

Village of Cottage Grove

PARKS, RECREATION and FORESTRY COMMITTEE

Wednesday, May 22, 2019

6:30 P.M.

Municipal Services Building
210 Progress Drive

AGENDA

1. Call to order.
2. Roll call and confirm that the meeting was properly posted.
3. **Public appearances:** Public's opportunity to speak about any subject that is not a specific agenda item.
4. Discuss and consider parkland dedication for the Shady Grove subdivision.
5. Discuss and consider parkland dedication for the 5th addition to Westlawn sub division.
6. Update on Stewardship Grant conversion at Bakken Park.
7. Update on land appraisal at Bakken Park
8. Discuss and consider allowing the Miracle League to occupy upto 43,968 square feet (1.01 acres) of land at Bakken Park.
9. Update on Stewardship Grant for Bakken Park Shelter construction.
10. Discuss and Bakken Park Shelter design.
11. Parks and Recreation Directors Report.
12. Approve the minutes of the March 27, 2019 meeting.
13. Future Agenda Items
14. Closed Session:
The Parks, Recreation and Forestry Committee will enter into Closed Session pursuant to Wisconsin State Statute §19.85 (1)(e) Deliberating or negotiating the purchasing of public properties, the investing of public funds, or conducting other specified public business, whenever competitive or bargaining reasons require a closed session; Negotiate terms involving recreational facilities between Village of Cottage Grove and Wisconsin Rugby Club.
15. Reconvene into open session and possible consideration of closed session items.
16. Adjournment.

Notice:

1. Persons needing special accommodations should call 839-4704 at least 24 hours prior to the meeting.
2. It is possible that members of and possibly a quorum of members of other governmental bodies may be in attendance at the above stated meeting to gather information; no action will be taken by any governmental body at the above-stated meeting other than the governmental body specifically referred to above in this notice.
3. Any item on the agenda is subject to final action.