# Recreation Advisory Committee Minutes January 18, 2023

Attendees: Tracy Burnett, Kent Barlow, Joy Hewett, Anne Geer, Tammy Phillips, Keith Shea, Tracy Teague, J. Stamey, Megan Lynch

#### **Minutes**

• Minutes-motion made by Anne Geer and Keith Shea second

#### **Recreation Advisory Retreat Recap**

Kent went over what everyone's expectations are and what ideas there were for each group. (Handout provided)

- Parks & Rec Staff → Advisory Committee
- Advisory Committee Parks & Rec Staff
- Advisory Committee → Advisory Committee

#### **Recreation Agency Grant Application Revision**

- Tracy discussed what items might need to be updated or revised.
- Members went over the application and revised some of the questions and descriptions.

#### **Arts Division Discussion**

• J discussed what she presented to the Board of Commissioners on January 11, 2023 about Arts Division in the department.

#### **Staffing Updates**

• Tracy announced that Ben Rippe is our new Trails and Open Space Planner.

#### **Haw River Feasibility Study Update**

• Ben is working on setting up a meeting with Alta for the feasibility study kick off meeting.

### **Deep River Steering Committee Update**

• Tracy B informed the committee that there is a Deep River State Trail plan 2022-2027. The plan is to have blueway and greenway trails along the 125 mile corridor.

#### Parker's Ridge Update

• Tracy announced we finally have a contract with a consultant and have a meeting scheduled with them. They will provide surveys to reevaluate the current facilities listed in the master plan. A public input meeting soon.

# Year of the Trail

- Parks and Rec will be holding events in June and October.
- We pledged to join the Great Trails Coalition
- Tracy discussed when she and Gretchen went before the BOC about the Great Trails State Coalition
- J mentioned that we want trails and want to grow and that Parks and Rec is working hard to make that happen.

## **Other topics**

Tracy announced next meeting will be in March.

Meeting Adjourned