## PARKS AND RECREATION SPECIAL MEETING BOARD AGENDA FEBRUARY 6, 2024 –6:00 P.M. CITY COUNCIL CHAMBERS- RUHMANN FRANKLIN MUNICPAL BUILDING 303 W. MAIN ST. KENEDY, TX. 78119

Notice is hereby given of a Special Meeting of the Parks and Recreation Board on the 6<sup>th</sup> day of February, 2024 at 6:00 p.m. at which time business will be conducted in accordance with Texas Government Code 551 as follows:

- 1. Call the Special Parks and Recreation Board Meeting to order and establish a quorum is present.
- 2. Welcome guests.
- 3. Citizen comments.
- 4. Introduction of the new Kenedy Economic Development Corporation Manager.
- 5. Discussion and possible action on approving a bid for the new playground equipment.
- 6. Discussion and possible action on the St. Mary's Park Bench Fundraiser.
  - A. Discussion on donation letters to be mailed out.
- 7. Announcements of Community interest and/or upcoming events.
- 8. Adjourn.

## **Special Accommodations**

This facility is wheelchair accessible and accessible parking spaces are available. Requests for accommodations or interpretive services must be made 48 hours prior to this meeting. Please contact the City Secretary's office at (830) 583-2230 or FAX (830) 583-2063 or email citysecretary@kenedytx.gov for further information. Braille is not available.

The Parks and Recreation Board of the City of Kenedy reserves the right to convene in Executive Session in accordance with the Texas Open Meetings Act, Texas Government Code: Section 551.071 (Consultations with Attorney), Section 551.072 (Deliberations about Real Property), and Section 551.076 (Deliberations about Security Devices) analysis the above items.

Certification:

OF KENOTOMICS (Consultations and Consultations and Consultations about Certifications)

I, Maggie Gonzales, certify that the above notice of this Special Parks and Recreation Board Meeting was posted at the front doors to the City Hall, 303 W. Main St., Kenedy, Texas on the 2nd day of February, 2024 by 5:00 P.M.

Maggie Gonzales, City Secretary