



CITY OF GROSSE POINTE WOODS
20025 Mack Plaza Drive
Grosse Pointe Woods, Michigan 48236-2397

(313) 343-2440
Fax (313) 343-2785

NOTICE OF MEETING

COMMISSIONS:		COMMITTEES:		BOARDS:	
Beautification Advisory		Building Authority		Board of Canvassers	
Citizens' Recreation	X	Compensation & Evaluation		Board of Review	
Community Tree		Construction		Construction Board of Appeals	
Election		Finance		Downspout Board of Appeals	
Historical		Fireworks		Pension	
Local Officers Compensation		Mack Ave Business Study			
Planning		Public Relations			
Senior Citizens'					

PUBLIC INVITED: IN ACCORDANCE WITH PUBLIC ACT 267 OF 1976 (OPEN MEETINGS ACT), ALL MEMBERS OF THE GROUP SELECTED ABOVE, AS WELL AS THE GENERAL PUBLIC, ARE INVITED TO ATTEND THE FOLLOWING MEETING ON **September 9, 2025 AT 7:00 pm in the Conference Room at the City Hall.**

1. Roll Call
2. Approval of agenda for September 9 2025
3. Approval of minutes from July 8, 2025
4. City Council Report
5. Parks & Recreation Director's Report
6. Treasurer's Report
7. New Business:
 - a. AEW Presentation for New Pickleball Courts at Ghesquiere Park
 - b. Open commission seat
 - c. Fall event
 - d. Annual Park Improvement Plan Review - First look
8. Old Business:
 - a. Fishing Derby Debrief
9. Public Comment / Adjournment

cc: Commission Members
Council Representative
City Clerk
File
Post

Submitted by: Melinda Billingsley

Office Held: Recording Secretary

Telephone: 626-346-8460

The City of Grosse Pointe Woods will provide necessary, reasonable auxiliary aids and services, such as signers for the hearing impaired, or audio tapes of printed materials being considered at the meeting to individuals with disabilities. All such requests must be made at least five days prior to a meeting. Individuals with disabilities requiring auxiliary aids or services should contact the City of Grosse Pointe Woods by writing or call the City Clerk's office, 20025 Mack Plaza, Grosse Pointe Woods, MI 48236 (313) 343-2440 or Telecommunications Device for the Deaf (TDD) 313 343-9249.