

Fruitland Park & Rec Board
Minutes from Meeting held on Monday, February 1st, 2021

Meeting started at 5:35 pm

Present: Megan, Brenda, Tina and Shelley

Absent: Tara, Ashley and Jessica

OLD BUSINESS:

Playground Equipment @ City Hall/Community Center:

Our equipment requests were presented to City Council and they had the following feedback:

City obtained quotes for pricing of equipment and is as follows:

Geo Climber:	\$ 1,260
Parallel Bars:	\$ 550
Rope Climber	\$ 980
Ten Spin:	\$ 2,899
Generation Swing:	\$ 897*
Spin w/harness/swing	\$ 4,594*

* Items to be installed at Drake Park and to be voted on at 2/9/2021 City Council Meeting

City applied for a \$1,000 Mini-grant (included a general letter and 3 financial commitments).

Maintenance department suggested a single playset rather than multiple pieces for mowing and upkeep purposes.

Megan will get clarification from City Council on next steps and direction of project.

NEW BUSINESS:

Farmer's Market

Jessica had left information regarding setup of a Farmer's Market. After quickly reviewing and seeing the many requirements from local and state entities, board members decided to put on hold until researched further. There was discussion regarding talking with Jen DeFosse from the Muscatine Farmer's Market to get more information and suggestions.

Other Community Events:

Events such as a movie night, craft/vendor fair, Ice Cream Social, melon fest, Spaghetti and Taco Takeout Dinners were discussed. All are potential events for the first Friday in June, July, August. More discussion to come.

Easter Giveaway Inventory:

Taking inventory of existing items is needed prior to making a new order immediately following the March 1st Meeting. Shelley volunteered to take inventory by the end of February and will set up an excel spreadsheet to keep track of items going forward.

Meeting was adjourned at 6:23pm as motioned by Brenda and seconded by Tina.

Next Meeting will be held Monday, March 1st at 5:30pm.

Megan Dieckman

Shelley Sides

2-8-2021

2-8-2021