

PARKS & RECREATION COMMISSION REGULAR VIDEO MEETING

Thursday, March 4, 2021 at 5:30 PM

BOARD MEMBERS:

Chair Rory Westberg Vice Chair Jodi McCarthy Board Members: Don Cohen, Amy Richter, Lyn Gualtieri, Sara Berkenwald, Peter Struck LOCATION & CONTACT Zoom Meeting Phone: 206.275.7626 | www.mercerisland.gov

In compliance with the Americans with Disabilities Act, those requiring accommodation for meetings should notify the Staff Liaison at least 24 hours prior to the meeting at 206.275.7706.

Virtual Meeting Notice

The virtual meeting will be broadcast live on Zoom and recorded and saved on the City's YouTube Channel

Registering to Speak: Individuals wishing to speak live during Appearances will need to register their request with the staff liaison at **206.275-7871** or <u>email</u> and leave a message before 4 PM on the day of the Commission meeting. Please reference "Appearances" on your correspondence. Each speaker will be allowed three (3) minutes to speak.

Join by Telephone at 5:30 PM: To listen to the meeting via telephone, please call 253.215.8782 and enter Webinar ID 874 0203 9853 and Password 088846 when prompted.

Join by Internet at 5:30 PM: To watch the meeting over the internet via your computer, follow these steps:

- 1) Click this link
- 2) If the Zoom app is not installed on your computer, you will be prompted to download it.
- 3) If prompted for Webinar ID, enter 874 0203 9853 Enter Password 088846

CALL TO ORDER & ROLL CALL - 5:30 PM

PUBLIC APPEARANCES

REGULAR BUSINESS

- 1. Approve the minutes of the February 4, 2021 Regular Meeting **Recommended Action:** Approve minutes.
- Luther Burbank Dock Repair/Reconfigure (LBDR) Project
 Recommended Action: Receive LBDR Subcommitee status update and provide input.
- Recreation Reset Plan (Cont.)
 Recommended Action: Receive presentation and provide input as outlined in the staff report.

OTHER BUSINESS

- 5. Planning & Meeting Schedule Update
- 6. Department Report & Update (5 min)
- 7. Commissioner Reports/Work Plan Updates

ADJOURNMENT