



**Inver Grove Heights
Park and Recreation Advisory Commission
REGULAR MEETING AGENDA
Wednesday, November 18, 2020
8150 Barbara Avenue
7:00pm**

HELD VIA ZOOM ONLY Televised on Town Square TV

If you want to participate in the meeting please call 651-450-2471

1. CALL TO ORDER
2. ROLL CALL
3. PRESENTATIONS – Items that don't require action
4. ANNOUNCEMENTS
 - A. You can find information regarding the City of Inver Grove Heights by visiting our web site at www.ighmn.gov
 - B. Find us on Facebook at Inver Grove Heights Parks & Recreation
 - C. Follow us on Twitter at @IGH Parks
 - D. Follow us on Instagram: @ighparksrec
 - E. Next Meeting; December 9th Work Study Meeting 6:00pm Regular Meeting 7:00pm
5. CONSENT AGENDA – All items on the Consent Agenda are considered routine and have been made available to the Commission at least two days prior to the meeting; the items will be enacted in one motion. There will be no separate discussion of these items unless a Commission member or citizen so requests, in which event the item will be removed from this Agenda and considered in normal sequence.
 - A. Approval of Agenda
 - B. Approval of Regular Meeting Minutes of September 9, 2020
 - C. Approval of Work Study Meeting Minutes of October 14, 2020
 - D. Approval of Regular Meeting Minutes of October 14, 2020
6. PUBLIC COMMENT – Public comment provides an opportunity for the public to address the Commission on items that are not on the Agenda. Please raise your hand to be recognized. Please state your name and address for the record. This section is for the express purpose of addressing concerns of City services and operations. It shall not be used to clarify individual's views for political purposes. Comments will be limited to three (3) minutes per person.
7. UNFINISHED BUSINESS - Items that are brought back to the Commission for action from a previous meeting.
8. REGULAR AGENDA - Items requiring action that are new to the Commission.
 - A. Consider Approval of Bids for Heritage Village Park Improvements Utilizing MN DEED Grant Funding
 - B. Consider Park Dedication for Builders Lot Group – Eagles Landing - Case NO 20-383V

- C. Consider Park Dedication for Builders Lot Group - Ruby Meadows – Case NO 20-28SZP
 - D. Consider Proposal from WSB to Assist City in MN Outdoor Recreation Grant for Heritage Village Park Phase IV Improvements
 - E. Consider Proposal from Jim Roe Museum Planning for Heritage Village Park Historical Interpretation
9. ADMINISTRATIVE PRESENTATIONS - Items that need to be discussed without any actions.
- A. Department Happenings
 - B. Update on Heritage Village Park Master Plan Sub-Committee (Sethre, Barker, Schwanz, Krech)
 - C. Update on Heritage Village Park Historical Sub-Committee (Cook, Krech)
 - D. Update on South Valley Master Plan Sub-Committee (Sethre, Stone, Christensen, Miller)
 - E. Update on NW Area Sub-Committee (Sethre, Cook, Schwanz, Prickel)
 - F. Update on Comprehensive Park Plan Sub-Committee (Barker, Stone, Christensen, Prickel)
10. COMMISSION COMMENTS – A chance for Commissioners to ask questions or make comments.
- A. Commission Comments
 - B. Input from Commissioners on the Next Agenda
11. ADJOURN

Since we do not have time to discuss every point presented, it may seem that decisions are preconceived. However, background information is provided to the Commission on each agenda item in advance from Staff; decisions are based on this information and past experiences. In addition, some items may have been discussed preliminarily at Work Sessions. If you are aware of information that has not been discussed, please raise your hand to be recognized. Comments that are pertinent are appreciated.

This document is available upon a 3-business day request in alternate formats such as Braille, large print, audio table, etc. Please contact Eric Carlson at 651-450-2587 or TDD/TTY 651-450-2501

THIS IS A PUBLIC MEETING

THIS MEETING IS TELEVISDED ON TOWNSQUARE TELEVISION

<https://www.townsquare.tv/webstreaming>

**MINUTES ARE REVIEWED/APPROVED
BY THE COMMISSION AT THE FOLLOWING MEETING**
