



Monday, April 22, 2024
City of Palm Springs
Minutes of the Regular Meeting of the Parks & Recreation Commission

Pursuant to Assembly Bill 361, this meeting was conducted by teleconference and in-person public access to the meeting location.

I. CALL TO ORDER:

The regular meeting of the City of Palm Springs Parks & Recreation Commission was called to order at 5:31 PM by Chair Miraglia and the roll call was taken by Director Yvonne Wise.

II. ROLL CALL:

COMMISSIONERS	PRESENT	EXCUSED
Donald Admire	X	
Johnny Coladonato	X	
Rod Davis	X	
Jody Diaz		X
Michael Finland	X	
Susan Meyer		X
John Miraglia	X	
Jase Nagaia	X	

City Staff Present:

Yvonne Wise, Director of Parks & Recreation; David McAbee, Public Works Director; and Aaron Bergeson, Project Manager.

III. REPORT OF POSTING OF AGENDA:

The Agenda for this meeting was posted at City Hall, 3200 E. Tahquitz Canyon Way; the Palm Springs Leisure Center, 401 S. Pavilion Way; and the City of Palm Springs' website prior to 5:30 PM on Wednesday, April 17, 2024, as required by established policies and procedures.

IV. APPROVAL OF MINUTES FROM THE MEETING OF MARCH 25, 2024

Motion: Commissioner Coladonato

Second: Commissioner Admire

Motion Carried: Yes 5 Abstain 1

Noting the absence of Commissioners Diaz and Meyer

V. PUBLIC COMMENT:

There were no public comment correspondence via email.

There were no members of the public who wished to provide public comment.

VI. **DIRECTOR'S REPORT:**

Director Wise provided a reminder that the City is recruiting for vacancies on Boards and Commissions and there are 3 vacancies on the Parks & Recreation Commission.

VII. **PRESENTATION/ACTION ITEMS:**

A. PRESENTATION: Public Arts Commission Project Updates

Chair of the Public Arts Commission Gary Armstrong gave an update on the two major projects approved by the City Council called "Artsapes" and "Beautiful Shade" to be installed and dedicated by World Art Day 2025.

B. PRESENTATION: Swim Center Preliminary Concept Update

Architect Maria Song, Interactive Design Corporation, gave a preliminary concept update beginning with an explanation of the current swim center layout and the accessibility needs and ending with the proposed layout to potentially address these challenges.

C. PRESENTATION: Demuth Pickleball Court Project Update

Michael Madsen, Kimley Horn, provided an overview of the Demuth Pickleball Expansion Court project including next steps in the project.

D. PRESENTATION: Demuth Dog Park Preliminary Concept Update

Michael Madsen, Kimley Horn, provided update on the Demuth Dog Park Preliminary Concept and the feedback from the community meeting held on April 2, 2024.

E. PRESENTATION: Parks & Recreation Project Updates

Director Wise gave an update on the Victoria Park playground project that is currently underway.

F. PRESENTATION: Discussion of Proposed Permitting of Cannabis Special Events

Patrick Clifford, Executive Program Administrator for the Office of Special Programs, gave a presentation on potentially holding Cannabis special events in parks in the City of Palm Springs.

VIII. **AD-HOC UPDATES:**

Director Wise gave a reminder of the upcoming community outreach meetings for projects associated with the Swim Center, Demuth Dog Park, and comprehensive Parks & Recreation Master Planning.

Dog Park: No updates

Master Plan: No updates

Park Enhancements: No updates

Pickleball: No updates

Swim Center: No updates

IX. **COMMISSIONER COMMENTS:**

Commissioner Coladonato discussed the recreational ballfield lighting project and Director Wise noted that the project was nearing completion.

X. **ADJOURNMENT:**

There being no other business Chair Miraglia asked for a motion to adjourn.

Motion: Commissioner Davis

Second: Commissioner Nagaia

Motion carried unanimously noting the absence of Commissioner Diaz and Meyer.

The Parks & Recreation Commission adjourned at 6:37 PM with the next Regular Meeting to be held on Monday, May 20, 2024, via teleconference and in-person.

Respectfully submitted,

Rylee Bates

Rylee Bates, Administrative Specialist
Department of Parks & Recreation