



*"A Place Where Everyone Matters"*

**AGENDA**  
**Regular Meeting of the**  
**Parks and Recreation Board**  
108 W. Broadway Street, Prosper, Texas  
Town of Prosper Municipal Chambers  
Thursday, May 10, 2018, 6:00 p.m.

1. **Call to Order / Roll Call.**
2. **Consider and act upon approval of the Minutes from the April 12, 2018, Parks and Recreation Board meeting.**
3. **Comments by the Public.**
4. **Consider and act upon approving a policy for park sponsorship/naming rights.**
5. **Discuss and appoint a park naming committee.**
6. **Informational items.**
  - a. **Recreation Update**
  - b. **Park Development Update**
  - c. **Park Operations Update**
7. **Discussion regarding any miscellaneous business or items to be placed on future Agendas.**
8. **Adjourn.**

Note: The order in which items are heard on the agenda is subject to change.

**CERTIFICATION**

I, the undersigned authority, do hereby certify that this Notice of Meeting was posted on the inside window at the Town Hall of the Town of Prosper, Texas, a place convenient and readily accessible to the general public at all times, and said Notice was posted on May 4, 2018, at 5 p.m. and remained so posted at least 72 hours before said meeting was convened.

\_\_\_\_\_  
Robyn Battle, Town Secretary

\_\_\_\_\_  
Date Noticed Removed

Pursuant to Section 551.071 of the Texas Government Code, the Town Council reserves the right to consult in closed session with its attorney and to receive legal advice regarding any item listed on this agenda.

**NOTICE**

Pursuant to Town of Prosper Ordinance No. 13-63, all speakers other than Town of Prosper staff are limited to three (3) minutes per person, per item, which may be extended for an additional two (2) minutes with approval of a majority vote of the Park Board.

**NOTICE OF ASSISTANCE AT PUBLIC MEETINGS:** The Park Board meetings are wheelchair accessible. For special services or assistance, please contact the Town Secretary's Office at (972) 569-1011 at least 48 hours prior to the meeting time.