

AGENDA

- I. Call to Order
- II. Roll Call
- III. Pledge of Allegiance
- IV. Approval of Agenda
- V. Matters from the Public
- VI. Direction Items
 - A. Annual Recommendations
 - i. Aquatics Operations
 - ii. Lippold Park Family Golf Center
 - iii. Facility Rentals – Buildings, Rooms, Picnics and Fields
 - iv. The Racket Club
 - B. Emergency Appropriation Policy
 - C. IMRF Unfunded Liability Payment
- VII. Discussion Items
 - A. 2022A Rollover/2022B Alternate Revenue Source Bonds
 - B. Tax Levy Scenario
 - C. Barlina Barn
 - D. Lippold Park Trail Audit
 - E. Annual Meeting Dates Approval Process
- VIII. Adjourn

Next Park Board Regular Meeting:
November 17, 2022
Administrative Office 6:30pm
Next Committee of the Whole Meeting:
December 3, 2022
Administrative Office 6:30pm

**The public comment portion of the meeting occurs at the time set forth on the meeting agenda. The public comment period is intended to provide an opportunity for individuals to comment on matters related to the Park District. Speakers are limited to three (3) minutes per person during the public comment portion of the meeting, unless extended by the Board at its discretion. The total amount of time allocated for public comments at a particular meeting is 30 minutes unless determined otherwise by the Presiding Officer.*

Public wishing to comment that cannot attend the meeting may provide written comment to the Executive Director, jherbster@crystallakeparks.org, by 3:00pm on the day of the Board meeting. All written comments will be read at the Board meeting.

ADA: In compliance with the Americans with Disabilities Act this and all other meetings of the Crystal Lake District are located in facilities that are physically accessible to those who have disabilities. If additional reasonable accommodations are needed for persons who qualify under the Act as having a “disability”, please contact the Park District during normal business hours at 815-459-0680 at least 48 hours prior to any meeting so that such accommodations can be provided.