

# BVSA Recreation Advisory Committee (RAC) Minutes

## February 1<sup>st</sup>, 2017

RAC Members in Attendance: Kimberly Clow (KC), Rebecca Hewett (RH)(Board Liaison for Julia Stavlo), Gary Adams (GA) and Scott Milton (SM)

BVSA Staff in Attendance: Cheramy Krueger (CK), Debbie Papac (DP), Debbie Shryock (DS), Matt Bryant (MB), Joe Horswell (JH), and Jim Carmichael (JC)

RAC Members unable to attend: Linda Ricketts, Kathy Ostrem and Julia Stavlo (BVSA Board Liaison)

BVSA Member: Jeanne Gray (JG)

Meeting called to order at 1608 by Chair KC.

The February 2017 RAC Agenda was approved as presented by consensus.

The January 2017 RAC Minutes were approved as presented by consensus.

KC asked for self-introductions. JH is the new Athletic Director and MB has accepted the position of Asst Recreation Manager. Welcomes and Congratulations were offered.

### **RAC Reports**

BVSA Articles 8 & 9 revisions were discussed. Some changes were made and approved by consensus.

**Action:** JG will rewrite and send a copy to all RAC members for consideration. This item will be on the March 2017 agenda.

**Pool:** Plastering done. Pool filled. Maintenance staff, lifeguards and lap swimmers have been sweeping pool to clear plaster debris. Mark Gonzales cannot heat pool until the debris has been cleared. JG asked if the THS Swim Team might join in on the effort as a civic project and “give back” to using the pool. DP will check to see if that’s possible.

Maintenance staff deep cleaning pool bathrooms. New Locker room curtains are hung. THS Swim Team starts Monday the 6<sup>th</sup> from 1500-1630. BVS Grizzlies will swim from 1630 to 1800.

**Tennis/ Pickleball:** DS reported: Benches have not been ordered yet. Contracts have been signed for tennis court resurfacing & to rebuild pickleball courts. Start time is weather dependent, probably will occur in spring.

**Weight Room:** Equipment rearrangement plans drawn up. For example, hang weights on Smith Machine vs. weight tree in middle of room, etc. Goal is to afford better flow. New water fountain is delivered. Will be installed soon. SM recommended using thicker mats in free weight area to protect cement floor

**Beaubien Field:** GA reported: A 3/4 ton truck left huge tire canals between the area where all the ballfields converge. This area will need refurbishment. MB recommended locking out entry to this area to avoid this in future.

**Action:** DP will request this.

Infield drying nicely.

**Nature Path:** Recovering from rainy weather. Work for Nature path was postponed d/t weather. KC presented plans for shaders over 3 benches on Nature Path. Cost @ \$800 per shader. Volunteer labor has been offered. However, project must be engineered & permitted. This cost has not been figured into the \$800/shader. Need CSD & ECC approval to begin process. There is money available in BVSCRFF set aside for either of these options. Discussion covered what would be the better choice. RAC voted on both options to get a read on most preferred. (Please note Addendum at end of minutes.)

Motion by KC to recommend to BVSA Board to move forward with Shader project, including CSD & ECC approvals, etc., for 3 shaders over benches on Nature Path. Second by SM. Motion passed 3-1

Motion by KC to recommend to BVSA Board to move forward with Shader project, including CSD & ECC approvals, etc., of one shader to cover bench closest to Jack's Hole on the Nature Path. Second by SM. Motion passed 4-0.

**Action:** RAC is recommending to the Board to consider moving forward with the single Shader project process to cover the bench closest to Jack's Hole on the Nature Path. Drawings, etc. will be submitted to the BVSA Board.

**Rifle Range & Lakes:** JC reported: Members have been asking for trout. DP has a supply that may be available soon. CK reminded the RAC that reed removal in the lakes will have to happen first, but after that is completed, we may be able to supply trout again.

**Asst. GM Rec Manager Report:** MB noted better communication with BVS Gate personnel & BVSA staff in re: to folks trying to enter gate without a pass.

1. Hockey is in full swing. Fundamental division looks promising for players in the future. There are a total of 12 kids, all new except one returning player. The 10U division has 5 teams 2 more than last year. 14U division only has two teams and no 18U division this year. There are a total of 64 kids, two more than last year.
2. Soccer sign-ups will start Monday February 13th. Season start date TBD.
3. Joe Horswell is officially the Athletic Supervisor. His first full day was January 31<sup>st</sup>. MB will be bringing him up to speed will all that goes on, should be fairly quick since he was very involved with all the sports over that last year. He will be replacing MB as a staff rep on the RAC in the next few months.

**WC:** DS informed RAC that WC bathroom remodeling in process. Going well. Reframing doors. Plumbing soon. Completion hopefully within 2 months.

### **New Business**

**Dog Leash Law:** CSD Code & BVSA Rules & Kern County regulations are not in conflict. Dogs are to be leashed when on BVS common property, which does include all amenities.

No action needed.

Kathy Ostrem's agenda item regarding possible Sign options for Area near Cub Lake was tabled.

**Action:** Add to March Agenda.

### **From the Floor:**

MB informed RAC of continued "over-camping" and "unsanctioned" camping at Town Campground. He suggested posting towing signage at Town Campground & additionally, to post Town campground rules on campground bathroom.

**Action:** Debbie will request signage and put this recommendation in place.

Next RAC Meeting is 3/1 @ 1600.

Adjourned at 1738.

Respectfully submitted,  
Jeanne D. Gray (for Linda Ricketts)

*Addendum from RAC Chair Kimberly Clow (KC): There were 2 votes put forward re: shaders for the Nature Path to ascertain which project the RAC favored. Both motions passed. KC voted for 3 shaders, as she was representing the Nature Path committee; but, as an RAC member, would have voted against 3 shader, in favor of the one shader project. Three shader project would have been a 2-2 vote, as opposed to 3-1. The one shader project was the most popular with a vote of 4-0.*