

City of Tulare  
**PARKS AND RECREATION COMMISSION**  
830 S. Blackstone St.  
Tuesday, June 13, 2023 6:30 a.m.  
MINUTES

**I. CALL TO ORDER**

The Regular Meeting of the Tulare Parks and Recreation Commission was called to order at 6:30 a.m. by Chairperson Craig Hancock at the Claude Meitzenheimer Community Center.

**COMMISSIONERS PRESENT:** Craig Hancock, Mike Jamaica, Manuel Caceres, Eric Farrenkopf, Nick Sherwood, Armando da Silva

**STAFF PRESENT:** Jason Glick, Ivan Nicar, Brian Beck, Diana Smith, Mario Anaya

**CITIZENS PRESENT:** Oliver Pinheiro

**II. PLEDGE OF ALLEGIANCE**

The Pledge of Allegiance was led by Commissioner Eric Farrenkopf.

**III. CITIZEN COMMENTS**

None.

**IV. COMMUNICATIONS**

None.

**V. CONSENT CALENDAR**

(1) **Approve Commission minutes of April 11, 2023 regular meeting.**

It was motioned by Commissioner Nick Sherwood, seconded by Chairperson Craig Hancock, and unanimously carried that the minutes of April 11, 2023 be approved as presented.

(2) **Approve Commission minutes of May 25, 2023 special meeting.**

It was motioned by Commissioner Eric Farrenkopf, seconded by Commissioner Manuel Caceres, and unanimously carried that the minutes of May 25, 2023 be approved as presented.

**VI. SCHEDULED CITIZEN OR GROUP PRESENTATIONS**

None.

## VII. GENERAL BUSINESS

(1) **Quimby Act Ordinance – Mario Anaya**

Mario Anaya gave an overview of the Quimby Act, its purpose, and how it would impact housing developments. Questions were asked by the commissioners and answered by Mario. It was motioned by Eric Farrenkopf, seconded by Nick Sherwood, and unanimously carried that the Quimby Act Ordinance be recommended for approval by City Council.

(2) **Review/Recommend approval of Master Fees and Charges Schedule and Salary Rates for Fiscal Year 2023-2024 – Brian Beck**

Recreation Manager Brian Beck discussed the changes in fees that would take effect on July 1, 2023. It was motioned by Eric Farrenkopf, seconded by Nick Sherwood, and unanimously carried that the Master Fees and Charges Schedule for Fiscal Year 2023-2024 be approved.

There were no changes to the Salary Rates for Fiscal Year 2023-2024. It was motioned by Manuel Caceres, seconded by Nick Sherwood, and unanimously carried that the Salary Rates for Fiscal Year 2023-2024 be approved.

(3) **Administrative Items – Jason Glick**

Community Services Director Jason Glick gave a few updates. Three supervisor positions are in the process of being filled. The Parks Master Plan will go to City Council for approval on July 18<sup>th</sup>. The dog park is in the design phase by Four Creeks Engineering Team. The basketball courts that will be built at Prosperity Sports Park are currently at RFP. Finally, the contract award for Zumwalt Park will be going to City Council on July 18<sup>th</sup>.

(4) **Recreation reports and Upcoming Events – Brian Beck**

Recreation Manager Brian Beck discussed the BEST Club, Spring Camp, Summer Camp. Summer camp fees were cut in half this year in attempt to increase attendance. BEST Club will be capped at 1,000 and the agreement will be going to council in July. Brian further spoke about upcoming programs such as Aquatics and Movies in the Park.

(5) **Staff report on Park Maintenance Operations & Projects – Ivan Nicar**

Ivan touched on the completed projects at Live Oak, Bender, Prosperity, Santa Fe Trail Del Lago Mulcahy Parks, along with The Temporary Encampment cleanup. Elk Bayou Soccer Complex will be closed from June to August. Other upcoming projects include new parks signs at Live Oak and Cesar Chavez Park, and basketball courts at Prosperity Sports Park.

**VIII. ITEMS OF COMMISSION INTEREST**

Commissioner Nick Sherwood stated that there are low hanging trees creating a hazard in some areas of the Santa Fe Trail.

Chairperson Craig Hancock inquired about park closure at night at Live Oak Park and wanted to know if people often stay after the gate is closed. His inquiry was address by Parks Manager Ivan Nicar.

**IX. ADJOURNMENT**

The meeting was adjourned by Chairperson Hancock at 7:02 a.m.