

NOTICE OF REGULAR MEETING
HUACHUCA CITY PARKS & RECREATION COMMISSION
November 13, 2017 at 6:30 PM
Town Hall Council Chambers - 500 N. Gonzales Blvd. - Huachuca City AZ 85616

~ AGENDA~

- A. Call to Order and Pledge of Allegiance
- B. Roll Call
- C. Call to the Public [3 min.limit] Agenda Items Only.
- D. Unfinished Business
 - 1. Discussion and/or Action [CHAIR]: Review of Trunk or Treat.
 - 2. Discussion and/or Action [CHAIR]: We have Commissioner Christy ask the City Council to increase our commission from 5 members to 7 members.
 - 3. Discussion and/or Action [CHAIR]: Signs for multiple events.
- E. New Business
 - 1. Discussion and/or Action [CHAIR]: Christmas Tree Lighting Event.
 - 2. Discussion and/or Action [CHAIR]: Christmas Parade, Park and Rec's will be doing cookies, and hot chocolate, and coffee at the Senior Center.
- F. Call to the Public [3min. limit] ARS 38-431-01 Public body may make an open call to the public during a public meeting, subject to reasonable time, place and manner restrictions, to allow individuals to address the public body on any issue within the jurisdiction of the public body. At the conclusion of an open call to the public, individual members of the public body may respond to criticism made by those who have addressed the public body, may ask staff to review a matter or may ask that a matter be put on a future agenda. However, members of the public body shall not discuss or take legal action on matters raised during an open call to the public unless the matters are properly noticed for discussion and legal action.
- G. Adjournment.

TOWN CLERK'S NOTE:
POSTED BY *[Signature]* DATE *11/9/2017*
TOWN HALL BULLETIN BOARD, TOWN HALL LOBBY, 10:30 AM
U.S. POST OFFICE

Individuals with disabilities who need a reasonable accommodation to attend or communicate at a town meeting, or who require this information in alternate format, may contact the Town at 456-1354 (TTY 456-1353) to make their needs known. Requests should be made as early as possible so there is sufficient time to respond