December 14, 2016 Notes for Graceada & Enslen Parks to Set Priorities

Ordinance: Expand No smoking, includes both cigarettes and marijuana, throughout the park system. Right now it is only restricted within 50 ft. of the play equipment.

Graceada Park

Reinstate use of pool (pool in very good condition) and storage shed so swimming lessons can return to the park. Maybe partner with local pool company.

Replacement of burnt play equipment. (Is there a chance that play equipment in Beard Brook Park could replace the age range of equipment that burned?)

Create Kid Safe Zone (Ryan Swehla and Team)

Consider bringing back Youth Leadership to oversee activities (Summer jobs for high school students). It would create a neighborhood feeling of having supervision at certain times during the day and encourage neighbors to bring their children to the park.

Mancini Bowl improvements.

Enslen Park

Use of Boy Scout Club House by MPD & CANA.

Bring MPD K-9 training to Enslen Park.

Bring MPD new hires to Enslen Park for training - obstacle course.

Add police department signage related to these trainings in Enslen.

Continue the MPD CSI summer program.

Consider fencing off Club house.

Possible move of horseshoe pits to a different location and reduce it in size. Approach local lumber company to donate supplies for construction. Get full history of gentleman that originally put them in.

Both Parks

Continue MPD presence and clean up of vagrancy.

Look at daytime presence of private patrol, cadets, rangers ...

Work with Focus on Prevention Homelessness Engagement Team to reach the homeless in the parks.

Reach out to individuals/organizations to not serve food/giveaway clothing in the parks.

Establish system of CANA volunteers for the parks, partner w/ Parks & Rec.

Instill a restriction on local liquor stores to not sell single serve alcohol beverages.

Address the shopping carts in the parks.

Possible jogging trail around both parks.

Murals for the back of the Scout Club House and on the back of Mancini Bowl.