Parks, Recreation & Open Space Commission (PROS)

REGULAR MEETING OCTOBER 2, 2012 – 10:00 AM VETERANS MEMORIAL BUILDING 1000 Main Street, Cambria, CA 93428

AGENDA

- 1. A. CALL TO ORDER B. ESTABLISH QUORUM
 - C. CHAIR REPORT
- 2. EX-OFFICIO MEMBER REPORTS
 - A. Friends of the Fiscalini Ranch Preserve (FFRP)
 - B. Coast Unified School District (CUSD)
- 3. PUBLIC COMMENT ON TOPICS NOT ON THE AGENDA*
- 4. CCSD PARKS & REC MANAGER'S REPORT
 - A. Status Report on Skate Park
 - B. Status Report on Fiscalini Ranch Master Plan
- RANCH MANAGER'S REPORT
 A. Report on Fiscalini Ranch Wedding Policy
- 4. REGULAR BUSINESS
 - A. Consideration to Approve Minutes of Commissioners Meeting, August 7, 2012
 - B. Receive Report from Ad Hoc Committee on Commissioner Vacancy Applications and Recommendation to Fill the Unexpired Term of Former Commissioner Jeff Miller. PROS Commissioners to Approve an Appointment Recommendation for CCSD Board of Directors Consideration.
 - C. Discussion and Consideration to Reschedule December 4, 2012 PROS Commissioner Meeting (Conflict in Veterans Memorial Hall with Christmas Tree Auction)
 - D. Receive Report from General Manager Regarding Dog Park Improvements, specifically the Parking Lot; Discussion and Recommendations Regarding the Dog Park Parking Lot Improvements.
 - E. Appoint PROS Secretary
- 7. Comments, Concerns, Other Future Discussion Items

8. ADJOURN

*NOTE:

Members of the public wishing to address the PROS Commission on any subject that is not on the agenda within the jurisdiction of the Commission will have the opportunity to do so during agenda item three (3) when recognized by the chairperson.

Members of the public wishing to address the PROS Commission on any agenda item will have the opportunity to do so when recognized by the Chairperson.

All public comment will be limited to 3 minutes per person.

NEXT PROS REGULAR MEETING: To Be Determined December 4, 2012, 5:00 PM Conflicts with Christmas Tree Auction Event at 1000 Main Street, Veterans' Memorial Building, Cambria