



BUNCOMBE COUNTY PARKS & RECREATION

Connecting communities through parks and play.

Parks & Recreation Advisory Board March 26, 2024

*This meeting will be held in person at the Enka Candler Public Library Branch, 1404 Sand Hill Rd, Candler, NC 28715. This will be "Live Streamed" via Buncombe County Facebook

**REMINDER – The Buncombe County Parks & Recreation Advisory Board meets Bi-Monthly in 2024

AGENDA

- Welcome and roll call – **Carol Peterson, Chair**
- Approval of January meeting minutes – **Carol Peterson, Chair**
- Directors Report – **Allison Dains**
 - Budget
 - Community Recreation Grant Cycle is February 5, 2024 – March 29, 2024
 - Open Space Bond – Passive Recreation deadline March 29, 2024
 - Implementation of Bonds
- Greenways Report – **Thomas Gull**
 - Enka Heritage Greenway Update
 - Woodfin Greenway Update
- Master Plan Update – **Thomas Gull**
 - Community/Public Engagement-March 21st at Enka High School Auditorium
- Update on Projects – **Joseph Guseman**
 - New Restroom Facility at Lake Julian Park-Timeline
 - New Restroom at BCSP – Timeline
 - Accessible Parks Grant – State Grant
 - Support for a universally inclusive playground at Buncombe County Sports Park
 - Grant match is 1:5
 - Request for a Recreation Advisory Vote of Support to apply for a \$500K grant
- Upcoming Events & Programming – **Lynn Pegg/Mac Stanley**
 - Preparing for 2024 Special Olympics Spring Games Day – May 2nd.
 - New Event – Doggie Easter Egg Hunt – March 23, 2024
 - New Programming – Spring Break Camp Days
 - CORE Programming continues.
 - Earth Day Program at BCSP
- Other Announcements – **Parks & Recreation Staff or Advisory Board**
- Next Meeting - **Tuesday, May 14, 2024 @ 12:00pm, Lake Julian Park Shelter # 3**
- Adjournment

The mission of Buncombe County Recreation Services is to improve the quality of life within our community by providing high quality recreational facilities, opportunities for social interaction, and programming which encourages health and wellness through active lifestyles.