

Town of Fairfax

Minutes of  
Fairfax Parks and Recreation Commission  
Monday, April 18, 2022  
7:00 p.m.  
Via Zoom

PARC Commissioners in attendance: Sisi Parry-Hansen, Chris Borjjan, Dustin Liebman, Jacqueline Engstrom, Susan Pascal Beran, Artist-in-Residence. Staff in attendance: Heather Abrams, Town Manager; Maria Baird, Recreation & Community Services Manager. Others in attendance: Jody Timms, Chris Lang

The meeting was called to order at 7:00 p.m.

The minutes of the March 14<sup>th</sup> meeting were approved.

**New Business**

**1. Welcome Heather Abrams, Town Manager-** Heather Abrams introduced herself to the group and spoke on her background prior to becoming the new Town Manager.

**2. Earth Day event in Bolinas Park- Saturday, April 23<sup>rd</sup> 12 noon-5 pm-** Susan Pascal Beran attended the meeting to request sponsorship of a special event for Earth Day that will include music, arts & crafts, games and entertainment. It will offer music and dancing with the band “Mother Nature’s Children”, a blessing from Miwok Elder Luciana Vidauri, nature lessons by Nick Nutzu, and “The Lorax Project” by Archie Williams High School students. **ACTION ITEM: Sisi made a motion to sponsor this event, Chris seconded, all Commissioners voted in favor.**

**2. Augmented Reality (AR) Pop-up Art Exhibit Saturday, May 7<sup>th</sup> 12 noon-5 pm Bolinas Park-** Susan Pascal Beran also requested sponsorship of the AR event which will include 8 different artists. **ACTION ITEM: Chris made a motion to approve the event, Sisi seconded, all Commissioners voted in favor.**

**3. Earth Day Art Installation at on Bank Street-** Chris Lang attended the meeting to request permission to install a temporary art exhibit entitled “Every Day is Earth Day in Fairfax” at the subject location. The exhibit will be up for 30 days. **ACTION ITEM: Dustin made a motion to approve the temporary art exhibit, Chris seconded: all Commissioners voted in favor.**

**4. Standard Operating Procedure (SOP) for installation of art, construction in parks and playgrounds-** Maria announced that Heather had inquired whether PARC had such a document, and if not, they might want to consider adopting an SOP that addressed these issues. Maria explained that it would consist of the following steps: create written project descriptions including sketches, solicit grant and/or other potential funding sources, check project alignment with other town projects, programs, goals, regulations, community outreach, check design for ADA, CEQA, and other State and federal

requirements, plan budget, plan construction schedule with staff, project timelines/budget/staff resources approved through Town or Town Council, competitively bid project with Town staff help, prepare site for construction, Town approves final construction in regards to plan & regulations (ADA, Building Code, CEQA, etc.) PARC welcomed the idea of creating such a document to help improve the flow and implementation of projects they oversee. Maria added that the Public Art in the Parkade policy that Susan Pascal Beran drafted and is now under review by the Town Attorney is a good example.

**5. Outdoor Fitness Station in Peri Park update-**Dustin explained to Heather what has been done so far with the Outdoor Fitness Station and the obstacles that have been met to date. Heather replied that Dustin can get her some sketches of the proposed equipment. She also indicated that a Master Plan of Peri Park would be ideal to have in order to better plan to future of park development/improvements. Heather also stated that the equipment should be manufactured by a company rather than built by a contractor to offer manufacturer liability. She further added that it should also be inspected by a playground inspector to ensure it meets safety guidelines. Heather also gave an update on the playground equipment swing set that has to be re-installed in order to meet fall requirements. Chris voiced frustration over the process that has occurred due to new direction from management.

The meeting adjourned at 8:30 pm.