



PASCAGOULA RECREATION COMMISSION
MEETING OF August 3, 2022

Jay Spradlin opened the meeting at 5:36 PM

There was one amendment to the agenda

Mike West was present.

Mike McElhaney made the motion to approve minutes as written. Motion passed.

OLD BUSINESS:

Point Park: Piers are almost complete. Contractor is waiting for the remainder of the decking to arrive to finish.

Beach Park Splash Pad: Project scheduled to start first of September.

IG Levy Basketball Court: Almost complete sodding around the court is in progress.

Wall of Honor and Ring of Honor: The ring of honor will consist of names of people whom the old softball and baseball fields were named after. The wall of honors will consist of names of individuals who contribute to baseball/softball as well. The rec commission and the recreation department are working on a nomination procedure for the wall of fame to present to council. Antoinette will have price etc. for the ring of honor at next meeting.

NEW BUSINESS:

Parks and Recreation Department Updates:

- A. Parks and Recreation Department Update: Afterschool will start on August 4th. We have 55 registered Youth Football registration is going good will continue thru August 8th. . Adult Kickball registration is open and we are looking for teams. Last movie night was great had about 100 people. Several tournaments will be taking place throughout the month.

Antoinette announced the Senior Center Director position was open.

Chris Grace would like to see lights at the basketball courts.

There was discussion on getting the vacant spot on the Rec Commission filled

Jason Williams and First Baptist Church Men's group volunteered to paint the welcome sign.

There being no other business, the meeting was adjourned at 6:25 pm.

The next meeting will be held at 5:30 pm on August 3, 2022 at the Pascagoula Recreation Center.

/s/s Antoinette Johnson

Antoinette Johnson, Secretary

Members Present:

Jay Spradlin

Mike McElhaney

Chris Grace

Jason Williams

Members Absent:

Aulton Vann

Lee Tingle