



**Thursday, October 1, 2020
Recreation and Parks Board**

THIS AGENDA IS TENTATIVE AND SUBJECT TO CHANGE WITHOUT NOTICE - TIMES ARE APPROXIMATE

A part or all of the meeting may be conducted in closed session

Meeting of: Recreation and Parks Board

Location: Chesapeake Building, 41770 Baldrige St., Leonardtown, MD

Time: 5:30 p.m.

Recreation and Parks Board

Public meetings are now open to the public as long as social distancing guidelines can be maintained and the Commissioners' Meeting Room capacity limits do not exceed 33. Everyone in attendance must adhere to the social distancing guidelines and wear a mask at all times except when speaking, consuming food/drink or have a disability. If social distancing guidelines or occupancy room capacity limits cannot be followed, the meeting will have to be rescheduled. Citizens may listen to the meeting by calling 301-579-7236; access code: 963443#. The public is strongly encouraged to view the meeting remotely on Channel 95 and YouTube. For additional information please contact Darlene.Stalcup@stmarysmd.com.

1. CALL TO ORDER

A. Call to Order

2. ROLL CALL

A. Minutes: September 3, 2020

3. NEW BUSINESS

A. FY 2022 CIP Discussion

4. OLD BUSINESS

- A. Program Updates
- B. Capital Improvement Project Updates
- C. Fall Sports Updates
- D. Accrediation Updates

5. ADJOURN

A. Adjourn

Appropriate accommodations for individuals with special needs will be provided upon request. In order to meet these requirements, we respectfully ask for one week's prior notice. Please contact Darlene Stalcup at 301-475-4200, Ext. 71820. Proceedings are televised live and/or recorded for later broadcast on television. All content of these proceedings is subject to disclosure under the Maryland Public Information Act. Photographic and electronic audio and visual broadcasting and recording devices are used during the Commissioners' meetings. These are public meetings and attendance at these meetings automatically grants St. Mary's County Government permission to broadcast your audio and visual image.