 hours prior to the meeting so that an accommodation may be arranged.

The Parks and Recreation Advisory Board may vote to hold an executive session for the purpose of obtaining legal advice from the City's attorney on any matter listed on the agenda under A.R.S. § 38-431.03(A)(3).

1. CALL TO ORDER
2. PLEDGE OF ALLEGIANCE
3. ROLL CALL
4. CALL TO PUBLIC

We will now have an open call to the public for citizens wishing to address the board on issues within the jurisdiction of the board. Your comments must be limited to five (5) minutes or less. If you wish to address an item already on today's agenda, you should wait until that item is announced for a public hearing. At the conclusion of the open call to the public, individual members of the board may respond to criticism made by those who addressed the board, may ask staff to review a matter, or may ask that a matter be placed on a future agenda. However, board members cannot discuss or take legal action on matters not already on the agenda.

5. MINUTES
 - 5.1 Approval of March 26, 2018, Meeting Minutes
6. COMMUNICATIONS, ANNOUNCEMENTS, STAFF REPORT
 - 6.1 Staff Report
7. PUBLIC HEARINGS
 - 7.1 Update and Discussion: Rotary Park Wellsite
 - 7.2 Discussion: Locker System at all Parks

7.3 Discussion and Recommendation: Non-Motorized Launch Ramp at London Bridge Beach

7.4 Discussion and Direction: May Meeting Date Due to Holiday

8. FUTURE AGENDA ITEMS

9. FUTURE MEETINGS

10. ADJOURN