

Parks & Rec Meeting: September 2020

Present: Angie Coleman, Michelle & Mike McClure
Council Reps present: Dean Babcock

Wood County Park District Grant applications were presented to be approved for submitting Friday. This year we will be submitting 3 grants: 1- Replacement of field chalker/liner for baseball field & new batters box fortification panels (stabilizer panel that will go under the stone in the batters box). 2- Phase 1 of a new Picnic Pavilion project for the Alumni Park. 3- Phase 2 of Reservoir Project: Floating dock. The group discussed if they wanted to find other funding sources for additional grants to do additional work on Phase 2 of the reservoir project. There are ODNR grants available that we may be able to apply for. Other grants to research were discussed for Ballfield Lighting (Repair or Replace) and Bathroom at ball diamond. Angie passed out Project planning sheets and asked everyone to take one home to write down projects they'd like to complete as a group. Dean was asked to help with the Alumni Park project plan and he agreed.

The group discussed Halloween plans. Fire Hall is not available for Halloween due to COVID cleaning requirements, so it was discussed that we could use the maintenance building if an event happens. Decided to not have a Happy Hour party as in years past, due to Governor's orders stating no more than 10 non-related persons gathered together. We then discussed Trick or Treat options. A notice will be posted on the Parks & Rec page on Facebook.

Christmas tree lighting was also discussed. The group decided that a social-distance option was best and will discuss more in depth at the next meeting.

Parks: Discussed toddler swing that was requested by a local resident. Decision will be voted on at the next meeting. Also discussed having grills moved from Merrill park to Old Schoolhouse Park. Tabled due to end of the useful season.

Group also discussed mulch at the parks. Mulch is pending and hoping that we can install fresh mulch in the spring of 2021.

Next meeting is Septme